

WARRIOR'S LEGACY[®]



RULEBOOK

AGE:12 + 2 PLAYERS 30-60
MINUTES

INTRODUCTION

The Eternal Feud of Voularien and Veraquin

Once, the land knew peace—fragile though it was. Two mighty kings, **Voularien, the King of Flame and Fury**, and **Veraquin, the Sovereign of Storm and Justice**, stood united against chaos. Their alliance was forged in the fires of conquest, their strength a bastion for a fractured world. Together, they vanquished ancient enemies, united warring factions, and laid the foundation of a kingdom destined for greatness.

For years, their rule brought prosperity to the land. Voularien embodied raw, unrelenting strength, his volcanic wrath deterring all enemies of their growing realm. Veraquin counterbalanced this fury, his steadfast wisdom guiding the kingdom to stability and fairness. The world hailed them as twin pillars of unity—but the fire of ambition burns hotter than mere friendship.

Their peace, as all mortal creations, was doomed to crack.

The Crown of Origins

At the height of their power, whispers began of a relic hidden deep within the land: **the Crown of Origins**, a creation steeped in mystery. The stories claimed that whoever possessed it would wield the power to control not just territories, but the very essence of life and death itself. While its origin was unknown, its promise of absolute power was undeniable—and irresistible.

Voularien saw the Crown as a tool to solidify their kingdom's might forever, to crush the remnants of dissent across the land. Veraquin, ever cautious, feared the corruptive nature of such concentrated power. Distrust simmered between them, growing like an unseen wildfire until their partnership shattered irreparably.

The power of the Crown—to unite or destroy—was never tested. Suspicion and ambition fueled their hatred, and they drew their swords not for peace, but for dominance. The **Eternal Feud** erupted, a war that tore their once-great kingdom in half and left the realm broken.

Voularien: The King of Flame and Fury

Voularien became fire embodied, his fury consuming everything in his path. Leading his armies with sheer ferocity, he scorched the battlefield with unrelenting heat, his every step leaving ashes behind. His arsenal of legendary items reflected his violent nature: the **Voularien Gloves**, **Voularien Boots**, and the **Flameforged Helm** became symbols of unrestrained destruction.

For Voularien, the war was a necessary purge—only through fire would the weak fall and true power emerge. He believed in ruling by conquest, eliminating all obstacles to his vision of absolute control. Those who followed him did so out of fear or shared ambition, for his rage spared no one.





Veraquin: The Sovereign of Storm and Justice

Across this raging inferno stood Veraquin, unyielding and calculating. Where Voularien unleashed chaos, Veraquin sought to protect and preserve. He wielded his legendary relics—the **Veraquin Chestplate**, **Veraquin Boots**, and the **Helm of Justice**—with unmatched precision, enduring the fire and striking with the precision of a storm's lightning.

Veraquin believed the Crown's existence would undo everything they had built. To him, Voularien's pursuit of power was reckless and selfish, and his sense of justice drove him to stop his former ally at any cost. His armies moved like an unrelenting storm, precise and overwhelming, fueled by his devotion to a unified and just kingdom.

A Kingdom Divided, a Land in Ruin

What followed was a war so devastating that it scarred the land forever. Whether it was Voularien's fire that reshaped the rivers and mountains, or Veraquin's thundering storms that flattened strongholds, no corner of the kingdom was left untouched. Fields became battlefields, castles became burial sites, and the dream of unity faded into the stories of old.

The Crown was never claimed. Whether it was destroyed, hidden, or turned into myth matters little now. The war consumed both kings, leaving only destruction in their wake. Their deaths did not bring closure—only haunting echoes across a ruined land as their armies disbanded and their people scattered in despair.

Their Legacy Lives On

Voularien and Veraquin are long gone, but the relics of their hatred and ambition remain. The weapons they wielded, the armor they donned, and the enchantments they forged were scattered across the land, buried in ruins, or claimed by adventurers and warriors who seek to harness their power.

These relics, though coveted, bear the weight of ambition and betrayal. Voularien's gloves ignite the wearer's fury, and Veraquin's chestplate offers divine protection—it is said each relic carries a piece of its original owner's soul. Those who wield them walk a dangerous path, tempted by the same ambition that brought a kingdom to ash.

Now, in this fractured age, new rulers, warriors, and armies rise to claim these legendary items for themselves. The wars of Voularien and Veraquin may have ended, but their legacy of conflict endures, drawing more into its endless cycle.

Will you honor Veraquin's justice or unleash Voularien's fury? Or will you write a new chapter, forging your own path in the chaos of **Warriors Legacy**?



CREDITS

Design / Development
Editing/ Art Director
Graphic Design /Card
Illustrations /Imaging
Technician

Marcelo Souza

Collaborator

Nick Golestani

Playtesting

**Marcelo Souza,
Nick Golestani,
Adriano Santana
Gabriel Mizuki**

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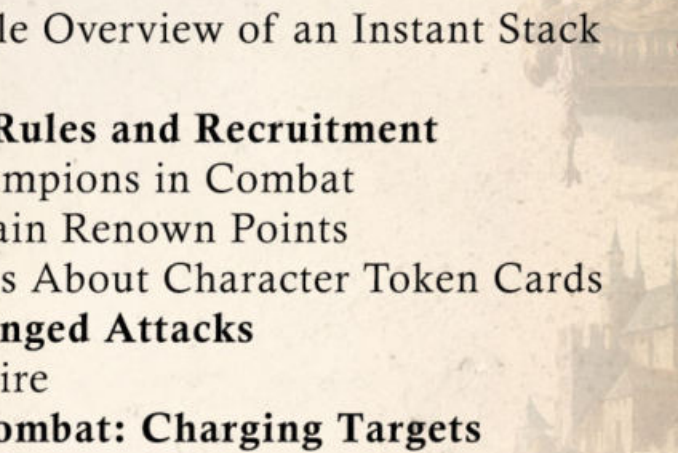
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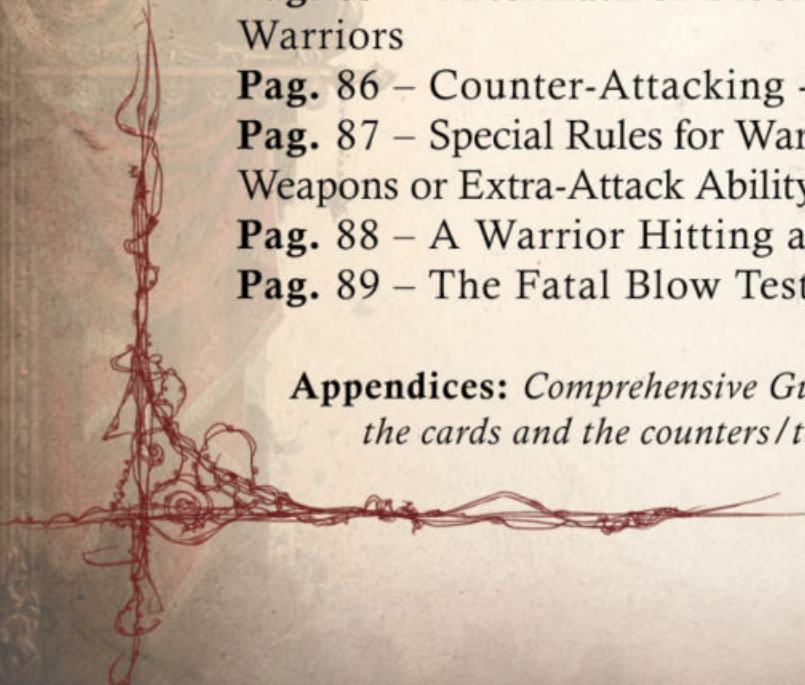
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OBJECTIVE OF THE GAME



In the intense, medieval-themed world of Warriors Legacy, your goal is **to protect your warrior at all costs** while devising a strategy **to eliminate your opponent's warrior**. The fate of your army hinges entirely on your warrior's survival—if they fall, the game ends, no matter how strong your remaining forces. Plan carefully, guard your warrior fiercely, and strike with precision to claim ultimate victory.

GAME COMPONENTS



216 Counter/Token discs



10 red d6



2 yellow d6



1 black and 1 orange d4



1 black d6



3 Movement (Combat) Dice



6 Character token dice



1 black d8



1 black d10



1 black d12



27 Double-Sided Gold and 18 Double-Sided Life counter cards



60 standard item cards



30 Influence and 30 House cards



32 Ability Cards



42 Special Item cards



16 bonus move cards



64 Event Cards



36 Building Cards



30 Double-Sided Character token cards



10 Champion Cards



2 Double-Sided Player Token Cards



6 Double-Sided Champion's Companion Tokens and 2 Double-Sided Champion's Item Cards



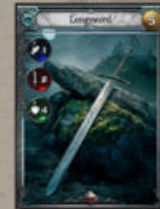
1 Double-Sided Player's Turn Indicator Card

CARDS

In *Warriors Legacy*, players will encounter a variety of cards that shape the course of their journey to glory. These cards encompass a range of strategic options, from bolstering your champions with powerful items to unleashing devastating abilities on the battlefield. Understanding the different types of cards available is key to mastering the game's mechanics and outmaneuvering your opponents.

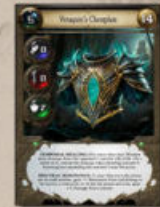
STANDARD ITEM CARDS (SILVER FRAME)

These cards represent the basic equipment and gear that can be acquired and equipped by champions to enhance their combat prowess.



SPECIAL ITEM CARDS (GOLDEN FRAME)

Special items offer unique and potent effects that can turn the tide of battle in your favor. From powerful weapons to legendary armors, these cards provide unparalleled strategic options.



RESOURCE CARDS

Resources are the lifeblood of any kingdom, and resource cards represent the wealth and influence that players can leverage to build and expand their domains. House cards provide economic power, while Influence cards offer political sway and diplomatic leverage.



BONUS MOVEMENT CARDS

These cards grant additional blocking or dodging movement options to players, allowing them to maneuver their Warrior more effectively on the battlefield.



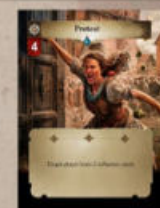
BUILDING CARDS

Buildings are the foundation of any kingdom, providing essential infrastructure and benefits to their owners. Building cards detail the various structures that players can construct to strengthen their holdings and enhance their abilities.



EVENT CARDS

Events introduce unpredictable twists and turns to the game, challenging players to adapt to changing circumstances and seize opportunities as they arise.



ABILITY CARDS

Abilities empower warriors with unique skills and talents, enabling them to unleash devastating attacks, manipulate the battlefield, or support their allies.



CHARACTER TOKEN CARDS

Character tokens represent the units under your command, each with their own strengths, weaknesses, and combat capabilities.



CHAMPION CARDS

Champions are the heart and soul of your army, representing legendary units whose deeds shape the course of history. Each champion card details their strengths, abilities, and unique attributes.



CHAMPION'S COMPANION AND CHAMPION'S ITEM CARDS

Companions are loyal allies that accompany champions into battle, providing invaluable support and assistance. These cards detail the abilities and effects of each companion creature. Champion's items are powerful artifacts and equipment that can be wielded by champions to further augment their abilities and strength on the battlefield.



