WARRIOR'S LEGACY

RULEBOOK

INTRODUCTION

Welcome to the world of Warriors Legacy

Where kingdoms rise and fall, and mighty warriors clash in epic battles for dominance. In this strategic tabletop game, players take on the roles of powerful rulers, each seeking to establish their kingdom and prove themselves as the greatest warrior of all.

Set in a medieval realm, Warriors Legacy offers players the chance to command units, administrate a kingdom, and engage in thrilling combat against rival players. The game is divided into two distinct phases: the Building Phase, representing the past of the warrior as they lay the foundations of their kingdom, and the Combat Phase, symbolizing the present, where warriors face off in fierce battles to assert their dominance.

With a rich array of unique items, special abilities, and influence, every game promises an unforgettable journey through the medieval ages. In Warriors Legacy, players will navigate the complexities of warfare, diplomacy, and resource management as they strive to outmaneuver their opponents and claim victory.

Whether you're a seasoned strategist or a newcomer to the world of tabletop gaming, prepare to embark on an unforgettable quest for glory and conquest. The fate of kingdoms hangs in the balance – will you rise to the challenge and carve your name into the annals of history?

CREDITS

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GAME COMPONENTS

Counter discs

10 red d6

2 yellow d6

1 black and 1 orange d4

1 black d6

3 Movement Dice

6 Character token dice

1 black d8

1 black d10

1 black d12

Gold and Life counter card set

2 sets with standard items cards

Resource cards

2 sets of Ability Cards

1 sets of special item cards

2 sets with bonus move cards

2 sets of Event Cards

2 sets of Building Cards

Character token cards

A set of Champion Cards

2 Player Token Cards

Champion Companion Tokens and Item Cards

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.

Understanding how each type of card interacts with the others is crucial to devising effective strategies and achieving victory on the battlefield. As you embark on your quest for supremacy in Warriors Legacy, harness the power of these cards wisely and forge your legacy among the greatest champions of all time.

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:

GOLD CARD COUNTER

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

The usage of the counters will be elaborated upon in detail as we delve into the rules governing other game components.

ITEM CARDS

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

STANDARD ITEM CARDS

BACK OF THE CARDS

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

SPECIAL ITEM CARDS

Whisper of the Snake

POISON 3/2 - (*This dagger inflicts Poison 3/2 - with each successful hit, the opponent receives a Poison debuff of 3 damage over 2 turns. The debuff is stackable.*).

Chestplate of Voularien

Your weapons deal +4 damage and all of your equipped items gain +2 resistance points, except for this item.
Additionally, when you strike an unarmored area, you may perform two fatal blow tests instead of one.

Name of the card

Cost of the Item

Veraquin's Helmet

THUNDERSTRIKE COUNTER: Everytime you counter-attack you get +2 damage bonus.
GAZE OF PROTECTION: The equipped warrior gains +1 resistance point (*all damage to the equipped warrior is reduced by the number of the Resistance points*) for each enemy character token on the battlefield participating in the combat with the warrior.

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

RESOURCE CARDS

CARD BACK

HOUSE CARD

INFLUENCE CARD

HOUSE

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 a house is destroyed and you have more building cards than houses, choose the excess cards and place a lock token on them. To reactivate, play new houses until the total matches or exceeds the number of inactive building cards..

lvl 1: Generates 2 gp at the beginning of your building phase round.
lvl 2: Generates 3 gp at the beginning of your building phase round.
lvl 3: Generates 4 gp at the beginning of your building phase round.
(Level 3 houses increase the building card limit to 2 instead of 1.)

INFLUENCE

You can place on the table only 1 influence card each of your building phase turn.

Tap it to generate 1 influence point.
At the beginning of your turn you may untap it and tap again to generate a new influence point.

(Influence points are used for event cards)

Card Name

HOUSE

Level 1 Counter

House cards are used to generate gold pieces at the beginning of your Building phase turn .

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 a house is destroyed and you have more building cards than houses, choose the excess cards and place a lock token on them. To reactivate, play new houses until the total matches or exceeds the number of inactive building cards..

lvl 1: Generates 2 gp at the beginning of your building phase round.
lvl 2: Generates 3 gp at the beginning of your building phase round.
lvl 3: Generates 4 gp at the beggining of your building phase round.
(Level 3 houses increase the building card limit to 2 instead of 1.)

For each house placed on the table, place one level 1 counter on it. To level up a house pay the cost shown on the card description. Any number of houses may be leveled up, once per turn, in your Building Phase turn and .

Card description

House cards are not considered Building cards

Resource Name

INFLUENCE

Influence Icon

Influence cards are used to play Event cards

You can place on the table only 1 influence card each of your building phase turn.

Tap it to generate 1 influence point.
At the beginning of your turn you may untap it and tap again to generate a new influence point.

(Influence points are used for event cards)

Card Description

BONUS MOVEMENT CARDS

CARD BACK **DODGE CARD** **BLOCK CARD**

3 4
6

4 5
6

3 4
6

4 5
6

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

Name of the Building

CARD BACK

Blacksmith

Building cost

14   Level up cost: 8 gold/ 12 gold   28

Building upgrade cost

Building resistance
points

(Only one of the Lv.3 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.

Building effect
description

EVENT CARDS

CARD BACK

INSTANT EVENT CARD
(Without PERMANENT word written)

PERMANENT EVENT
card *(With PERMANENT written)*

Valuable Donation

2

Target player may draw two cards from the Item deck pile.

Sentry's Constraint

4

PERMANENT:
Prevent the target player from playing any Permanent event cards.

Number of Influence points needed to play the event

Wealth Levy

4

Name of the Event

Description of the Event card

PERMANENT:
Increase the cost of equipping items for your opponent by 2 gold pieces. (*Ignore this event effect when selling the items*).

ABILITY CARDS

Card Back

BLADE OF FIRE

Ability Level

Ability Name

Ability Effect

Choose one of your weapons to gain +4 damage until the end of the phase. At the start of each phase turn, it receives 1 damage token. On a successful hit, the target gains 4 burn counters. Each phase turn, remove 1 burn counter; the unit loses 3 life points per remaining counter. This persists across phases until all counters are gone. If the target is a warrior, they cannot use bonus movement cards while burn counters are active. This effect cannot stack and can only be reapplied once completed. Additionally, if an empowered attack is blocked, the opponent loses 2 life points.

CHARACTER TOKENS (CT)

COMMON

WITH ABILITY

Soldier

Royal Guard

Damage and life points

Name of the Character token

Royal Guards can engage in attacks only during the Combat Phase unless effects from other cards allow them to attack or block any phase. If combat occurs during the Building Phase, they can participate in attacking or blocking.