COUNTERS AND TOKENS

In addition to the various cards that players will utilize throughout the game, Warriors Legacy also features counters, which serve as markers for tracking various game effects and conditions. These counters come in different shapes and colors, each representing a specific aspect of gameplay. Here are the counters found in the game:



**WARRIOR'S LIFE
CARD COUNTER**



DOUBLE-SIDED



**GOLD CARD
COUNTER**



DOUBLE-SIDED

 <p>UNITS LIFE COUNTER <i>DOUBLE-SIDED</i></p>	 <p>DAMAGE DEBUFF/BONUS COUNTER <i>DOUBLE-SIDED</i></p>
 <p>DEFENSE/RESISTANCE DEBUFF/BONUS COUNTER <i>DOUBLE-SIDED</i></p>	 <p>LEVEL TOKEN <i>DOUBLE-SIDED</i></p>
 <p>POISON TURN COUNTER <i>DOUBLE-SIDED</i></p>	 <p>BUILDING PHASE/ COMBAT PHASE TOKEN <i>DOUBLE-SIDED</i></p>
 <p>RENOWN COUNTER <i>DOUBLE-SIDED</i></p>	 <p>DAMAGE TOKEN/ FRACTURE TOKEN <i>DOUBLE-SIDED</i></p>
 <p>TURN COUNTER (COOLDOWN)/ LOCK TOKEN <i>DOUBLE-SIDED</i></p>	 <p>FIRE/BURN DAMAGE COUNTER/ STONE COUNTER <i>DOUBLE-SIDED</i></p>
 <p>STAMINA COUNTER <i>DOUBLE-SIDED</i></p>	 <p>PLAYERS TOKEN CARDS <i>(To represent the players)</i></p>

For detailed rules on how each card and counter operates, refer to *the Appendix* located at the end of this manual.

ITEM CARDS

There are 2 categories of Item cards in Warriors Legacy, **Standard Items** and **Special Items**:

STANDARD ITEM CARDS - SILVER FRAME



BACK OF THE CARDS



SPECIAL ITEM CARDS - GOLDEN FRAME



Warrior's body area the item is equipped if it is an armor part. (This number is intentionally upside down from 1 to 6 for better view from the opponents)

Number of hands needed to hold the item. (For Weapons and shields)

Damage points of the Item (For items used as weapons)

Resistance of the item

Name of the card

Cost of the Item



Special item description (Standard items don't have description)

RESOURCE CARDS

CARD BACK



HOUSE CARD



INFLUENCE CARD



Card Name



Card description

Resource Name



Influence Icon

Card Description

BONUS MOVEMENT CARDS

CARD BACK



DODGE CARD



BLOCK CARD



Attacking area numbers that can be dodged or defended with these cards.







The Icons represent whether you dodge (helmet with arrows icon) or block (shield icon) an enemy attack.

BUILDING CARDS

CARD BACK



Name of the Building



Building cost

14

Building upgrade cost

28

Building resistance points

28

Building effect description

(Only one of the Lv3 effects can be chosen at the Building phase turn.)

Lv1 - Pay 1 gold piece to remove 1 damage token.
 Lv2 - Pay 2 gold pieces to remove 2 damage tokens.
 Lv3 - Pay 3 gold pieces to remove 3 damage tokens.
 - Once per Building Phase, discard any number of cards from your hand and draw the same number of cards, paying 1 gold piece for each card drawn.

EVENT CARDS

CARD BACK



INSTANT EVENT CARD
(Without *PERMANENT* word written)



PERMANENT EVENT CARD
(With *PERMANENT* written)



Number of Influence points needed to play the event



Name of the Event

Description of the Event card

ABILITY CARDS

CARD BACK



Ability Name



Ability Level

Ability Effect

CHARACTER TOKENS (CT)

COMMON



Damage and life points

Name of the Character token

WITH ABILITY



Description of some Character tokens abilities

CHAMPION CARDS, CHAMPIONS' COMPANIONS AND ITEM CARDS.

CHAMPION CARDS

Renown points needed
Gold Cost

Champion's name and category



Damage Points
Life Points

Champion's ability description



CHAMPION'S ITEM

Champion's item's or companion's name and category



CHAMPION'S COMPANION

Damage Points
Life Points

Champion's Companion's ability description or Champion's Item description





SETTING UP THE GAME

STEPS TO SET UP YOUR PLAYING AREA:

- 1 - **Starter Item and Token:** Separate the **dagger card** as your starter item and choose a **Player Token card**. Place both next to you on the table. (Page 12 - Illustration 1)
- 2 - **Distribute Special Items and Build up Your Main Deck:** (Page 12 - Illust. 2)
 - Randomly distribute all **Special Item cards** among the players before building your Main Deck.
 - Your Main Deck (total of 75 cards) can include **Item, Event, Building, House, and Influence cards**. After all card choices, shuffle the deck. (Also check **Main Deck Cards Restrictions** Page 12 - Illust 2)
- 3 - **Bonus Movement Deck:** Prepare the Bonus Movement deck with 8 Movement cards. Use these cards only if allowed by other cards in play. (Page 13 - Illust. 3)
- 4 - **Ability Cards:** (Pages 13 and 14 - Illust. 4 and 5)
 - Choose one Ability card from each level (1 to 4) and place them face-down on the table.
 - Place **Permanent Passive Ability** cards face-up.
 - Add one Stamina counter next to each Ability card.
 - *No duplicate Ability cards of the same level are allowed.*
- 5 - **Champion Cards:** (Page 14 - Illust. 6)
 - Randomly distribute all Champion cards among players.
 - Build your Champions deck with at least 5 cards, shuffle, and place it face-down on the table.
 - Reveal the top card and place it face-up on the deck.
- 6 - **Component Setup:** Arrange the Main Deck, Bonus Movement deck, Ability cards, Champions deck and other components on the table according to the **illustration 7 on page 15**.
- 7 - **Starting Life Points:** Each player starts with 30 life points, represented by six 5-life counter cards. (Page 15 - Illust 7 - ①)
- 8 - **Phase Turn Die:** Set the black D4 die to 1 and place it on the player's turn card for phase turn tracking. (Page 15 - Illust 7 - ②) 
- 9 - **Initiative Dice:** Place two yellow D6 dice next to the black D4 die on the player's turn card for initiative rolls. (Page 15 - Illust 7 - ③)
- 10 - **Additional Components:** Some of the components can be kept inside the game box and retrieved as needed, instead of being left on the table. (Page 15 - Illust 7 - ④)
- 11 - **Starter Cards:** Place the dagger and your starter weapon, on the table next to you. (Page 15 - Illust 7 - ⑤)

12 - Initial Draw: Each player draws 7 cards from their Main Deck. If no House Cards are drawn, reveal your hand, reshuffle, and redraw 7 cards. This may be done only once.

STARTER ITEM
(The dagger)



Illustration 1



CHOOSE ONE OF THE PLAYER TOKEN CARDS

Illustration 2



RESOURCE CARDS
(INFLUENCE / HOUSE)



EVENT CARDS



BUILDING CARDS



STANDARD ITEM CARDS



MAIN DECK
75 cards



SPECIAL ITEM CARDS

Distribute the Special Items randomly among all players before they begin preparing their Main Deck.

MAIN DECK CARD RESTRICTIONS:

Special Item Cards: No duplicates allowed

Standard item Cards: Unlimited duplicates allowed.

Resource cards: Unlimited duplicates allowed

Event cards: Maximum of 2 duplicates of each allowed.

Building cards: Maximum of 2 duplicates of each allowed.



BONUS MOVEMENT DECK
8 cards (4 dodging cards and 4 blocking cards)

EXAMPLE OF CARDS THAT ALLOW YOU TO USE BONUS MOVEMENT CARDS

Illustration 3

Illustration 4

THE ABILITY CARDS
(Only One ability card per level)

LEVEL 1 ABILITY



LEVEL 2 ABILITY



LEVEL 3 ABILITY



LEVEL 4 ABILITY



Illustration 5

THE WAY TO BE PLACED ON THE TABLE

Stamina Counters



Permanent Passive Ability Card placed Faced up

Illustration 6

5 RANDOM CHAMPION CARDS



CHAMPIONS DECK
Minimum of 5 Champion cards
(no max limit of cards)



CHAMPIONS DECK ON THE TABLE
WITH THE TOP CARD FACED UP

PLAYER 2 AREA



CIRCLE COUNTERS AND TOKENS



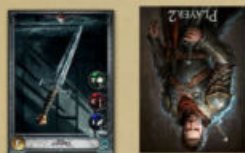
4



DICE SET: D4, D6, D8 AND D10

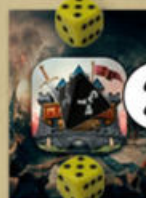


4



3

PLAYER'S TURN CARD



2

3 MOVEMENT (COMBAT) DICE



GOLD AND LIFE COUNTER CARDS



3

Illustration 7



5

LEVEL 1 ABILITY LEVEL 2 ABILITY LEVEL 3 ABILITY LEVEL 4 ABILITY



5 RED D6

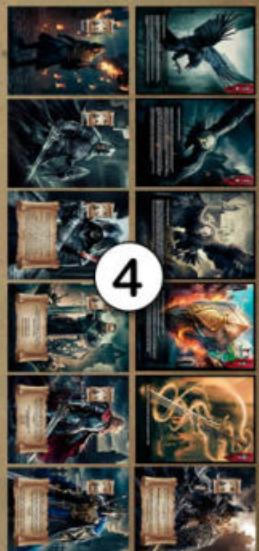


3 CHARACTER TOKEN DICE FOR EACH PLAYER



MAIN DECK

CHAMPION'S ITEMS AND COMPANIONS AND CHARACTER TOKENS



4



1

PLAYER'S LIFE COUNTER CARDS (30 LIFE POINTS)



BONUS MOVEMENT DECK



CHAMPIONS DECK



STARTING HAND 7 CARDS

PLAYER 1 AREA

THE GAME: PHASES AND TURNS

Introduction to Phases

In *Warriors Legacy*, your warrior's journey is divided into two pivotal phases: the Building Phase (Preparation) and the Combat Phase (Conflict). These phases weave together the intricate story of your warrior, blending their groundwork and present-day battles to shape their destiny on the battlefield.

Building Phase: Preparation (Page 17)

The Building Phase, known as Preparation, symbolizes the period where your warrior's strength and resources are established. During this phase, you will gather gold, build houses, and enhance your influence. This time is dedicated to planning and laying the groundwork that will support your warrior in future battles. Every decision made during Preparation will impact your warrior's capabilities and strategy in the upcoming Combat Phase.



Combat Phase: Conflict (Page 36)

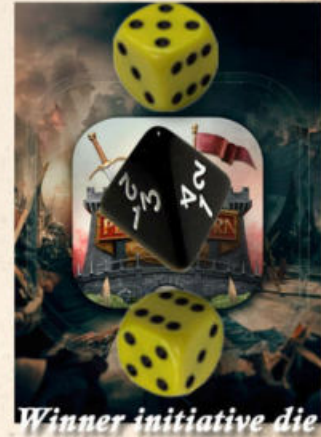
The Combat Phase, referred to as Conflict, represents the active engagement of your warrior in battle. This is where your warrior's preparation is put to the test. Strategies unfold, battles are fought, and victories are pursued. The actions taken during the Building Phase come to fruition as your warrior leverages their accumulated resources and abilities. Each move in the Combat Phase is critical, influencing immediate outcomes and shaping your warrior's ongoing legacy.



In the following sections, we will thoroughly explain the mechanics and objectives of each phase. The Building Phase will cover how to gather resources, establish your influence, and prepare your warrior for the challenges ahead. The Combat Phase will detail how to engage in battles, utilize your abilities, and achieve victory against your opponents.

1 - PHASE 1: BUILDING PHASE

The game begins with the Building Phase, representing the Preparation. To determine the first player, each player rolls one yellow initiative die. The player with the highest roll result starts the phase. Place the dice with the results next to the turn counter die (black D4) with the number 1 face up, as shown in the picture, until the Building Phase ends. This allows players to confirm who has the initiative at any time. Repeat this process at the beginning of each new Building Phase. Place the Player's Turn card with the dice on it next to the winner of the initiative test.