X represents damage and life points according to the level.
Level 1: 5/7
Level 2: 6/8
Level 3: 7/9

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

ESTEVENOT(CHAMPION)

[Battle Shout]: All character tokens can attack twice, targeting different enemies if attacked by 2 or more enemy units.

[Weapon Mastery]: Estevenot can equip any weapon from the discard pile, standard or special, by paying its cost. Special weapon effects remain active. His base damage is 6 with his standard sword if no other items are equipped.

[Weapon Switch]: Estevenot carries a two-handed shield on his back and can sheathe his weapon to equip it (place Estevenot's shield card beside this card while equipped). The shield's effects description is on Estevenot's shield card. To switch back, wait 2 turns after equipping the shield.

Damage Points

Life Points

TAREDD CAIMAER(CHAMPION)

Ranged Attack

As soon as you hire this champion, place on the table the card "Taredd's Eagle", his companion. When engaged: **Melee Attack: 5 damage.**

Using the Ranged attack ability choose one:
- **Heavy Bolt** (Armor Piercing +2) – 8 damage. If a Unit is hit, they are unable to attack on their next turn. When targeting warriors, roll a D6 to determine the hit body part. If the body part is unprotected, roll a Fatal Blow Test. Heavy Bolts pierce armor with an additional +2 damage. (If used, it can't be used the next turn)
- **Fracture Bolt** (Fracture-1) – 4 damage. Roll one D6 to target a warrior body part. If the Fracture Bolt hits an armored area, apply 1 fracture counter. Each fracture counter reduces that armor part's protection by 1 point, destroying it if fracture counters reach its resistance value.
- **Common Bolt** – Inflicts 6 damage.

Champion's ability description

CHAMPION'S ITEM

CHAMPION'S COMPANION

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

ESTEVENOT'S SHIELD (CHAMPION'S ITEM)

This item can only be used by the champion Estevenot. When equipped, the shield can be used to attack the target opponent and also grants Estevenot a defense +5 bonus (all damage dealt to him is reduced by 5).

[Shield Bash] When hitting an opponent unit (except warriors), roll a D6. If the result is 6, the unit is stunned until the end of the turn and takes 5 damage points. (Stunned units can't attack or counter-attack, only block).

Damage Points

Life Points

TAREDD'S EAGLE(COMPANION)

Taredd's Eagle is the companion of Taredd Caimaer and can only be played alongside him. If Taredd Caimaer dies, remove this card from the game.

[Flying] This unit can only be interrupted by other flying units. It can only be targetted by ranged weapons and can be counter-attacked by any unit or by a warrior attacked by this one.

[Talon Strike] When Taredd's Eagle attacks a Unit, the same is unable to perform any attacks during the next turn but can still block and counter-attack if attacked.

[Vigilant Guardian] If Taredd Caimaer is attacked by an opponent, this companion can intercept the attack, taking the damage instead.

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

OBJECTIVE OF THE GAME

In the adrenaline-filled, medieval-themed world of Warriors Legacy, your ultimate goal is to outsmart and defeat your opponent by eliminating their warriors. This strategic game of wits demands careful planning, as the survival of your army depends on the protection of your warrior. If your warrior falls, the game ends instantly, no matter the strength of your remaining forces. Guard your warrior fiercely and seize the opportunity to deliver the decisive strike against your opponent.

SETTING UP THE GAME

STEPS TO SET UP YOUR PLAYING AREA:

1 - The dagger will be your starter item so separate it from the other cards and also choose one Player token card and place both on the table next to you.

STARTER ITEM
(The dagger)

CHOOSE ONE OF THE PLAYER TOKEN CARDS

2 - Before building your Main Deck, distribute all **Special Item cards** randomly among the players. Once the Special Items have been allocated, players can proceed to prepare their Main Deck.

Your Main Deck can include **Item**, **Event**, **Building**, **House**, and **Influence** cards. The Main deck must have **75 cards.**

RESOURCE CARDS

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.

3 - Prepare your Bonus Movement deck with the 8 Movement cards. The cards used in the Bonus Movement deck are the ones shown below: (*The cards of this deck will be used only if you have cards that allow you to use it*)

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

EXAMPLE OF CARDS THAT ALLOW YOU TO USE BONUS MOVEMENT CARDS

4 - Choose four ability cards, one of each level (from level 1 to 4) and place them on the table faced down. The **Permanent Passive** ability cards are placed on the table faced up. Place one Stamina counter next to each of Ability cards.

* Two Ability cards of the same level are not permitted.

THE ABILITY CARDS
(Only One ability card per level)

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

PARRY

If your opponent counter attack you use this ability to cancel it and attack him instead. The opponent also loses the chosen attack die.

POISONING

Permanent Passive - Causing damage with your weapons applies a stackable poison debuff, inflicting 2 damage points for 1 turn round.

BERSERKER STANCE

Boosts your weapon damage by 3. Hitting any opponent's blocking item or armor part, add +3 damage tokens instead of 1 for the next 2 combat turns.

DUAL WIELD

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

THE WAY TO BE PLACED ON THE TABLE
Stamina Counters

POISONING

Permanent Passive - Causing damage with your weapons applies a stackable poison debuff, inflicting 2 damage points for 1 turn round.

**Permanent Passive
Ability Card placed
Faced up**

5 - Begin by distributing all Champion Cards randomly between you and your opponent. Next, assemble your Champions deck using the cards you've received and shuffle it thoroughly. Place your Champions deck on the table, then reveal the top card and position it face-up on the deck. The minimum requirement for this deck is 5 Champion cards. (*Additional Champions may be available with new expansions.*)

5 RANDOM CHAMPION CARDS

TAREDD CAIMAER(CHAMPION)

Ranged Attack

As soon as you hire this champion, place on card "Taredd's Eagle", his companion. Whe Melee Attack: 5 damage.

Using the Ranged attack ability choose one:
- **Heavy Bolt** (Armor Piercing +2) – 8 d Unit is hit, they are unable to attack on thei When targeting warriors, roll a D6 to deter body part. If the body part is unprotected, r Blow Test. Heavy Bolts pierce armor with a +2 damage. (If used, it can't be used the nex
- **Fracture Bolt** (Fracture -1) – 4 damage D6 to target a warrior body part. If the Frac an armored area, apply 1 fracture counter. E counter reduces that armor part's protection destroying it if fracture counters reach its value.

- **Common Bolt** – Inflicts 6 damage.

THORLAERD(CHAMPION)

[Double Attack] This champion can attack twi targeting 2 different enemies.

[Deflective Vengeance] If the player's warrior, controls Thorlaerd, receives a fatal blow, the fa redirected to Thorlaerd, and he dies. If this occ player's warrior gains [Fury] for 2 phase turns.

- **[Fury]** The warrior gains a double attack, them to attack 2 different targets. For each hit, blow test is rolled against units or warriors (eve parts are equipped). Fatal blows on warriors are if they have items equipped that deny fatal blow.

[Weapon Switch] Thorlaerd can sheathe his sw unsheathe his two-handed sword (place the Tho Two-Handed card next to him), which deals 15 damage points. Double attacks aren't allowed with this sword.

WRISUNTH (CHAMPION)

[Reign of Crows] – At the start of the phase, choose an enemy unit or champion. The selected target cannot attack or use any abilities that turn, regardless of the initiative outcome. The target may still block and counter-attack.

[Raven's Talon] – After a successful hit on character tokens or champions, conduct a Fatal Blow Test. If the opponent's warrior is hit, roll a D6; on a result of 6, do a Fatal Blow Test.

[Cloak of the Raven] – Each time Wrisunth is targeted, generate a Raven Companion token. Once the attacking step concludes, all Raven Companions tokens generated this way will attack the units that targeted Wrisunth.

(CHAMPION)

[Resistance]: Earl Rick takes half damage cks.

efender]: Earl Rick gains +2 defense, reducing when blocking for himself or allies.

]: Once per phase turn, if are the defender, tercept attacks on an allied unit or warrior, intended damage. After intercepting, he stays le alongside the ally he protected. If the fight 2 melee fight, Earl Rick becomes the new the opponents of your choice.

dian]: Earl Rick can block fatal blows on allies. 5, or 6, he takes the fatal blow test instead. ability, he remains in melee combat with the lowing the 2 vs 2 melee fight rule.

** Rick boosts allied morale, giving all allied units, including the warrior, a +1 defense bonus while this champion is in play.

(CHAMPION)

Daskaeg can strike twice, either at the rent ones, when under attack by two ts (including warriors).

Daskaeg enters combat and faces ple enemies, he may roll a Fatal Blow my units or warriors targeting him.

2 turns. During Rage, Daskaeg's d by +5. However, after Rage ends, his by -3 for the next 2 turns. If Daskaeg r roll during Rage, the enemy still takes nce the 2 turns end, Daskaeg can r ability again.

n Daskaeg's health is depleted, his allowing him to fight for 2 more turns removing him from the game after that. However, if he receives another hit during this time, he will be immediately defeated.

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

EARL RICK(CHAMPION)

[Ranged Attack Resistance]: Earl Rick takes half damage from ranged attacks.

[Unyielding Defender]: Earl Rick gains +2 defense, reducing all damage by 2 when blocking for himself or allies.

[Valiant Shield]: Once per phase turn, if are the defender, Earl Rick can intercept attacks on an allied unit or warrior, taking half the intended damage. After intercepting, he stays in melee combat alongside the ally he protected. If the fight becomes a 2 vs 2 melee fight, Earl Rick becomes the new target of one of the opponents of your choice.

[Vigilant Guardian]: Earl Rick can block fatal blows on allies. Roll a D6; on 4, 5, or 6, he takes the fatal blow test instead. After using this ability, he remains in melee combat with the ally he saved, following the 2 vs 2 melee fight rule.

[Iron Wall]: Earl Rick boosts allied morale, giving all allied champion, including the warrior, a +1 defense bonus while this champion is in play.

CHAMPIONS DECK ON THE TABLE WITH THE TOP CARD FACED UP

6 - Place the main deck, Bonus movement deck, ability cards faced down (*unless it's a permanent passive ability*) and the other components like the illustration below:

7 - The starting life points are 30, so each player starts with six 5-life counter cards.

8 - Set the black D4 die with the number 1 face up on the player's turn card. This die will be used for counting the phase turns.

9 - Place the two yellow D6 dice on the player's turn card next to the black D4 die that you just set. The yellow D6 dice will be used to decide the player's initiative.

10 - Components located outside the darker area can be kept inside the game box and retrieved as needed, instead of being left on the table.

11 - The dagger is your starter weapon and it's placed on the table next to you.

12 - Each player draws 7 cards from the Main deck.

THE GAME: PHASES AND TURNS

Introduction to Phases

In Warriors Legacy, the journey of your warrior unfolds through two distinct phases: the Building Phase and the Combat Phase. These phases represent the intricate tapestry of the warrior's story, intertwining their past and present to shape their destiny on the battlefield.

Building Phase: The Past

The Building Phase represents the past of your warrior, where the foundations of their strength and resources are established. During this phase, you will gather gold, build houses, and strengthen your influence. This is the time to prepare, strategize, and lay down the groundwork that will support your warrior in the battles to come. Every decision made in the Building Phase will echo into the present, influencing your warrior's capabilities and options during combat.

Combat Phase: The Present

The Combat Phase is the present, the moment of action where your warrior's past preparations are put to the test. This is where strategies unfold, battles are fought, and victories are claimed. The choices you made in the Building Phase come to life as your warrior engages in combat, using the resources, abilities, and strengths accumulated from their past. Each move in the Combat Phase is crucial, determining the immediate outcomes and the ongoing legacy of your warrior.

As you navigate these phases, remember that the story of your warrior is being built with every turn. The past and present are interconnected, and mastering this dynamic will lead you to triumph. Prepare wisely in the Building Phase and strike decisively in the Combat Phase, for the fate of your kingdom lies in your hands.

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.

Prepare to master the intricacies of both phases as you build your kingdom and lead your warrior to glory. Let's begin by exploring the Building Phase, where the foundations of your legacy are laid.

1 - PHASE 1: BUILDING PHASE (PAST)

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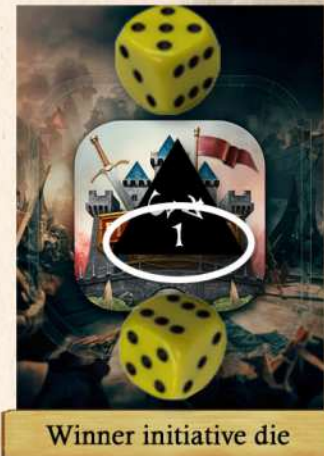
There are four turns within the Building Phase. A turn ends when a player completes all desired actions and passes to the next player. Each player will have the opportunity to take two turns during the Building Phase.

1.2 - BUILDING PHASE turn steps and actions

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

1.2.1 Draw 2 cards from your main deck.

IMPORTANT NOTE: At the beginning of the game, after drawing 7 cards, players do not draw 2 cards during the first player's Building Phase turn. Starting from the second player's Building Phase turn, they will draw 2 cards at the beginning of each Building Phase turn for the remainder of the game.