Winner initiative die

There are four turns within the Building Phase. A turn ends when a player completes all desired actions and passes to the next player. Each player will have the opportunity to take two turns during the Building Phase.

1.2 - BUILDING PHASE turn steps and actions

When it is your turn to play during the Building Phase, you:

1.2.1 Draw Cards: Draw 2 cards from your main deck at the start of each Building Phase, except during the first player's turn after the initial 7 cards are drawn.

1.2.2 - Collect Gold: Collect gold generated by your Houses (Page 19)

1.2.3 - Play House and Influence Cards: Optionally place one house card (Page 19) and/or influence card (Page 26) for free;

1.2.4 - Equip Your Warrior: Optionally spend gold to add, sell or replace warrior equipment cards (Page 21 -25)

1.2.5 - Play Building Cards: Optionally play a Building card, level up buildings, and/or use the effects of played Building cards (Page 29)

1.2.6 - Play Event Cards: Optionally tap influence cards to play Event cards (Page 26)

1.2.7 - Recruit Champions: Optionally recruit champions if the gold and renown points required are reached. (Page 53)

1.2.8 - Resolve Optional Combat: Optionally resolve combat allowed by the effect of other cards (General Combat Rules from Pages 36 - 41).

1.2.9 - Hand Limit: At the end of your turn, you may hold a maximum of 7 cards. Discard any excess.

1.2.10 - End Phase: After 4 building phases, set the D4 to 1 and begin the **COMBAT PHASE** (Page 36).



THE HOUSE CARDS

House cards are used to generate gold pieces at the beginning of your Building phase turn. You may play one House card for free each turn and as soon as you play one, you earn the corresponding gold immediately. For each house placed on the table, place one level 1 counter on it.

Collect gold counter cards matching the total amount of generated gold by all your houses at the beginner of your Building Phase turns.

Play House Card

Gold generated when played

Gold Counter Card

Note: The gold generated by a house card depends on its level, as stated on the card. To level up a house pay the cost shown on the card

You can place only 1 house each turn
Level up cost: 4 gp
 The number of houses on the table limits the maximum building cards you can have in play. If...

Level 1 House

2 gold pieces

Level 2 House

3 gold pieces

Level 3 House

4 gold pieces

Any number of houses may be leveled up, once per turn, in your Building Phase turn and receive the amount of gold generated by the new level from your next Building Phase turn.

Note: House cards are not considered **Building cards**. (Building Cards - Page 29)

HOUSE STEPS OVERVIEW



You play a House Card



Place a Level 1 counter



As soon as you played the house collect the gold

YOUR NEXT BUILDING PHASE TURN



Collect gold from your played house



Now you have 4 Gold



So, you play a new House Card Level 1



With the new House Card played you collect more 2 Gold reaching the total of 6 Gold



You pay 4 Gold to level up one of your House Cards



Change the Level 1 counter to a Level 2 one

YOUR NEXT BUILDING PHASE TURN



Collect gold from your played houses

Total gold to collect: 5 Gold



EQUIPPING YOUR WARRIOR

To equip your warrior, you must use equipment cards in hands drawn from the main deck. After paying the gold cost (shown on the gold coin icon), place the card on the table. This can only be done during the BUILDING PHASE. Each part of the warrior's body is represented by a number, as shown in the chart below:

WARRIOR'S AREAS



The armor parts, as seen before has a number representing the area where the same can be equipped. (the number is upside down on the cards on purpose to be easily recognized by the opponents)

Gold cost



Number 5
(chest)

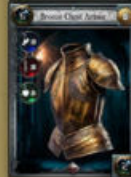


You may use the warrior's area template to place the equipment cards on the table according to the number of the area.

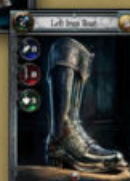
Number 2



Number 6



2



Another option is to set up the equipment cards on the table from 6 to 1, making it easier for the opponent to check.

Number 6 Number 5 Number 4 Number 3 Number 2 Number 1



In the case of equipping weapons or shields, you may follow this setup:

Check the number of hands required for the weapon or shield. You can equip two one-handed items, one in each hand. If it's a two-handed item, only that item can be equipped. You may switch items between hands once per turn.

Number of hands icon



Note: There is no designated area on the table for placing your item cards. Arrange them in a position that allows both you and your opponent to view them easily, based on your deck, card, and component setup.

In case you decide for the other setup:



OR



For certain items, the side they are equipped on (left or right) will be important for specific effects. See the examples below:



LEFT GLOVE
When the weapon is used in the same hand as this item is equipped or with a two-handed weapon, it gains +2 damage points. Additionally, whenever you successfully hit an opponent warrior or unit with the weapon, you may perform a fatal blow test, regardless of whether an armor part is equipped in the hit area of the warrior.



RIGHT HAND
You may do an extra attack with a weapon on the same side as this item or a double-handed weapon, which receives +2 damage.

SPECIAL RULE FOR STANDARD GLOVES, GAUNTLETS, AND BOOTS

When equipping a standard glove, gauntlet, or boot, the player may choose to pay double the item's cost to search the Main Deck for its matching pair. Once found, the item is equipped immediately, and the Main Deck is shuffled afterward.

AVAILABLE ITEMS FOR THIS RULE

Leather Gloves and Boots: *Price: 4 gold pieces Pair price: 8 gold pieces*



Iron Gauntlets and Boots: *Price: 5 gold pieces Pair price: 10 gold pieces*



Bronze Gauntlets and Boots: *Price: 6 gold pieces Pair price: 12 gold pieces*



REPLACING AND SELLING ITEMS

You can replace or sell equipped items during your Building Phase. To replace an item, move the current item to the discard pile and place the new one in its slot.

To sell an item, place it in the discard pile and receive half of its gold cost, rounded down if the value is an odd number. The slot remains empty until a new item is equipped. You may also sell an item without replacing it, simply by discarding it and receiving the corresponding gold without equipping a new one.

Items with a damage or fracture token cannot be sold. They can only be replaced with a new item before being discarded.

Veraquin's Chestplate:

Price: 14 gold pieces

Selling price: 7 gold pieces

(half of item price)

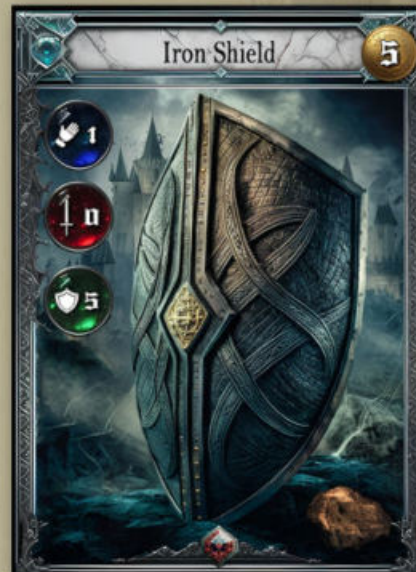


Iron Shield:

Price: 5 gold pieces

Selling price: 2 gold pieces

(half of item price rounded down)



Items with damage or fracture tokens on them can't be sold, just discarded when replaced.

USING EVENT CARDS

Event Cards are played during the **Building Phase** and can either provide advantages or disrupt opponents.

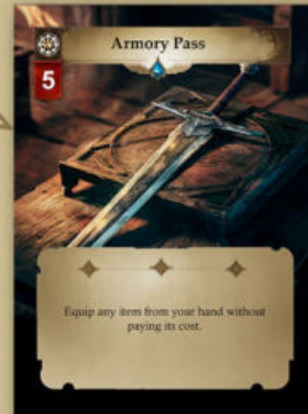
To play an **Event Card**, you will need **Influence Cards** on the table. The number of **Influence Points** required is shown on the red banner with the influence icon at the top left of the Event Card.



Influence Card



*Number of Influence
needed for the
event card*



Event Cards are played during the **Building Phase** and can either provide advantages or disrupt opponents.

To play an **Event Card**, you will need **Influence Cards** on the table. The number of **Influence Points** required is shown on the red banner with the influence icon at the top left of the Event Card. You may play as many Event cards as allowed by the number of Influence cards you have



*Total needed of
Influence cards*



*Tap 3
Influence
cards*



*Tap 6 Influence
cards*

There are two types of **Event Cards**: **Instant Events** and **Permanent Events**, which will be clearly stated in the card's description.

Instant Event



Permanent Event



As soon as you play an Event card, it activates immediately, regardless of the type.

Instant Event Cards take effect immediately when played and can be used during any player's turn.

Permanent Event Cards, however, can only be played during the owner's turn. They stay on the table until their duration ends (as described on the card) or they are removed by another event card effect. These cards remain active until an effect specifically dictates their removal from play.

Example of Permanent Event card removed by a circumstance of its own effect



Example of an Event card used to remove a Permanent Event card.



*Permanent Event Card**Assassin Character Token*

The **Silent Blade Vow** card provides a great example of how Permanent Event Cards work in a game. Here's how it functions:

When you play Silent Blade Vow, it stays on the table for the duration of the game until a specific condition removes it. As a permanent event, this card activates immediately after being played, and its effects persist as long as the card remains active.

Here's a breakdown:

1 - Cost & Activation: You pay 15 gold pieces to create an assassin token and assign it to an opponent. The assassin token remains in the game as long as the event card is active.

2 - Effect Duration: The event card remains on the table unless it is destroyed or another card effect removes it. For instance, if the Silent Blade Vow is destroyed, the assassin token is removed from the game, ending its effect.

3 - Removal: If the assassin token is defeated, this event card is placed into the discard pile, signaling the end of the event.

PLAYING AND USING THE BUILDING CARDS

Building cards are played during the Building Phase. After paying their cost, place the building card on the table with a Level 1 token. You may immediately use the building's effects after you play them, but some effects require an additional cost, as detailed on the building card.

Level 1 Token

Building Gold cost

Building effects description

Level up cost (the first price for level 2 and the second gold price for level 3)

Building resistance

Played Building card

Hire Mercenaries: Pay 7 gold pieces to hire a mercenary. (Mercenaries can attack during the Building and Combat Phases.)

7 Gold pieces paid for the Building card effect

Activated Building effect

You can play and level up any number of building cards during the Building Phase, but each card can only be leveled up once per turn, from the next turn it was played. The effects of a building can also be used once per turn.

Building Limit: The number of building cards you can play on the table is limited by the number of houses you own. If you lose a house and the number of buildings exceeds the number of houses, you must place a Lock token on one of your building cards of your choice. The locked building cannot be used until you add a new house or if a Building card is destroyed and reaching the same number of houses, allowing you to remove the Lock token and use the building card again.

The number of houses define the numbers of Building cards that can be played



Example: If you have 3 houses...

...3 Building cards are allowed to be played and used



chosen Building card

Lock token

Example: If you lose a house...

...and the number of Building cards exceeds the number of houses, choose one Building card and place a Lock token on it, disabling that Building card.

All passive or non-passive effects from Building cards that were applied before they are disabled will continue to function.

Note: The House cards are not considered Building Cards

LEVELING UP BUILDING CARDS

During the **Building Phase**, you can **level up** your Building cards to enhance their abilities and unlock more powerful effects. Each Building card starts at Level 1, but you can advance it to higher levels (until level 3) by paying the required level-up cost described on the card.



The Level tokens from 1 to 3.