1.2.2 - At the beginning of your Building Phase turn, calculate the total amount of gold generated by your houses and other sources. Collect gold counter cards equivalent to the sum of the generated gold.

* The amount of gold a house card generates is determined by its level as described on the card.

1.2.3 - May place one house card and/or one influence card per turn for free.

* As soon as you play a house card, you earn the gold .
* All played houses start at level 1. When you level up a house card, you will earn the corresponding gold amount according to the new level on your next Building Phase turn.

1.2.4 - May equip your warrior playing equipment cards from your hands by paying their gold cost, replace or sell them.

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

6 HEAD

5 CHEST

3 RIGHT ARM

4 LEFT ARM

1 RIGHT LEG

2 LEFT LEG

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)

Bronze Chest Armor

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

Left Iron Boot

Number 6

Iron Helmet

Iron Helmet **6**

Bronze Chest Armor **5**

Left Iron Boot **2**

6 HEAD

5 CHEST

3 RIGHT ARM

4 LEFT ARM

1 RIGHT LEG

2 LEFT LEG

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

one-handed

OR

OR

two-handed

In case you decide for the other setup:

Iron Helmet	Bronze Chest Armor	Left Iron Gauntlet	Right Bronze Gauntlet	Left Iron Boot	Right Bronze Boot

Short Sword — *Wooden Shield*

OR

Wooden Shield — *Short Sword*

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

Voularien Glove

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.

Veraquin's Gauntlet

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

If you wish to sell an item without replacing it, place it in the discard pile and receive half of its gold cost. The slot will remain empty until a new item is equipped.

However, any item with a damage or fracture token cannot be sold. It can only be replaced with a new item and then 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.

1.2.5 - May play a Building card or use the effects of played Building cards.

    * All played Building cards starts at level 1.
    * Building effects can be used as soon as they are played on the table, and each building effect can be used only once per turn.

Played Building card   *Gold cards used for the Building card effect*   *Activated Building effect*

1.2.6 - May play as many event cards as you want, depending on the number of influence cards you can tap on the table.

Total needed of Influence cards

Tap 3 Influence cards

Tap 6 Influence cards

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.

Building Gold cost

Level 1 Token

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

Building resistance

Building effects description

Blacksmith

14   Level up cost: 8 gold/ 12 gold   28

(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.

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

Example: If you lose a house...

Lock token

...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**.

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.

Barracks

Price to Level up the Building card

Level up cost: 19 gold/ 21 gold

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

(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.

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.

Barracks

27   Level up cost: 19 gold/ 21 gold   54

(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.

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.

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

Gold Mine

15 · Level up cost: 10 gold/ 15 gold · 30

Lv1 - Receive 1D4 gold

Lv2 - Receive 1D6 gold

Lv3 - Receive 1D8 gold

(You receive an amount of gold equal to the result of the die roll.)

Armor Workshop

15 · Level up cost: 12 gold/15 gold · 30

(You can use only one "PAY" effect per Building Phase turn)

Lv1 - Your equipped armor parts have +1 resistance point.
- Pay 3 gold pieces to repair one damage token on an equipped armor part.
- Pay 4 gold pieces to draw an additional card from the Main Deck.

Lv2 - Now your equipped armor parts have +2 resistance points instead of 1.
- Pay 5 gold pieces to fully repair an equipped armor part, removing all damage tokens.

Lv3 - Now your equipped armor parts have +3 resistance points instead of 2.
- Pay 8 gold pieces to search your Item Deck pile for an armor part card and place it in your hand.

Tavern

13 · Level up cost: 10 gold/ 12 gold · 26

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

Lv1 - You can have up to **1 mercenary** in play.

Lv2 - Hiring a mercenary now costs 8 gold pieces. You can have up to **2 mercenaries**.

Lv3 - Hiring a mercenary now costs 9 gold pieces. You can have up to **3 mercenaries**.

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

Collapse

6

Destroy one of target opponent's Buildings.
(*Houses do not count as buildings*)

Occupy

3

PERMANENT:
Disable target opponent's building until this Event card is destroyed. (*House cards are not considered Building cards*)

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

Gold Mine

15 | Level up cost: 10 gold/ 15 gold | 30

Lv1 - Receive 1D4 gold

Lv2 - Receive 1D6 gold

Lv3 - Receive 1D8 gold

(You receive an amount of gold equal to the result of the die roll.)

Stone Mine

10 | Level up cost: 10 gold/ 12 gold | 20

Lv1 - At the start of your turn, add 1 stone counter to the Stone Mine.
- Once per turn, remove 1 stone counter to reduce the cost of a building card by 1 gold.

Lv2 - At the start of your turn, add 2 stone counters to the Stone Mine.
- Once per turn, remove 2 stone counters to reduce a building card's cost by 3 gold.

Lv3 - At the start of your turn, add 3 stone counters to the Stone Mine.
- Once per turn, remove 3 stone counters to reduce a building card's cost by 5 gold.

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 lower, 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)

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.

***Number of Influence needed
for the event card***

Influence Cards are considered **resource cards** and are found in the main deck. You may place one Influence Card on the table per **Building Phase turn**. To use an Influence Card, tap it to indicate it's in use. At the start of your next **Building Phase**, untap the card so it can be used again.

***Five influence cards tapped
to play the event***

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

Weaponry Request

5

Search your Item Deck pile for an item card and add it to your hand, then shuffle your deck.

Sentry's Constraint

4

PERMANENT:
Prevent the target player from playing any Permanent event cards.

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 circunstance of its own effect

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

Silent Blade Vow

6

PERMANENT:
As an additional cost, pay 15 gold pieces. Create an assassin token and assign it to the target opponent. If this event card is destroyed, remove the assassin token from the game. If the assassin token is defeated, put this card in the discard pile.

Extinguish

3

Destroy target 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.

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

Damage points icon
Life points icon

Mercenary

Name of the Character Token

X represents damage and life points according to the level of your tavern at the moment of hiring.

Tavern level 1: 4/4
Tavern level 2: 5/5
Tavern level 3: 6/6

Rebel

Character Token card description (Some character tokens cards don't have any description).

Assassin

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.

After a Character Token (CT) 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

Ambush
5

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.

Insurgency
7

Place a rebel token on the table for each house the 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.

Barracks
27
— Level up cost: 19 gold / 21 gold —

(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.

Castle
40
— Level up cost: 23 gold / 28 gold —

(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).

1.2.7 - May resolve any combat allowed during your Building Phase turn. Rules for combats are described at Combat Phase instruction pages.

1.2.8 - At the end of your building phase turn, you are allowed to hold a maximum of 7 cards in your hand. Discard any excess cards.

1.2.9 - When the last building phase turn is finished, set the black D4 die to number 1 again and start the **COMBAT PHASE**.

2 - PHASE 2: COMBAT PHASE (PRESENT)

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 Dice

6 Character token dice

AGILE

Permanent Passive - Twice during a phase (Building or Combat phase) you are in combat, you can use a bonus movement card if your movement dice roll test fails.

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

Voularien Boot

LEFT BOOT

MOVEMENT BONUS 1 (*In the event of a failed defense roll using the Move Dice, draw and reveal one card from the Movement Bonus deck. If the number on the card matches the result of the chosen attacking die against you, you successfully block or dodge the opponent's attack, as indicated by the Movement Bonus card icon.*)

All your equipped items gain +1 resistance point, excluding this particular item.

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 forth Combat Phase turn a new Building Phase starts and so on.

Winner initiative die

2.2 - COMBAT PHASE turn steps and actions (for 2 players)

The actions and steps for the combat phase turn are:

2.2.1 - Each player rolls their five red D6 dice. If you are using the Bonus Movement deck, shuffle it.

2.2.2 - At the start of each Combat Phase, place one Stamina token on each of the four ability cards. If a new phase starts and there are already Stamina tokens on the ability cards, you do not need to add more. Only place Stamina tokens on ability cards that do not already have them. his action is taken to ensure that the counters are placed at the beginning of each Combat Phase. Their usage will be explained on the following pages.

Stamina tokens

Ability Cards without Stamina Tokens on them

THE WARRIOR'S ABILITIES

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

BLADE OF FIRE

Choose one of your weapons to gain +4 damage until the end of the phase. At the start of each phase turn, it receives 1 damage token. On a successful hit, the target gains 4 burn counters. Each phase turn, remove 1 burn counter; the unit loses 3 life points per remaining counter. This persists across phases until all counters are gone. If the target is a warrior, they cannot use bonus movement cards while burn counters are active. This effect cannot stack and can only be reapplied once completed. Additionally, if an empowered attack is blocked, the opponent loses 2 life points.

Common Ability

DUAL WIELD

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

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

POISONING

Permanent Passive - Causing damage with your weapons applies a stackable poison debuff, inflicting 2 damage points for 2 phase turns.

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.

Level 1	Level 2	Level 3	Level 4

Permanent Passive Ability

FLIPPING FACED UP 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 iniciative 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	*Flip at the third Combat Phase*	*Flip at the forth Combat Phase*	*Flip at the fifth Combat Phase*
Level 1	**Level 2**	**Level 3**	**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	*Already faced up Wait for the next Combat Phase*	*Flip at the forth Combat Phase*	*Flip at the fifth Combat Phase*
Level 1	**Level 2**	**Level 3**	**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.

SHADOW BLADE

If one of your attacks or counter-attacks is dodge you may perform an additional attack immediat

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

HEAVY METAL

Passive - You deal 1 extra damage.

AGILE

Permanent Passive - Twice during a phase (Building or Combat phase) you are in combat, you can use a bonus movement card if your movement dice roll test fails.

No Stamina points are required for Passive and Permanent Passive abilities

Put aside the used Stamina counters

PARRY

If your opponent counter attack you use this ability to cancel it and attack him instead. The opponent also loses the chosen attack die.

SLAM

You inflict 2 damage points immediately without any tests. No damage tokens are placed on the opponent's armor parts.

BERSERKER STANCE

Boosts your weapon damage by 3. Hitting any opponent's blocking item or armor part, add +3 damage tokens instead of 1 for the next 2 phase turns.

BLADE OF FIRE

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 automaticaly 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

POISONING

Permanent Passive - Causing damage with your weapons applies a stackable poison debuff, inflicting 2 damage points for 2 phase turns.

Whisper of the Snake

POISON 3/2 - (This dagger inflicts Poison 3/2 - with each successful hit, the opponent receives a Poison debuff of 3 damage over 2 turns. The debuff is stackable.).

BLADE OF FIRE

Choose one of your weapons to gain +4 damage until the end of the phase. At the start of each phase turn, it receives 1 damage token. On a successful hit, the target gains 4 burn counters. Each phase turn, remove 1 burn counter; the unit loses 3 life points per remaining counter. This persists across phases until all counters are gone. If the target is a warrior, they cannot use bonus movement cards while burn counters are active. This effect cannot stack and can only be reapplied once completed. Additionally, if an empowered attack is blocked, the opponent loses 2 life points.

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 counter number

- 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 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.

Aurum Blazeforge Mace — **21**

2

10

10

IMPACT + 2 (When you hit an armor part or your attack is blocked, add 3 damage tokens instead of 1 to the hit item.)
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.

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. 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)

Hit opponent warrior or Unit

POISONING

Permanent Passive - Causing damage with your weapons applies a stackable poison debuff, inflicting 2 damage points for 2 phase turns.

Poisining
Poison Stack damage
Effect Duration: *2 turns*
Damage: *2 damage/turn*

Player 2

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

Whisper of the Snake

POISON 3/2 - *(This dagger inflicts Poison 3/2 - with each successful hit, the opponent receives a Poison debuff of 3 damage over 2 turns. The debuff is stackable.).*

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

Noble Watch can engage in attacks only during the Combat Phase unless effects from other cards allow them to attack or block any phase. If combat occurs during the Building Phase, they can participate in attacking or blocking.

If the owner's warrior is declared as a target for an attack, once per Combat phase, redirect that attack to the Noble Watch.

Thes 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)

Hit opponent warrior or Unit

Poisining
Poison Stack damage
Effect Duration: *2 turns*
Damage: *2 damage / turn*

POISONING 2

Permanent Passive - Causing damage with your weapons applies a stackable poison debuff, inflicting 2 damage points for 2 phase turns.

PLAYER2

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 3/2 - (This dagger inflicts Poison 3/2 - with each successful hit, the opponent receives a Poison debuff of 3 damage over 2 turns. The debuff is stackable.).

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
(poison 3 - 2 (3 damage each turn / 2 turns))

Example 1

Turn	1	2	3	4
Poison Damage		3	6	3
Blow	✗	1 hit	1 hit	✗

Example 2

Turn	1	2	3	4
Poison Damage		6	9	3
Blow	2 hits	1 hit	✗	✗

Counters are flipped, and their effects are applied at the end of either player's turn.