Price to Level up the Building card

Level up cost: 19 gold / 21 gold

The price to level up this Building card to Level 2 will be 19 gold pieces and to Level up to Level 3 will cost 21 gold pieces

How to Level Up:

- 1- **Choose a Building Card:** During your turn, select any Building card you wish to level up.
- 2- **Pay the Cost:** Pay the cost indicated for the next level (found on the Building card).
- 3- **Increase the Level:** Place a new level token on the card, advancing it to the next level.
- 4- **Effect Usage:**
 - You may use any effect described on the Building card, provided the Building has reached the required level for that effect. For instance, if a Building is at Level 3, you can choose to activate a Level 1, Level 2 or a Level 3 effect.



Level 3 Building card (in case of a Level 2 Building card, only a level 1 or a level 2 effect can be activated)

*Only One effect from one of the levels can be activated
(Only one of them per turn)*

(You can recruit only one unit once per Building Phase turn. The limit of recruited units using the Barracks Building card is equal to the number of houses you have in-game. If a house is destroyed and the number of recruited units exceeds the number of houses you have, you must remove one of the recruited units from the game.)

Lv1 - Recruit Soldiers: Pay 10 gold pieces to deploy a Soldier character token.

Lv2 - Recruit Spearmen: Pay 14 gold pieces to deploy a Spearman character token.

Lv3 - Recruit Knights: Pay 20 gold pieces to deploy a Knight character token.

Lv1 - Recruit Soldiers: Pay 10 gold pieces to deploy a Soldier character token.

Lv2 - Recruit Spearmen: Pay 14 gold pieces to deploy a Spearman character token.

Lv3 - Recruit Knights: Pay 20 gold pieces to deploy a Knight character token.

For non-passive Building effects, you can activate only one effect per turn. However, passive effects will occur automatically, with no need for activation or limitations on how many times they can take place, they continue to work as long as the Building remains on the field.

EXAMPLE OF NON-PASSIVE AND PASSIVE EFFECTS

Non-Passive Effect

(The ones that need your action to activate them)

Lv1 - Recruit Soldiers: Pay 10 gold pieces to deploy a Soldier character token.

Lv2 - Recruit Spearmen: Pay 14 gold pieces to deploy a Spearman character token.

Lv3 - Recruit Knights: Pay 20 gold pieces to deploy a Knight character token.

Passive Effect

(The ones that none of your actions are needed to activate them)

Lv1 - Reduce the stamina cost of Level 2 warrior abilities by 1.

Lv2 - Reduce the stamina cost of Level 3 warrior abilities by 1.

Lv3 - Reduce the stamina cost of Level 4 warrior abilities by 1, and all your character tokens deal an additional 1 damage point. Additionally, once per Combat phase, your warrior gains +2 stamina points.

- However, some effects upgrade when you level up the Building. These upgraded effects may have **different costs**, **new limitations**, or **new conditions**, and only the **current level's effect** can be used once the Building reaches a higher level.

EXAMPLE OF BUILDING CARDS THAT THE EFFECTS CHANGE ACCORDING TO THE LEVEL



DON'T FORGET:

Once per Turn: Each Building card can be leveled up once per turn during the Building Phase.

Upgraded Effects: When leveling up, some effects will also level up, gaining new costs or limitations. Once the new level is reached, only the newly upgraded effect is active, and the previous level's effect can no longer be used.

Effect Restrictions: Even though you can activate any effect at or below the current level of the Building, the upgraded effects may only be used when the Building reaches the appropriate level.

By managing your resources and leveling up wisely, you can unlock more powerful effects from your Buildings while adapting to new costs and conditions as you advance through the game!

BUILDING CARDS RESISTANCE

The Resistance points of Building cards have been designed with future expansions in mind, such as siege engines or other methods that can deal damage to buildings. However, in the current version of the game, Building cards can only be destroyed through the use of specific cards that allow for their destruction (such as certain Event cards) or disable them.

For now, while damage mechanics may exist in the future, players will need these kind of special cards to remove Building cards from play or some cards able to disable them .

EXAMPLE OF CARD USED TO DESTROY OR DISABLE A BUILDING CARD



MINES BUILDING CARDS

Mines are treated as Building cards but have a special rule for their construction called the **Exploration Test** and may be done once every Building Phase turn for every mine card you want to play.

THE MINE BUILDING CARDS



Before placing a mine, follow these steps:

- 1- Reveal the mine card you wish to play.
- 2- Perform a **Exploration Test** by rolling a D6 die.
 - If the result is a 4, 5, or 6, you successfully find a resource source for the mine. Pay the gold cost of the card and place the mine on the table.
 - If the roll is 1, 2 or 3, the search fails, and you cannot place the mine that turn. You may perform this test during each of your Building Phase turns.

THE EXPLORATION TEST

Roll a d6
(any color one)



If 4,5 or 6
is result...



You find a source for
the mine and you can
play the card
(don't forget to pay the
gold cost of the mine)



2 - PHASE 2: COMBAT PHASE

After the **Building Phase** ends, the **Combat Phase** begins, which is the main phase where players engage in battles. However, combat can also occur during certain moments in the **Building Phase**, such as when specific conditions or cards trigger it. During any combat, whether in the Combat Phase or the Building Phase, if the warrior is involved, you will need **five red D6 dice** for your attack rolls and **three movement dice** for blocking or dodging. Depending on your deck or abilities, you might also need cards from the **Bonus Movement deck**. Be sure to have all these ready whenever combat occurs.



5 red d6



3 Movement
(Combat) Dice



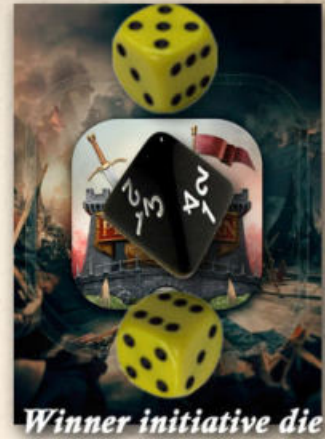
6 Character
token dice



Some of the cards that
allow the use of Bonus
Movement deck



The Combat Phase, like the Building Phase, consists of four turns. At the start of each turn, players roll the initiative die and place it next to the turn counter die, displaying the result. The player with the highest initiative roll begins their attack. Once all players have completed their attacks for that turn, advance the turn counter to the next number 1 to 2, then 3, and finally 4. Ending the fourth Combat Phase turn a new Building Phase starts and so on.



2.2 - COMBAT PHASE turn steps and actions

The actions and steps for the combat phase turn are:

2.2.1 - Roll Dice: Each player rolls five red D6 dice.

Note: At the start of each new combat turn, re-roll all previously used red d6 dice. Any unused red d6 dice retain their results from the previous rolls.

Used Dice



Re-roll the used ones before starting a new combat turn

2.2.2 - Place Stamina Tokens: At the start of the Combat Phase, place one Stamina token on each ability card without one. Skip this step for cards that already have tokens. (Page 44)

Stamina tokens



Ability Cards without Stamina Tokens on them



2.2.3 - Use Abilities: You can use your warrior's abilities during any combat turn, regardless of initiative roll results. (Page 42)

* **2.2.4 - Ranged Attacks:** (Page 60)

- Players with Ranged Units or weapons resolve Ranged attacks first.
- The player who won the initiative roll attacks first with their Ranged Units.

* **2.2.5 - Champions' Companions and Abilities:** Use champions' companions for attacks if allowed, or activate their abilities. (Page 40)

* **2.2.6 - Charge (Attacker):** (Page 67)

- The initiative winner becomes the attacker.
- Select Units and/or your Warrior to charge the opponent.

* **2.2.7 - Defend (Defender):** (Page 70)

- The initiative loser becomes the defender.
- Use untargeted Units or your Warrior to assist in defending other Units or Warriors.

2.2.8 - Resolve Melee Attacks: (Page 67)

- Resolve all melee combat between Units first.
- If Warriors are engaged in direct combat, resolve that separately afterward.

2.2.9 - End Turn:

- Advance the turn counter to the next number.
- After the 4th turn, end the Combat Phase and begin the Building Phase.

The game continues until one warrior reaches zero health, or falls from a **Fatal blow** (Page 89) . The surviving player immediately wins.

* **2.2.4 to 2.2.7** order must be respected for every combat (Building or Combat Phase, for more details, check pages 39 to 41 - (**Combat Resolution Sequence**))

COMBAT RESOLUTION SEQUENCE: ORDER OF ACTIONS IN COMBAT AND BUILDING PHASES

The combats can take place during either the Combat or Building Phases and must be resolved in a specific order: **ranged attacks**, **actions and attacks from champions' companions** and **melee attacks**. After rolling for initiative, follow this battle sequence, starting with the initiative winner. Ensure that each step is fully resolved before proceeding to the next.

	1st	2nd	3rd	4th
<i>Combat Sequence</i>				
	Ranged	Champion's Companion	Charge	Defend
				
	<i>Champion's Companions</i>		<i>Champions / Ranged Units Example</i>	

1st - Ranged Attacks: (Page 59)

- During the first combat turn of any phase (Combat Phase or during the Building Phase), all units with ranged attack abilities may use them. In subsequent turns, only ranged units not engaged in melee combat can attack.
- Once a ranged unit is engaged in melee, it cannot use ranged attacks until the next phase or until it is no longer engaged.
- Warriors with one-handed or dual weapons may throw one weapon per turn as a ranged attack, following the same melee engagement rules.

2nd - Champions' Companions and Abilities

- Use champions' companions for attacks if allowed, or activate their abilities. Some abilities are passive and occur automatically, while others require activation. Passive abilities may be triggered by other cards that cause the ability to take effect outside the usual sequence..



Example of Passive Ability (it happens automatically)

When Wrisunth is targeted by enemy units or warriors, a Raven Companion token is generated. This token automatically attacks any unit that targeted Wrisunth after all attacks on Wrisunth have been resolved.



Example of Non-Passive Ability (Needed to be activated)

Remove this vulture companion card from the game and choose an opponent's unit or warrior. The chosen enemy is completely disabled unable to block, attack, or use abilities for 2 turns. At the start of each of these turns, the opponent rolls 3 combat dice. If all 3 dice show shield symbols, the disable effect ends, and the unit regains its abilities.

There are various types of abilities, each detailed on their respective cards. The cards will also indicate whether a companion can attack and outline the specific rules for carrying out the attack action.

3rd - Charging and Target Selection (Page 67)

- In the first turn of a Combat Phase, the winner of the initiative test selects targets for their units' charge, including opponent units and the warrior, if eligible.

- The winner's warrior can also participate in the charge if applicable. Only units or warriors able to fight in the current phase can be selected as attackers or targets.

4th - Defender's Response (Page 70)

- The player who lost the initiative test can choose any number of their non-charging targeted units (or the warrior if not targeted) to either assist a charging target unit in combat or intercept the charge.

- If intercepting, the chosen unit becomes the new target of the charging unit or warrior, protecting the originally targeted unit from being attacked by the same unit that turn.

ENDING COMBAT

The Combat ends when one of the following conditions is met:

1 - All Attacks Are Resolved: Both players have completed all their planned attacks, including any counter-attacks or additional actions triggered by abilities or card effects.

2 - A Warrior Is Defeated: If a player's Warrior is eliminated, the combat immediately ends, the victorious player is declared and the game also ends.

3 - Mutual Agreement to Cease Combat: Both players may agree to end the Combat early if no further advantageous actions can be taken.



THE WARRIOR'S ABILITIES

There are 3 types of abilities: **Common**, **Passive** and **Permanent passive**.



Common Ability



Passive Ability
(The word "passive" is written in the ability description)



Permanent Passive Ability
(The word "permanent passive" is written in the ability description)

The warrior's abilities are used during combats he participates in. During the **Building phase** only **Permanent Passive abilities** are available to be used even if other ability cards are faced up, **Common** and **Passive abilities** can only be used during the **Combat Phase**. The **Permanent Passive abilities** are activated from the beginning of the game and are placed face up on the table on the respective ability level order as shown below at the example. The other 2 types of abilities are placed face down on the table.