HITTING SOMEONE IN THE 3RD OR 4TH TURN WITH POISON 3 - 2

hitting at the 4th turn of the Combat phase

Turn	1	2	3	4
Poison Damage				3
Blow	✗	✗	✗	1 hit

Starting the Building phase

Turn	1	2	3	4
Poison Damage	3			
Blow	✗	✗	✗	✗

hitting at the 3rd and 4th turn of the combat phase

Turn	1	2	3	4
Poison Damage			3	6
Blow	✗	✗	1 hit	1 hit

Starting the Building phase

Turn	1	2	3	4
Poison Damage	6	3		
Blow	1 hit	✗	✗	✗

EXAMPLE WITH POISON COUNTER DISC
(poison 3 - 2 (3 damage each turn / 2 turns))

	TURN 1	TURN 2	TURN 3	TURN 4
Example 1	- 3 life points HIT TAKEN	- 3 life points		
Example 2	- 3 life points HIT TAKEN	- 6 life points ANOTHER HIT TAKEN	- 9 life points TWO MORE HITS TAKEN	- 6 life points

TURN-BASED AND PERSISTANT STACK COUNTERS

(TURN-BASED STACK)

Hit opponent warrior or Unit

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.

PLAYER 2

(PERSISTANT STACK)

Aurum Blazeforge Mace

Hit opponent warrior or Unit

Aurum Blazeforge Mace
Persistant 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.

Noble Watch

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)

BLADE OF FIRE

Choose one of your weapons to gain +4 damage until the end of the phase. At the start of each phase turn, it receives 1 damage token. On a successful hit, the target gains 4 burn counters. Each phase turn, remove 1 burn counter; the unit loses 3 life points per remaining counter. This persists across phases until all counters are gone. If the target is a warrior, they cannot use bonus movement cards while burn counters are active. This effect cannot stack and can only be reapplied once completed. Additionally, if an empowered attack is blocked, the opponent loses 2 life points.

3 damage per counter
TOTAL: 12 damage

(INSTANT STACK)

POISONING

Permanent Passive - Causing damage with your weapons applies a stackable poison debuff, inflicting 2 damage points for 2 phase turns.

2 damage

PLAYER 2

(PERSISTANT STACK)

Aurum Blazeforge Mace — 21

IMPACT + 2 (When you hit an armor part or your attack is blocked, add 3 damage tokens instead of 1 to the hit item.)
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.

1 damage

(INSTANT STACK)

Whisper of the Snake — 9

POISON 3/2 - (This dagger inflicts Poison 3/2 - with each successful hit, the opponent receives a Poison debuff of 3 damage over 2 turns. The debuff is stackable.).

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. Mastering these strategies can be the key to securing victory. Explore and experiment to uncover the full potential of your deck!

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

In some games, character tokens, champions, and other units engage in battles, including ranged units, those with abilities, and companions. Battles 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.

Character Tokens

RHOTHOMIR(CHAMPION)

RANGED ATTACK - *ALL RANGED UNITS IHAVE THE INIT ATTACKS. IF A RANGED CHAMPION BECOMES ENGAGED IN AND MUST WAIT UNTIL THE NEXT PHASE TO USE RANGE.*

Champions / Ranged Units Example

Champion's Companions

1st - During the first combat turn of any phase (Combat Phase or combat that occurs during the Building Phase), all units with ranged attack abilities can use them. In subsequent turns, only ranged units not engaged in melee combat may attack. Once a ranged unit is engaged in melee, it can no longer use ranged attacks until the start of 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 rules for melee engagement.

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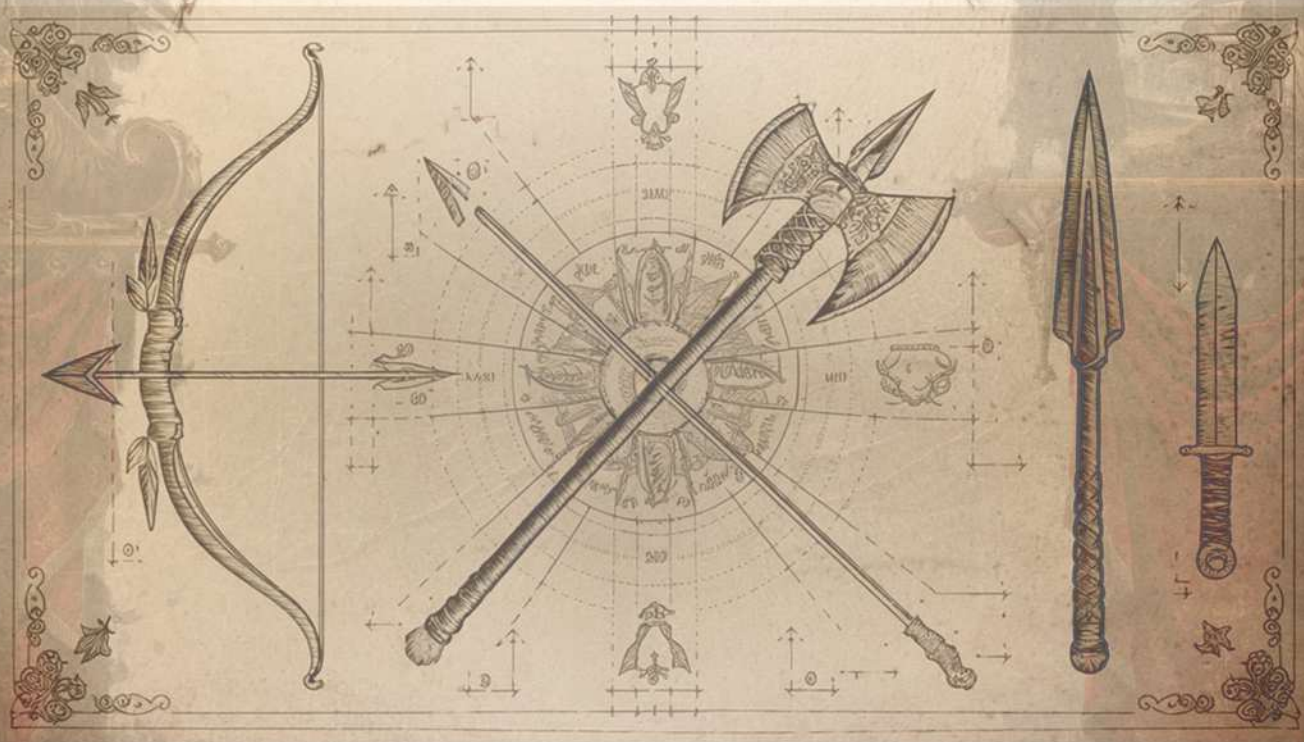
For each chosen ranged attack unit, select a target and resolve each attack one by one, sequentially.

Choose the target / do the Ranged attack roll

Choose the Target then do the Ranged attack test roll

Choose the next Target then do the Ranged attack test roll

THEN

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

Roll the three Movement Dice

The icon at the top of the die is the result

Dodge Icon

Block Icon

The blank area means "HIT"
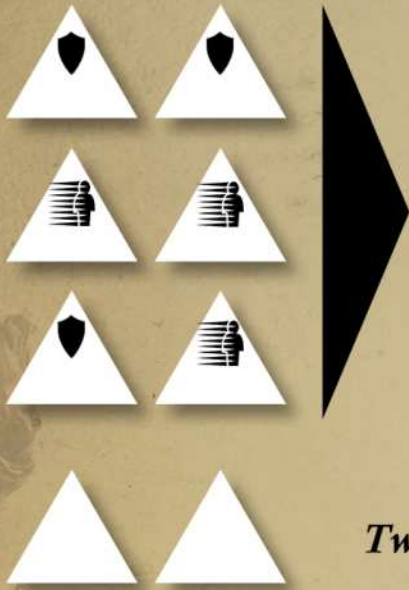
Two dodge or block icons or one block and one dodge icon: the ranged attack is missed.

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)* **OR**

+ *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

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

RHOTHOMIR(CHAMPION)

Ranged Attack

When engaged: Melee Attack: 5 damage.

Choose one of the following per ranged attack:

[Double-Arrow Shot] – Fires two arrows together. If hit, deals 8 damage, if the hit target Units they lose their next attack turn (can only block/counter).

[Double Arow Attack] – Targets two opponents, rolling a Character token attack dice test for each arrow. Each hit causes 4 damage.

[Fiery Arrows] – Deals 5 initial damage and places two fire counters on the hit Unit or warior. Each turn, remove one fire counter, causing 1 burning damage per counter removed. Targets affected by burns suffer a -2 damage penalty on their next attack roll.

Ongoing Combat

Missed Target

Opponent Warior

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

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 with the d6 is done for the fatal blow test if the result is 5 or 6 mentioned before for ranged attacks.

2nd - Use champions' companions to attack if allowed, or activate their abilities. Some abilities are passive and occur automatically and all of them will be used according to the card rules, while others require you to declare their use. Each turn, you may only activate one non-passive ability. Below are examples of passive and non-passive abilities:

RAVEN (COMPANION)

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.

If Wrisunth is defeated, remove all Raven Companion tokens from the game without allowing them to attack.

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.

VULTURE(COMPANION)

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.

The vulture companion cannot attack or block any unit or warrior.

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.

CHAMPIONS: RULES AND RECRUITMENT

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

THORLAERD(CHAMPION)

[Double Attack] This champion can attack twice, targeting 2 different enemies.

[Deflective Vengeance] If the player's warrior, who controls Thorlaerd, receives a fatal blow, the fatal blow is redirected to Thorlaerd, and he dies. If this occurs, the player's warrior gains [Fury] for 2 phase turns.

   - [Fury] The warrior gains a double attack, allowing them to attack 2 different targets. For each hit, a fatal blow test is rolled against units or warriors (even if armor parts are equipped). Fatal blows on warriors are prevented if they have items equipped that deny fatal blow tests.

[Weapon Switch] Thorlaerd can sheathe his swords to unsheathe his two-handed sword (place the Thorlaerd Two-Handed card next to him), which deals 15 damage points. Double attacks aren't allowed with this sword.

*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

EARL RICK (CHAMPION)

[RANGED ATTACK RESISTANCE] EARL RICK TAKES ONLY HALF DAMAGE FROM RANGED ATTACKS.

[ENVELOPING DEFENDER] EARL RICK GAINS DEFENSE + 3 (ALL DAMAGE IS REDUCED BY 3) WHEN BLOCKING ATTACKS, WHETHER DIRECTED AT HIMSELF OR ALLIED UNITS.

[VALIANT SHIELD] ONCE AT THE COMBAT PHASE ROUND (IF YOU ARE THE DEFENDER) EARL RICK CAN INTERCEPT ATTACKS AIMED TO ONE OF YOUR UNITS OR YOUR WARRIOR ON THE BATTLEFIELD. UPON INTERCEPTION, EARL RICK RECEIVES HALF OF THE DAMAGE INTENDED FOR THE CHOSEN UNIT OR WARRIOR. THIS ABILITY FUNCTIONS SIMILARLY TO A BLOCK MOVEMENT.

[VIGILANT GUARDIAN] EARL RICK HAS THE ABILITY TO INTERVENE AND NEGATE FATAL BLOWS TARGETING ALLIED UNITS OR THE WARRIOR. ROLL A D6 FOR EACH FATAL BLOW; ON A ROLL 5, OR 6, EARL RICK TAKES THE FATAL BLOW INSTEAD OF THE ALLIED UNIT OR WARRIOR.

[IRON WALL] EARL RICK'S PRESENCE BOOSTS THE MORALE OF ALLIED UNITS ACROSS THE BATTLEFIELD, GRANTING A DEFENSE +1 BONUS TO ALL ALLIED UNITS, EXCEPT THE WARRIOR.

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

WRISUNTH (CHAMPION)

[Reign of Crowl] – At the start of the phase, choose an enemy unit or champion. The selected target cannot use or use any abilities that turn, regardless of the initiative outcome. The target may still block and counter-attack.

[Raven's Talon] – After a successful hit on character tokens or champions, conduct a Fatal Blow Test. If the opponent's warrior is hit, roll a D6; on a result of 6, do a Fatal Blow Test.

[Cloak of the Raven] – Each time Wrisunth is targeted, generate a Raven Companion token. Once the attacking step concludes, all Raven Companion tokens generated this way will attack the units that targeted Wrisunth.

New champion card faced up

Recruited Champion

EARL RICK (CHAMPION)

[RANGED ATTACK RESISTANCE] EARL RICK TAKES ONLY HALF DAMAGE FROM RANGED ATTACKS.

[ENVELOPING DEFENDER] EARL RICK GAINS DEFENSE + 3 (ALL DAMAGE IS REDUCED BY 3) WHEN BLOCKING ATTACKS, WHETHER DIRECTED AT HIMSELF OR ALLIED UNITS.

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CHAMPION'S COMPANION / ITEMS CARDS

RAVEN (COMPANION)

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.

If Wrisunth is defeated, remove all Raven Companion tokens from the game without allowing them to attack.

VULTURE (COMPANION)

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.

The vulture companion cannot attack or block any unit or warrior.