REVEALING THE ABILITY CARDS

Starting from the **second Combat Phase**, faced-down ability cards are **revealed progressively** and all players do it at the same time ignoring the initiative test roll. In the second Combat Phase, the Level 1 ability card is flipped face up. In the third Combat Phase, the Level 2 ability card is flipped, and so on for each subsequent Combat Phase. If a Permanent Passive ability is already revealed in a phase, the player does not flip another card and waits until the next Combat Phase to continue revealing abilities in sequence, up to the Level 4 ability card.

FLIP FACED UP THE ABILITY CARDS ACCORDING TO THE COMBAT PHASES SHOWN BELOW

*Flip at the second
Combat Phase*

Level 1



*Flip at the third
Combat Phase*

Level 2



*Flip at the fourth
Combat Phase*

Level 3



*Flip at the fifth
Combat Phase*

Level 4



The player must wait until the next Combat Phase to continue revealing abilities in sequence if there are any Permanent Passive cards already face-up during that Phase.

*Flip at the second
Combat Phase*

Level 1



*Already faced up
Wait for the next
Combat Phase*

Level 2



*Flip at the fourth
Combat Phase*

Level 3



*Flip at the fifth
Combat Phase*

Level 4



**Permanent
Passive Ability**

USING A WARRIOR ABILITY

To activate one of the abilities you must have stamina points available represented by the Stamina counters on the ability cards.



1 Stamina counter = 1 Stamina point

The ability level shows the required Stamina to activate it: Level 1 needs 1 Stamina point, Level 2 needs 2 points, Level 3 needs 3 points, and Level 4 needs 4 points. To activate an ability, set aside Stamina counters equal to the ability's level. If you don't have enough Stamina counters, you cannot use the ability for the remainder of the Combat Phase due to the missing Stamina. At the beginning of next Combat Phase replace on the ability cards the used ones last Combat Phase.



The Ability level is the same number of Stamina points needed to activate the ability



No Stamina points are required for Passive and Permanent Passive abilities (Page 45)



Put aside the used Stamina counters



The Stamina Counters will be renewed only on the next Combat Phase

For **Permanent passive** and **Passive abilities**, Stamina points are not required unless some of them asks for it. Permanent Passive ability is activated as soon as you start the game and Passive ability as soon as the ability card is flipped faced up.



Flipping faced up a Passive ability card automatically activates it's effect

Common abilities can be used every turn in the Combat Phase, whether it's your turn or your opponent's. There's no limit to the number of times an ability may be used, as long as you have the required Stamina points. For example, with 3 Stamina points, you can use a Level 1 ability three times, or a Level 2 ability once and a Level 1 ability once.

Using a **Common ability** does not prevent the warrior from attacking in the same turn. This means the attack step remains available even after activating abilities.



STACKABLE ABILITIES AND ITEMS EFFECTS

Some warrior abilities and special item effects, such as the *Poisoning Warrior ability*, *Whisper of the Snake item* and *Blade of Fire* have stackable effects that last multiple turns. These stackable effects can be applied multiple times to the same target, with additional hits increasing the damage or effect intensity. For example, if an effect lasts 2 turns, it will end after the second turn from when it was applied, covering both the player and opponent turns in both the Building and Combat phases.

SOME CARDS WITH STACKABLE EFFECT



THE TYPES OF STACKING EFFECTS

When a target receives a stackable effect, place counters on the affected unit's card or the player card if a warrior is hit. These counters represent the number of turns the effect will last and whether the effect is applied once per turn or immediately. There are two types of stackable effects, each with distinct **timing** and **impact**:

- **Instant Stacks:** When a hit applies an Instant Stack effect multiple times, the counters placed on the target take effect simultaneously within the same turn. Each Instant Stack counter displays a number indicating the effect's duration. For example, two counters of an Instant Stack effect applied in one turn will both take effect together in that turn, intensifying the impact instantly.



- **Turn-Based Stacks:** This type of stackable effect is gradual, with each counter removed at the end of each turn. Even if multiple Turn-Based Stack counters are added in one turn, only one counter is removed per turn, extending the effect over a prolonged period. This means the target will experience a longer-lasting impact, as the effect persists one turn at a time until all counters are removed.

Fire/Burn damage counter for example



- **Persistent Stacks:** This type of effect is specific to weapons or abilities requiring a special condition for the counter to be removed. The *Aurum Blazeforge Mace*, for example, applies a Persistent Stack effect in which counters can only be removed once the condition specified on the card is met. The effect is cumulative, with all counters dealing damage or producing their effects simultaneously on the target each turn while remaining active until the removal condition is fulfilled.



CARD DESCRIPTION:

DRAGON'S VENGEANCE: When you inflict damage with this weapon, roll a d6. On a 4, 5, or 6, the target gains a fire counter. At the start of the target's Building or Combat phase turn, they take 1 damage per fire counter. At the end of their turn, the opponent rolls a d6; on a 4, 5, or 6, remove 1 fire counter from all affected units or warriors.



PLACING THE COUNTERS

Place Instant Stack counters with a numerical icon indicating duration. Turn-Based Stack and Persistent Stack counters are marked with specific icons without numbers. Persistent Stack counters will remain until the card's specified condition is met, ensuring a continuous and powerful impact.

PLACING INSTANT STACK COUNTERS

Hitting the enemy with poison stackable damage (INSTANT STACK)



Poisoning
Poison Stack damage
Effect Duration: 2 turns
Damage: 2 damage/turn

Hit opponent warrior or Unit



Place one poison counter with number 2 faced up on the affected unit or warrior



Whisper of The Snake
Poison Stack damage
Effect Duration: 2 turns
Damage: 3 damage/turn



This Poison Counter is double-sided with the numbers 1 and 2



At the end of the turn flip the counter to show 1 turn has passed and apply the Poison effect damage at the hit Unit or warrior

If a unit or warrior is hit again, either within the same turn or in subsequent turns after a previous hit, place a new Instant Stack counter. At the end of the turn, the effects of all Instant Stack counters on the target will activate simultaneously:

Hitting again the enemy with poison stackable damage (INSTANT STACK)



Poisoning
Poison Stack damage
Effect Duration: 2 turns
Damage: 2 damage/turn

Hit opponent warrior or Unit



Place a new Instant stack counter with Duration number 2 faced up on the affected unit or warrior every time there is a hit



Whisper of The Snake
Poison Stack damage
Effect Duration: 2 turns
Damage: 3 damage/turn



At the end of the turn, flip all Instant Stack counters on the target and apply their combined effect simultaneously to the hit unit or warrior. For example, if each poison counter deals 3 damage, the unit or warrior will take 6 damage if two counters are present.



Remove the counters instead of flipping them again when they reach their final active turn.

EXAMPLE OVERVIEW OF AN INSTANT STACK COUNTER

Whisper of the Snake (poison 3 - 2 (3 damage each turn / 2 turns))



TURN 1



Attacker

Target hit by the attacker



PLAYER 2

At the end of the turn, flip it to number 1,



3 damage is taken by the poison debuff

THE NEXT TURN (Building Phase or Combat Phase)



Attacker

Another hit taken



A new Poison Counter received after the hit

Poison Counter received last turn

At the end of the turn, the number 1 counter is removed and the new counter number 2 is flipped to number 1. 3 damage is taken by the removed number 1 token plus 3 damage from the new counter that was flipped causing the total of 6 damage



Note: If the same target is hit multiple times during the same turn, add a new Instant Stack counter for each hit. At the end of the turn, all Instant Stack counters are flipped, dealing the total damage indicated by the flipped counters. If a counter needs to be removed during that turn, include its damage in the total before removing it.

TURN-BASED AND PERSISTANT STACK COUNTERS

(TURN-BASED STACK)



Blade of Fire
Turn-Based Fire Stack
damage
Effect Duration: Until removed
Damage: 3 damage

Remove one Turn-Based Stack counter at the end of each turn, applying the specified damage as stated on the card.

Hit opponent warrior
 or Unit



(PERSISTANT STACK)



Aurum Blazeforge Mace
Persistent Fire Stack
damage
Effect Duration: Result of 4, 5 or 6 on a D6 rolled
Damage: 1 damage at the start of the turns per counter placed

Remains active until the condition specified on the card is met. Damage is applied for each counter placed on the unit or warrior. For example, if two Persistent Fire Stack counters are on the target, the unit will take 2 damage points at the start of each turn until the counters are removed.

Hit opponent warrior
 or Unit



If a unit or warrior is affected by two or more types of stackable counters, all counters will be resolved each turn. This means the unit or warrior will take damage for every specific counter present on the card.

TWO OR MORE DIFFERENT COUNTERS AFFECTING A UNIT OR WARRIOR

(TURN-BASED STACK)



3 damage per counter
TOTAL: 12 damage

(INSTANT STACK)



2 damage



(PERSISTANT STACK)



1 damage

(INSTANT STACK)



3 damage

TOTAL DAMAGE FROM COUNTERS:

18

Winning battles often lies in the combinations you create with your cards. Carefully planning your card interactions can unlock powerful synergies that may turn the tide of the game in your favor. Pay close attention to stackable effects and counters—combining them effectively can amplify their impact and even deliver lethal results.

DETAILED RULES ABOUT CHAMPION CARDS

Champions are powerful and influential units that can turn the tide of battle. They are recruited from **the Champions Deck**, where the top card is always face up, showing the Champion available for hire. To recruit a Champion, players must meet both the **Gold cost** and the **Renown** requirement specified on the card. These values represent the resources needed and the level of influence required to persuade the Champion to join your army.

Once the necessary Renown and Gold have been acquired, the Champion is recruited and becomes part of your forces. At that point, flip the next card in the Champions Deck face up, making it the next available Champion for recruitment.

THE CHAMPION CARD

Renown points

Gold cost



Damage

Life Points

Abilities: Each Champion possesses unique abilities, which are detailed on their cards. Some Champions can generate **Companions** or have **specific items** to unleash their full potential. Pay close attention to these descriptions to maximize their effectiveness.

THE CHAMPION DECK

Renown and gold needed to recruit this champion



Top card of the deck faced up



When a Champion is recruited flip a new card at the top of the Champions deck



New champion card faced up



Recruited Champion

CHAMPION'S COMPANION / ITEMS CARDS



USING CHAMPIONS IN COMBAT

Champions are formidable units with unique abilities that can greatly impact the battlefield. They can freely participate in both the **Combat Phase** and the **Building Phase**, depending on the situation:

Combat Phase: Champions can attack, use abilities, or both, depending on their available actions and the player's strategy.

Building Phase: Champions can be used defensively when provoked by opponent's actions, contributing to the player's overall resilience.

Champions with Ranged Abilities:

Champions with ranged attack abilities can also engage in melee combat as needed, making them versatile in various battle scenarios.

When using Champions in melee combat, resolve their actions with the **Character Token Dice**, just like other units.

CHARACTER TOKEN DICE



Key Points to Remember:

- Champions are recruited when players meet the Gold and Renown requirements.
- Champions are found in the **Champions Deck**, with the top card always face up.
- After recruiting a Champion, flip the next card in the **Champions Deck** to reveal the next available option.
- Champions can participate in both melee and ranged combat, using their unique abilities to adapt to different situations.
- The **Character Token Dice** is used for resolving Champion actions during combat.