THORLAERD'S TWO-HANDED SWORD (CHAMPION'S ITEM)

ESTEVENOT'S SHIELD (CHAMPION'S ITEM)

This item can only be used by the champion Estevenot. When equipped, the shield can be used to attack the target opponent and also grants Estevenot a defense +5 bonus (all damage dealt to him is reduced by 5).

[Shield Bash] When hitting an opponent unit (except warriors), roll a D6. If the result is 6, the unit is stunned until the end of the turn and takes 5 damage points. (Stunned units can't attack or counter-attack, only block).

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.

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.

RESOLVING THE MELEE ATTACKS

3rd - 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

Charging target   Charging target

First Combat
Phase turn

Free Unit

Charging   Charging   Charging

Winner initiative die

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

TARGET

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.

Iniciative winner / attacking one of the opponent units

Attacked Opponent

May attack

May attack

May attack

May attack

May attack

4th - 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.

*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

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

PLAYER 2

Charging

Charging

Charging

PLAYER 1

Charging target

Chosen Free Unit Used to interrupt the charge

PLAYER 2

Old Target

New Target

Charging

Charging

PLAYER 1

Chosen Charging Unit to be interrupted

MELEE COMBAT SEQUENCE: UNITS AND WARRIORS

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

Royal Guard

DASKAEGICHAMPIONS

TAREDD'S EAGLECOMPANIONS
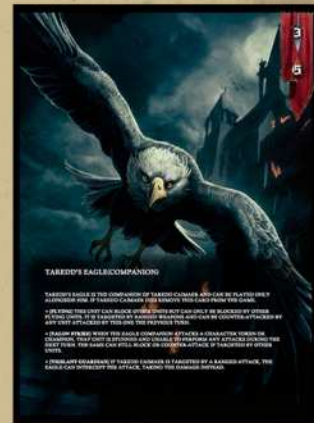
After completing the charging actions (explained in earlier pages), the player who won the initiative begins by declaring the cards they will use for attacks. Each attack is resolved one at a time: when you declare a card for attack, tap it to indicate it has been used and to show it is actively attacking 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 attack point of the attacking unit or warrior. Place blood tokens on the hit unit card or if it was the defender's warrior, rduce the Life Points from the life points cards to represent the damage taken.

tap to show that's attacking

5 Swords vs 3 shields

The defender

The attacker
(This card deals 2 damage points)

VS
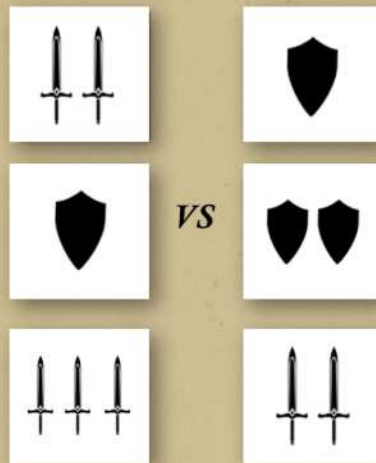
WINNER RESULT

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

Before

After

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

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 or attack the same unit twice. If one of your warrior's attacks targets another warrior, follow the **Warrior vs. Warrior rules** and mechanics explained in later pages.

UNITS VS UNITS/WARRIORS COUNTER-ATTACK MECHANICS AFTER A SUCCESSFUL BLOCK

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

The defender

VS

WINNER RESULT

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

Stronger
4+6=10

Subtract 1 point from the added blood counters

or

Place a Resistance +1 counter

Place one

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   **Weaker**
6+6=8   **4+6=10**

Added Counters

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

This Unit receives the rewards if kills the one that beacame 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 Dice

WARRIOR'S AREAS

6
HEAD

3
RIGHT
ARM

5
CHEST

4
LEFT
ARM

1
RIGHT
LEG

2
LEFT
LEG

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.

Chosen red d6 dice

Chosen red d6 dice

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.

Two one-handed weapons equipped
The player may attack with both weapons

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

Second Attack

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

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.

Veraquin's Gauntlet 14

LEFT 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.

LEFT 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 Item allowing an extra attack

Vile Slicer 12

Once per turn, when you successfully deal damage with this weapon, you can make an additional attack. If the additional attack deals damage, roll a d6. The weapon will then inflict damage equal to the base damage plus the result of the d6 roll.

Once per turn, when you successfully deal damage with this weapon, you can make an additional attack. If the additional attack deals damage, roll a d6. The weapon will then inflict damage equal to the base damage plus the result of the d6 roll.

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-atack anymore during that turn and must wait until the next turn to attack again.

BLOCKING OR DODGING: 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 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

6 HEAD

Two or three shield icons: The blow is blocked
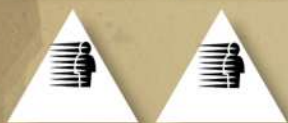
Two or three dodge icons: The blow is dodged.

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

Iron Shield 5

Equipped shield

Failed Movement Dice roll tests

+

OR

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***

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

+

OR

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

*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.*

Bonus Movement Deck

Bonus Movement card faced up on the table

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

OR

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

chosen attacking red d6 dice

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

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

Short Sword

chosen attacking red d6 dice

Received
DAMAGE TOKEN .

Block Bonus Movement Faced up card

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

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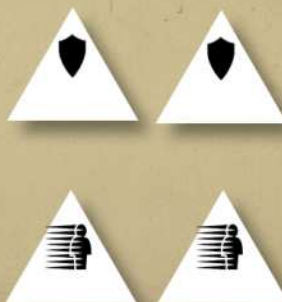
If your counter-attack is also blocked or dodged your opponent may also counter-attack

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.

HITTING AN OPPONENT

An opponent is considered hit when they fail the movement dice roll to block or dodge the attack in the declared position, as determined by the result of the chosen red D6 attack dice.

Checking for Armor:

After confirming the hit, check if the opponent has an armor part equipped in the targeted slot.

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 by card effects.

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

Chosen weapon to attack

Bronze Helmet

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

chosen red d6 dice

Bronze Helmet

Equipped area showed on the item card. (This number is showed 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 Slot:
If the targeted slot 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 armor is equipped, the damage is **doubled**.

FATAL BLOW TEST ON WARRIORS

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

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

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. **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*

chosen red d6 dice

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.

Iron Helmet | Leather Hood | Bronze Helmet

3 - ENDING THE COMBAT PHASE

The Combat Phase 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 Phase immediately ends, and the victorious player is declared and the game also ends.

3- *Mutual Agreement to Cease Combat:*

- Both players may agree to end the Combat Phase early if no further advantageous actions can be taken.

Once the Combat Phase concludes, the game proceeds to the next Building Phase or other applicable phase as dictated by the game's flow.

WARRIOR'S LEGACY

CHRISTRADMIM

CE