HOW TO GAIN RENOWN POINTS

RENOWN COUNTERS

(double-sided disc)



Renown points are essential for recruiting Champions and are earned through specific actions during the game:

- Equipping a Special Item to the Warrior:
3 Renown Points.
- Building a Building Card:
2 Renown Points.
- Upgrading a Building or House Level:
Gain points equal to the level achieved.
- Killing a Unit:
2 Renown Points (5 Renown Points if it's a champion).
- For each 5 Influence Cards you have on the table:
5 Renown Points.

As soon as you acquire **Renown points**, place a Renown counter (or counters) equivalent to the points gained next to you. These counters help you track your total **Renown you have**.

You do not spend Renown counters when recruiting a Champion. The total number of acquired Renown points is only used to verify if you meet the requirement to recruit a specific Champion. Keep your counters to continue building your army's prestige throughout the game.

DETAILED RULES ABOUT CHARACTER TOKEN CARDS

Character Tokens (CTs) are cards that provide support in the game. Each token has attack points, life points, and may possess special abilities as described on the card. They fight alongside you, adding strength to your team. If you need more Character Tokens cards than those included in the set, you can use facedown cards or dice to represent the extras. Character Tokens can be acquired through buildings, or event cards.

THE CHARACTER TOKEN CARD



Character Tokens may be used on Building Phases or Combat Phases according to the description of the cards that created them. According to that, some of the Character tokens will be able to attack on Building Phases or Combat phases only or both Phases like described on **Ambush** and **Insurgency** event cards and some Building cards like the **Barracks** and **Castle** for example.



Select a single opponent. Their warrior engages in solitary combat immediately (without assistance from your character tokens for attack or defense during this turn). Place 5 soldier tokens on the table upon playing this event card, adhering to standard attacking and counter-attacking rules. Following combat resolution, surviving soldiers may only participate in subsequent combat phases and can be attacked and blocked by the opponent's character tokens normally.



(You can recruit only one unit once per Building Phase turn. The limit of recruited units using the Barracks Building card is equal to the number of houses you have in game. If a house is destroyed and the number of recruited units exceeds the number of houses you have, you must remove one of the recruited units from the game.)

Lv1 - Recruit Soldiers: Pay 10 gold pieces to deploy a Soldier character token.
Lv2 - Recruit Spearmen: Pay 14 gold pieces to deploy a Spearman character token.
Lv3 - Recruit Knights: Pay 20 gold pieces to deploy a Knight character token.

(You can recruit only one unit once per Building Phase turn. The limit of recruited units using the Barracks Building card is equal to the number of houses you have in game. If a house is destroyed and the number of recruited units exceeds the number of houses you have, you must remove one of the recruited units from the game.)

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Lv2 - Recruit Spearmen: Pay 14 gold pieces to deploy a Spearman character token.

Lv3 - Recruit Knights: Pay 20 gold pieces to deploy a Knight character token.



Place a rebel token on the table for each house target opponent controls. Rebel tokens may attack or defend during building and combat phases against any unit or warrior once per turn. During each of the opponent's Building phase turns, they must choose one of their houses and destroy it. Continue this process until all rebel tokens are removed from play.



(Character Tokens generated by this card can be used in both phases)

Lv1 - Once per Building Phase turn, the Castle's owner may discard a card from their hand, granting their warrior +1 damage to their next attack (lasting until the end of the turn). Deploying a Royal Guard grants the warrior DEFENSE +1 (reduces damage taken by 1).
- Pay 7 gold to deploy a Lv1 Royal Guard (limit of 1 Royal Guard in play).
Lv2 - Pay 6 gold to deploy a Noble Watch (limit 1). Deploying a Royal Guard grants 1 influence point for the current Building Phase turn.
- Pay 9 gold to deploy a Lv2 Royal Guard (limit of 2 Royal Guards).
Lv3 - Once per Building Phase turn, the Castle's owner may discard two cards to prevent their main warrior from being targeted by an opponent's event card on the next turn. Deploying a Royal Guard grants 2 influence points for the current Building Phase turn.
- Pay 11 gold to deploy a Lv3 Royal Guard (limit of 3 Royal Guards).

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- Deploying a Royal Guard grants 2 influence points for the current Building Phase turn.
- Pay 11 gold to deploy a Lv3 Royal Guard (limit of 3 Royal Guards).

After a Character Token is played, place a Building and/or Combat token on it to indicate when it can begin attacking. This is determined by the card that generated the CT or the CT card itself. Some Character Tokens can engage in attacks during one or both phases, so the Phase tokens help indicate their availability. If the phase isn't specified, the Character Token receives a Combat Phase token by default. In such cases, the CT can only participate in battles during the Building Phase if attacked by another player, serving a defensive role (they cannot initiate attacks during the Building Phase as they do in the Combat Phase).



Building Phase token



Combat Phase token



Select a single opponent. Their warrior engages in solitary combat immediately (without assistance from your character tokens for attack or defense during this turn). Place 5 soldier tokens on the table upon playing this event card, adhering to standard attacking and counter-attacking rules. Following combat resolution, surviving soldiers may only participate in subsequent combat phases and can be attacked and blocked by the opponent's character tokens normally.



Place a rebel token on the table for each house target opponent controls. Rebel tokens may attack or defend during building and combat phases against any unit or warrior once per turn. During each of the opponent's Building phase turns, they must choose one of their houses and destroy it. Continue this process until all rebel tokens are removed from play.



(You can recruit only one unit once per Building Phase turn. The limit of recruited units using the Barracks Building card is equal to the number of houses you have in-game. If a house is destroyed and the number of recruited units exceeds the number of houses you have, you must remove one of the recruited units from the game.)

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 - Deploying a Royal Guard grants 2 influence points for the current Building Phase turn.
 - Pay 11 gold to deploy a Lv3 Royal Guard (limit of 3 Royal Guards).



RESOLVING RANGED ATTACKS

The winner of the initiative roll begins ranged attacks using any units with the Ranged attack ability, including the warrior if equipped with at least one one-handed weapon.

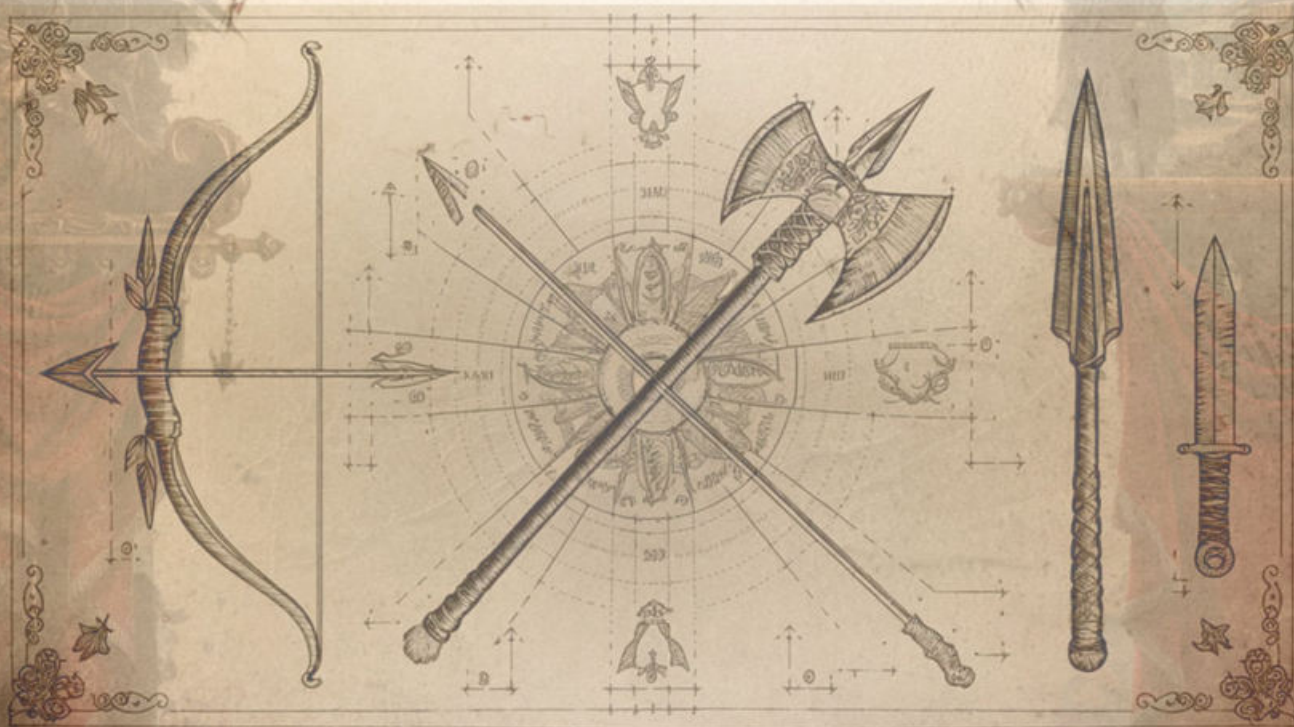
If the warrior has one-handed weapons equipped, they may throw one per turn as a ranged attack. Eligible weapons for this action include **daggers**, **spears**, and **axes**. The rules for thrown weapons follow the same as standard ranged attacks, but the weapon card must be discarded after use. Special item effects or warrior abilities that enhance the weapon apply if the attack successfully hits the target.



Type of weapons allowed to throw



Example of item effects and warrior's ability effects that is caused if the weapon hits a target



For each chosen ranged attack unit, select a target and resolve each attack one by one, sequentially.

Choose the target / do the Ranged attack roll

*Choose the Target then
do the Ranged attack test roll*



THEN



*Choose the next Target then
do the Ranged attack test roll*

After the initiative winner finishes all their ranged attacks, the opponent may carry out their own ranged attacks, if they have units available to do so.

After declaring the target the attacked player rolls three movement dice (for the Ranged Test roll) to determine if the targeted unit is hit. If two dice show blank faces, the target is hit. If two dice show dodge or block icons, the attack misses. In ranged combat, both dodge and block icons function the same, unlike in melee combat, which will be explained later.

RANGED ATTACK TEST ROLL



*The opponent rolls the
three Movement (Combat) Dice*



Dodge Icon



Block Icon

*The icon at the top of the die
is the result*



The blank area means "HIT"





Two dodge or block icons or one block and one dodge icon: the ranged attack is missed.



Two blank roll: The ranged attack is successful.

- For units equipped with a shield (including warriors), if the Ranged Test roll fails, the attacked player rolls an extra movement die. If the result is a shield icon, the ranged attack is missed, and the unit remains unharmed.

Failed Ranged Test Dice roll tests



Failed Ranged Test rolls

Bonus Movement die roll because of the shield (FAILED TEST)



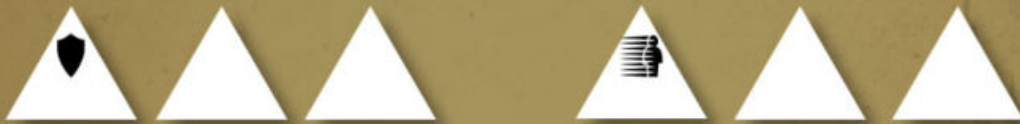
Bonus Movement die roll because of the shield (SHIELD ICON SUCCESSFUL TEST)

To check if a unit has a shield equipped, look for a shield card equipped on the warrior, units' abilities allowing shield use, or an equipped shield visible in the unit's illustration card.



- With a successful hit roll, the full damage is applied. Afterward, roll a D6. If the result is a five or six, roll the D6 again. If the second roll is a six, the unit is killed. If the hit is on a warrior and the second roll is a six, the warrior is killed, and the player loses the game.

Successful HIT Movement Dice roll tests



For a successful HIT on the Movement Dice roll test, the full damage of the ranged attack is applied.



*First d6 roll
If the result is 5 or 6 roll it again*

If 6 is result of the second roll...



*The unit is killed
If it's a warrior that is killed, the owner of the warrior immediately loses the game*



After damage is inflicted on a unit, place the corresponding number of blood counters on the card representing that unit to reflect the damage. If the damage is inflicted on a warrior, subtract the total damage from the player's life counters card.



Unit blood counters



Player's life counter cards

If a unit is hit

Suppose 6 damage is caused



The unit receives blood counters equal to the total damage points inflicted.

If a warrior is hit



Warrior's life points: 10 life points



After the hit - 4 life points

FRIENDLY FIRE

When performing a ranged attack against an opponent engaged in combat with allied units, missed shots may result in **friendly fire**. If the ranged attack misses, perform the following steps:

Ranged attack Unit



Allied Units and the Warrior in Combat



Ongoing Combat



Missed Target



*Missed Ranged Attack
(two or three shield or dodge
Icons as result)*



Opponent Warrior

Movement Dice Test for Allies:

Roll the Movement dice once for each ally involved in combat with the target opponent. This includes your Warrior if they are part of the combat.

Allied Units and the Warrior in Combat



If your ranged attack is missed roll the movement dice for each of your allied Units (including your warrior) Participating the combat.

Friendly Fire Resolution:

1 - Initial Test: If two or more blanks appear on a Movement dice roll for any ally, that ally is considered a potential target for the ranged attack.

2 - Elimination Test: Perform additional Movement dice tests only for those allies who received two or more blanks in the initial test. Continue these tests until only one ally has blanks on their result.

3 - Final Target: If two allies remain, and both continue to roll blanks, repeat the test until one ally alone rolls blanks.

Allied Units and the Warrior in Combat



(2 shields) Missed



(2 blanks) Potential Target



(2 blanks) Potential Target

Re-roll

Re-roll



(2 blanks) Hit Ally-Warrior



(2 dodges) Missed

Applying Damage:

- The final ally with blanks on their result is hit by the ranged attack.
- **For Units:** Place Blood Counters equal to the ranged weapon's damage value on the hit Unit.
- **For the Warrior:** Subtract the ranged weapon's damage points from the Warrior's Life Points.

Note: The same test mentioned on page 62 with the d6 is done if friendly fire happens.

THE MELEE COMBAT: CHARGING TARGETS

In the first turn of a Combat Phase, the winner of the initiative test selects their units' targets for charging, including the opponent's units and warrior, if applicable. The winner's warrior may also participate in the charge if eligible. Only units or warriors able to fight in the current phase can be chosen as attackers or charging targets.



*Player token cards
(Cards representing the warriors)*

Player being charged

*First Combat
Phase turn*



Winner initiative die

Charging target



Charging



Charging target



Charging



Free Unit



Charging



Player who will charge with the units

In melee combat, target selection is limited to one unit, preventing two units from engaging two opposing units at once. A single unit may be targeted by up to six enemy units. If a friendly unit joins to assist the engaged unit, the assisting unit selects one of the enemy units to engage in battle, shifting the combat to these two units and removing that enemy from the original group (*We will check better about this rule at **Free Unit to Help** rules instruction*).

Up to 6 units can target one enemy unit



Once targets are selected in the first turn, they remain fixed for the rest of the phase. New targets can only be chosen **in the next phase**. However, two exceptions allow target changes within the same phase:

1 - If two or more units are engaged in combat against an enemy unit, and one or some of them are attacked or counter-attacked during the turn, the other engaged units that weren't targeted are free to choose new targets outside that combat group in the next turn.

2 - If a unit defeats its opponent and is no longer engaged, it can select a new target.

If a Unit or Warrior faces multiple opponents in a turn, even with initiative and attacking one of them, the other opponent(s) not targeted still retain the right to attack during that turn. Additionally, if the main attacker blocks these incoming attacks, counter-attacks can be performed against each opponent individually.

Initiative winner / attacking one of the opponent units



DEFENSIVE SUPPORT

The player who lost the initiative test chooses any number of their non-charging targeted units (including the warrior if not targeted) and decides and declares for each chosen unit whether it will help one of their charging target units to fight together or will intercept the charge, becoming the new target of the charging unit or warrior and the previously targeted unit can't be attacked by the same that turn.

Note: Resolve the combat between units and warriors versus units first. Any combat involving a **warrior facing another warrior is resolved last** and the rules for that will be explained in further pages.

USING A FREE UNIT TO HELP

You may use the free unit to help any of the units being charged and place it next to the one you decided to help



Free Unit Used to help an allied unit

Charging target



Charging target



Charging



Charging



USING A FREE UNIT TO INTERRUPT

When a free unit assists another unit being charged by two or more enemy units, this action is considered **Interrupting a Charge**. The free unit engages one of the charging units and becomes the new target for that chosen attacker.

Charging target



Charging target



Free Unit



Charging target



Chosen Free Unit Used to interrupt the charge



Old Target



New Target



Chosen Charging Unit to be interrupted

RESOLVING MELEE COMBAT

There are two types of melee combat: **Units vs. Units/Warriors** and **Warriors vs. Warriors**. Combat is resolved in this order, starting with **Units vs. Units/Warriors** before moving on to **Warriors vs. Warriors**.

UNITS VS UNITS/WARRIORS

TYPES OF CARDS CONSIDERED AS UNITS

Character Tokens



Champions



Champion's Companions



After completing the charging actions (explained in earlier pages), the player who won the initiative begins by declaring the cards they will use for attacks. Each attack is resolved one at a time: when you declare a card for attack, tap it to indicate it has been used and to show it is actively attacking in this turn including the player card if you are using your Warrior to attack.

For the **units vs units/warriors** attacks, both you and your opponent will need three Character token dice each. For the **attacking player**, the dice represent the attack roll, using sword icons, while the **defending player** rolls for blocks, using shield icons.

DICE USED FOR COMBAT WITH UNITS



*The Character
Token dice
(3 of them for
each player)*



Sword icon



Shield Icon

Players roll their three dice and compare the results: the attacker adds up the sword icons, while the defender adds up the shield icons. If the attacker's total sword icons exceed the defender's shield icons, the attack hits the defender's unit or warrior. If the defender's shield total is equal to or higher, they successfully block the attack.

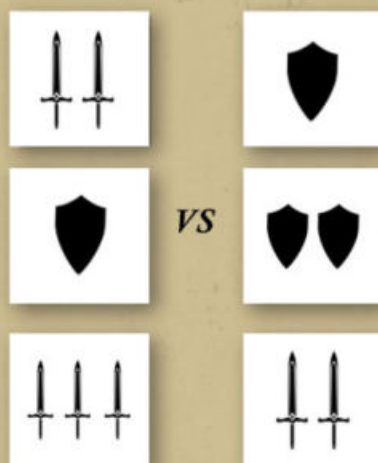
For successful attacks, reduce the defender's unit or warrior by one life point for each damage point of the attacking unit or warrior. Place blood tokens on the hit unit card or if it was the defender's warrior, reduce the Life Points from the life points cards to represent the damage

*tap to show
that's attacking*



The attacker
*(This card deals 2
damage points)*

5 Swords vs 3 shields



**WINNER
RESULT**

The defender



*This unit takes 2 damage points
and it's placed blood
token equals to the
damage caused because of
the lost dice roll test*

Before



*If the defender's
warrior is hit, subtract
the damage caused
from the Life Point
cards*

After



If a unit accumulates blood counters equal to or exceeding its life points, remove the card from play. If the warrior loses all Life cards, the player loses the game.

If your warrior has **two weapons** equipped, or any of your units can **attack twice**, and you are the attacker, you may either target two different units, if they are engaged by two or more opponents, or attack the same target twice. If one of your warrior's attacks targets another warrior, follow the **Warrior vs. Warrior** rules and mechanics (Pages 77 - 83).

COUNTER-ATTACKING: UNITS VS UNITS/WARRIORS

If the defender successfully blocks an attack, they gain one counter-attack opportunity. Both players then roll the character token dice again, with the defender now attacking (counting sword icons) and the original attacker defending (counting shield icons). Use the same icon-sum rule to determine if the counter-attack lands. In **Units vs. Units/Warriors** combat, blocking a counter-attack does not allow further counter-attacks against the same opponent unit that turn; players continue to resolve the next combats.

The attacker



3 Swords vs 4 shields



VS



**WINNER
RESULT**

The defender



Winning the dice roll, the defender gains a Counter-attack opportunity and both players roll again the Character Token dice.

Blocking a counter-attack does not grant additional counter-attacks against the same opposing unit within that turn.

SWORD AND SHIELD TRIPLE ICON EFFECT

If all of the attacker's dice show three sword icons, the defender's unit or warrior is hit instantly without a chance to roll for blocking. Conversely, if all of the defender's dice show three shields, the attacker's unit or warrior takes the damage instead, bypassing the need for a blocking roll.

Direct hit / no blocking rolls



Attacker receives the hit instead

The attacker can't block



REWARDS FOR CHARACTER TOKENS DEFEATING HIGHER-POWER UNITS

Character tokens gain a bonus when they kill a stronger unit. Upon doing so, they level up, receiving a +1 Attack counter and +1 Life point. Place a +1 Resistance counter on the card, which will count as 1 life point and is removed if the unit is hit. Alternatively, if the card has blood tokens subtract 1 point from them to reflect the increased life. A unit is considered "**stronger**" if the combined total of its Attack and Life points is higher than that of the attacking token.

Killer Character token

VS

Dead Character token

Weaker
4+4=8



Place one

Stronger
4+6=10



Subtract 1 point from the added blood counters

or

Place a Resistance +1 counter

*Killing a stronger Unit
Receives one + 1 Attack counter
and one + 1 resistance counter
or subtract 1 point from the added blood
counters if there are any placed on the
Character Token card*

*A Unit is considered
stronger than other when the sum of
the attack damage and life points is
higher than the other Unit.*

When a Unit dies, it's taken out from the game.

If a Character Token defeats another Character Token that has received rewards for defeating stronger units, the comparison to determine which is stronger includes all accumulated bonuses. This means the defeated token's total strength is calculated by summing its base Attack value, any additional Attack counters, its Life points, and any extra points gained from rewards. Only if the attacking token's original strength is lower than this total is it eligible to receive the level-up bonuses for defeating a stronger unit.

Became the stronger one **VS** *Became the weaker one*

Stronger
6+6=8



4 damage + two [attack + 1] counter
4 life points + two [resistance + 1] counter
Total: 6 Damage / 6 Life points

Added Counters

Weaker
4+6=10



This Unit receives the rewards if kills the one that became stronger



WARRIOR VS WARRIOR

For **warrior vs. warrior** combat, the rules differ. Each player uses five red D6 dice and three movement dice. Warriors have numbered body zones, which represent both the target areas for opponent attacks and any armor-equipped sections.

DICE USED IN A COMBAT



5 red d6



Movement(Combat) Dice

WARRIOR'S AREAS



ATTACKING: The winner of the initiative roll may choose to **attack**. You may pass your attack if you have won the initiative but that will allow your opponent to attack you instead that turn.

A player can only attack or counter-attack with equipped weapons. If so, the attacker chooses one of the rolled red d6 dice. The result of the chosen die is the warrior's area that they attack the enemy player on.



SINGLE WEAPON ATTACKS

If the attacker possesses only one weapon and lands a successful hit that the opponent fails to block or dodge:

- Damage Application:

Damage is dealt to the target based on the weapon's effect and the attack's outcome.

- Combat Turn Ends:

The warrior vs. warrior combat concludes immediately, unless the weapon has an ability that allows additional attacks.

- Proceeding with Gameplay:

Once the turn is over, gameplay proceeds to the next combat, the next player's turn, or the next phase, depending on the game state.

WEAPON SELECTION AND COMBAT FLOW

(for two one-handed weapon equipped)

If the attacker has **two one-handed weapons** equipped and wins the initiative, they can attack once with each weapon.



1 - Declaring the Weapon:

The attacker must first declare which weapon will be used for the initial attack.

2 - Choosing the Target Area:

Select one of the red D6 attack dice to determine the target area for the first attack.

3 - Opponent's Defense:

After the initial attack is rolled, the opponent may attempt to block or dodge the blow.

4 - Using a Second Weapon:

If the attacker has a second weapon and chooses to use it, they will select another red D6 to determine the target area for the second attack. The opponent has the right to block or dodge this attack as well. If the second blow is successfully blocked or dodged, the opponent may immediately initiate a counter-attack. This counter-attack **can only occur** after the **second blow** has been resolved and is triggered by a successful block or dodge even being hit by the first blow.

First attack



*After Hit, being blocked or dodged
an Attack with the second weapon
may be done*

Second Attack



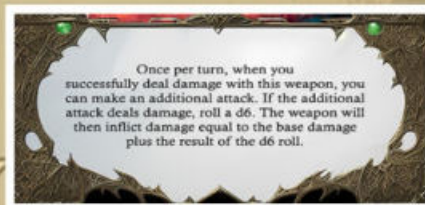
*If the second attack is Blocked
or Dodged the player may
Counter-attack*

However, if the attacker has two one-handed weapons or items that allow extra attacks, the combat turn continues until all allowed attacks are completed, even if the opponent suffers a hit. This includes attacks from both one-handed weapons or any items that grant additional attacks.

If the attacker has two one-handed weapons equipped and also an item that allows the attacker to do extra attacks, so the same can attack with both weapons and also can do the extra attacks favored by the the effect of the item.



*Special Item
allowing an extra
attack*



*Some two-handed weapons
also allows extra attacks*

** No matter how many extra attacks the attacker has, all of them can be performed.*

If all the red D6 attack dice are used by a player in that combat turn, they cannot attack or counter-attack anymore during that turn and must wait until the next turn to attack again.

BLOCKING OR DODGING - WARRIORS VS WARRIORS

When receiving an attack, you may try to block or dodge the attack using the **Movement dice**. Blocking or dodging is not mandatory, and you may opt to take an attack for strategic reasons. To block, you need to have a weapon or shield equipped; otherwise, you can only attempt to dodge the blow.



Movement(Combat) Dice



Dodge Icon



Block Icon

The icon at the top of the die is the result



The blank area means "HIT"



After the attacker selects one of the red D6 attack dice, the player being attacked rolls three Movement dice. The result will determine if the blow is blocked, dodged, or if the player gets hit. Getting two or three of the same icon is the result of the roll.

Chosen red d6 dice



Two or three shield icons: The blow is blocked



Two or three dodge icons: The blow is dodged.



Two or three blank roll: The area is hit by the blow.

If the result of the dice roll is a draw, reroll the dice until you get a decisive result..

If you roll three of the same icons:



Perfect Block: The attack is blocked, and the opponent takes the hit instead, with no additional dice rolls needed.



Perfect Dodge: The attack is Dodged, and the opponent takes the hit instead, with no additional dice rolls needed.



Critical Hit: The attack lands, and all the damage taken by the blow is doubled and the Bonus Movement deck isn't allowed to be used.

If your warrior has a **shield equipped** and you declare you are blocking with the shield, you will gain a fourth Movement die roll in case the main Movement roll fails. The fourth Movement die roll will only be effective if the result is a shield icon. If successful, the blow is blocked with the shield. (*This rule is only applicable to warrior vs warrior melee combat.*)

Failed Movement Dice roll tests

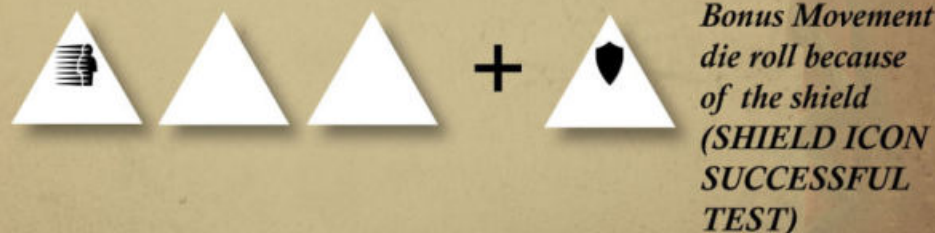


Equipped shield



Failed Movement
Dice roll tests

+ Bonus Movement die roll because
of the shield (FAILED TEST)



+ Bonus Movement
die roll because
of the shield
(SHIELD ICON
SUCCESSFUL
TEST)

If your warrior has **no armor parts equipped or a shield**, you also gain a fourth Movement die roll in case the main Movement roll fails. In this case, the fourth Movement die roll will only be effective if the result is a dodge icon. If successful, the blow is dodged. (*This rule is also only applicable to warrior vs warrior.*)

Failed Movement Dice roll tests



*If there aren't any armor parts and a shield equipped ...
(EXAMPLE OF ARMOR PARTS)*



*Failed Movement
Dice roll tests*

*Bonus Movement
die roll because
of no equipped
armor parts
(FAILED TEST)*



*Bonus Movement die roll because
of no equipped armor parts and
a shield
(DODGE ICON: SUCCESSFUL
ROLL)*

Important: *If the warrior is equipped with a shield, only the shield icon is valid even without any armor part equipped.*

THE BONUS MOVEMENT DECK

As mentioned before, if the player has cards that allow the use of the Bonus Movement Deck, they may use it when the blocker fails the Movement dice test and gets a 'HIT' result.

Failed tests



Bonus Movement Deck



Bonus Movement card faced up on the table

After failing the block step with the dice, reveal the top card of the Bonus Movement Deck and leave it face up on the table. This gives you a bonus opportunity to block or dodge the blow against you. **Remember**, this step is only allowed if you have cards that permit it.

So, to decide if the blow will be blocked or dodged with the Bonus Movement card, as mentioned before, after a failed test with the Movement dice (remember the permissions to use the Bonus Movement deck), reveal the top card and place it face up on the table as described earlier. The Movement cards will have numbers representing the areas they can cover. If the revealed card has the corresponding number to the chosen red D6 attack die, the blow is successfully blocked or dodged (according to icon of the card).

Block icon



Dodge icon



Revealed Faced up Bonus Movement Card



chosen attacking red d6 dice



OR



Cards with the same number of the chosen red attack D6 die

After all cards from the Bonus Movement Deck is used, take all cards, shuffle them making a new Bonus Movement deck.

AFTERMATH OF BLOCKING OR DODGING - WARRIORS VS WARRIORS

When you block a blow, the weapon or shield chosen to block receives 1 red Damage Token unless otherwise stated by specific card effects. Place the damage token on the item card you used for the block.

If the item accumulates a number of damage tokens equal to or exceeding its resistance points, it is destroyed and must be placed in the discard pile.

Successful blocking Movement Dice roll



Chosen Item to block the attack



chosen attacking red d6 dice



Block Bonus Movement Faced up card



Received DAMAGE TOKEN .



The item is destroyed and discarded if the number of damage tokens reaches its resistance points.

WHEN DODGING: If a blow is successfully dodged, no damage tokens are applied to any items or units.

COUNTER-ATTACKING - WARRIOR VS WARRIOR

When a warrior's attack is **blocked** or **dodged** by another warrior, a **counter-attack** may be initiated. While counter-attacks share similarities with regular attacks, some specific rules apply.



When Blocking

or



Dodging



You may counter-attack (the Perfect Movement dice roll (three dice with same icons) also works at the counter-attack step)

Performing a Counter-Attack

Counter-attacking follows these steps:

- 1 - The counter-attacking player selects one of the unused **red D6 attack dice** to determine the target area.
- 2 - The opponent must attempt to block or dodge the counter-attack by rolling their movement dice.
- 3 - If the counter-attacked player successfully blocks or dodges, they may counter-attack in return following the same red d6 dice rule.

If you counter-attack choose one of the red d6 dice



If your counter-attack is also blocked or dodged your opponent may also counter-attack

The counter-attack sequence continues until one of the following occurs:

- 1- All five red D6 dice have been used during the turn.
- 2 - One of the players decides to forgo initiating another counter-attack.
- 3 - One of the warriors is hit (*if there are two one-handed weapons equipped and the warrior is hit after the second attack with both weapons*).

SPECIAL RULES FOR WARRIORS USING TWO ONE-HANDED WEAPONS OR EXTRA-ATTACK ABILITY

A warrior attacked by an opponent wielding two one-handed weapons may only counter-attack after the opponent completes their attack sequence with both weapons or decides to attack with only one. For warriors with extra attacks due to special items or abilities, the counter-attack can be initiated after the final attack.

If the counter-attacking warrior also wields two one-handed weapons, they must declare which weapon will be used for the counter-attack before selecting the attack die position. Even if the counter-attacking warrior has abilities allowing multiple attacks, only one weapon and one attack may be used during the counter-attack.

WHEN ATTACKED BY WARRIORS EQUIPPED WITH TWO ONE-HANDED WEAPONS



A warrior attacked by an opponent using two one-handed weapons can counter-attack only after the opponent completes their attack sequence. If the counter-attacker also wields two one-handed weapons, they must declare which weapon to use, and only one attack is allowed, even if they have abilities for multiple attacks.

A WARRIOR HITTING AN OPPONENT WARRIOR

A warrior is considered hit by another warrior when the defending warrior fails their movement dice roll to block or dodge the attack in the specified area, as indicated by the result of the attacker's chosen red D6 attack die.

Checking for Armor:

After confirming the hit, check if the opponent has an armor part equipped in the targeted warrior's area.

Armor Equipped in the Hit Slot:

If the targeted slot has an armor part equipped:

1 - Subtract the weapon's damage points from the armor's resistance points to calculate the damage received.

- If the weapon's damage is less than or equal to the armor's resistance, the total damage received is 1.

- Damage tokens on the armor do not affect this calculation; the armor's resistance remains unchanged.

2- Place 1 damage token on the armor part, unless otherwise specified

*Weapon damage points less
Armor part Resistance
equal to total damage caused*

*Chosen weapon
to attack*

*Received DAMAGE
TOKEN Disc on the
armor part after
being hit.*

*chosen
red d6 dice*

*Equipped area showed
on the item card.
(This number is shown
upside down)*

*If the damage points are less or equal to the
Resistance points the total damage will be 1*

No Armor Equipped in the Hit Area:

If the targeted area has no armor part equipped:

- 1 - The opponent receives the **weapon's full damage points**.
- 2 - Perform a **Fatal Blow Test**:

If the hit area is 6 (**head**) and no protection item is equipped, the damage is **doubled**.

THE FATAL BLOW TEST

A **Fatal Blow** represents critical damage to the hit area, such as severing a limb or delivering a lethal strike, rendering the warrior unable to continue fighting or causing instant death.

Whenever you hit an area with **no protection items equipped**, perform a **Fatal Blow test**.

Roll a d6, and if the result is a 6, the opponent immediately loses the game.

Note: Shields do not prevent damage to the arm with one is equipped or **negate Fatal Blow tests**.

*If you hit an unprotected body part, the total damage points of a weapon is caused and you do **A FATAL BLOW TEST**.*

*Type of items that protect the same area of the chosen red d6 dice. If none is equipped, the full damage is applied and the **FATAL BLOW** test is rolled*



Roll any d6 die for the Fatal Blow test. If the result of the roll is 6, the warrior is defeated and the player loses the game.



WARRIOR'S LEGACY

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Marcelo Souza
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