# RUNE AGE

**RULES OF PLAY**

*It is the dawn of a new era – one foretold in ancient prophecies. War has brought famine, and in turn the omens of a coming storm continue to wither the chances of peace and prosperity. Amidst the impending calamities that lie ahead, four races struggle to gain wealth, influence, and the precious dragon runes. With great conflict on the horizon and whisperings of a prophetic tide of woe approaching, now is the time to gather all your strength and set out to forge your place in Terrinoth's book of legend!*

## Overview

*Rune Age* is a card game where each player builds his own deck of cards over the course of the game. Two to four players each control one of four races (Humans, Elves, Uthuk, or Undead), seeking conquest, riches, and the precious dragon runes. Throughout the game, players build up their army by purchasing new cards to add to their deck. Players use these cards to secure cities, defeat Enemies, and ultimately win the game by completing the scenario's objective (see "Winning the Game" on page 14).

## Object of the Game

The object of the game varies depending upon which scenario the players choose. *Rune Age* comes with four unique scenarios; some focus on player elimination, while others require all races to unite and defeat a common threat. This rulebook is written assuming that players are using the first scenario: "Resurgence of the Dragonlords." Other scenarios are described in greater detail on pages 15–16.

## Component List

- This Rulebook

- 252 Cards

  - 92 Faction Cards (23 per faction, 4 factions)

    - 4 Home Realms

    - 12 Strongholds

    - 32 One-cost Units

    - 16 Two-cost Units

    - 16 Three-cost Units

    - 12 Five-cost Units

  - 104 Scenario-specific Cards

    - 50 Neutral Cards (10 Types – 5 of each)

    - 4 Objective Cards

    - 40 Event Cards (10 per scenario)

    - 6 Dragon Rune Cards

    - 4 Monument Cards

  - 48 Gold Cards (24 – "1," 14 – "2," 10 – "3")

  - 8 City Cards

- 38 Cardboard Damage Tokens

- 1 Six-sided Attrition Die

# Component Overview

This section describes all of the various components in detail.

## Home Realm Cards

Each race has one Home Realm card, which identifies the capital city. If a player accumulates 20 damage on his Home Realm card, he is eliminated from the game.

## Stronghold Cards

Each race has three stronghold cards, which represent military outposts that generate influence.

## Unit Cards

Unit cards come in two types: faction units and neutral units. Faction units are unique to each race, but neutral units may be acquired and used by any race. Each race has four types of faction units, which are classified by their cost in the lower-right corner of the card (i.e., 1-cost unit, 2-cost unit, etc.).

## Tactic Cards

Tactic cards represent spells, strategies, and maneuvers that provide either bonuses in combat or special actions to perform on a player's turn.

## Gold Cards

Gold cards come in three denominations: "1," "2," and "3." They represent the basic currency used to purchase faction units.

## Objective Cards

The objective of each game of *Rune Age* varies depending on the scenario. Each scenario uses its own objective card.

## Event Cards

Each scenario uses a deck of 10 Event cards. These cards present the players with unique challenges during each scenario.

## City Cards

City cards represent the great neutral cities of Terrinoth. Players can secure cities, which provide them with influence.

## Dragon Rune Power Cards

Dragon Rune cards are only used during the "Runewars" scenario. They provide each race with a unique ability.

## Monument Cards

Monument cards are only used during "The Monument" scenario. They represent each race's Artifact of Power.

## Damage Tokens

Damage tokens come in denominations of "1" and "5." They track how much damage has been dealt to a player's Home Realm.

## Attrition Die

The attrition die is used to determine how many units are destroyed during combat against certain Event cards.

# SETUP

Before playing, players must set up the game as follows:

1. **Separate Cards:** Players take the cards out of the box and sort them into piles by card type.

2. **Choose a Scenario:** Players choose which scenario they want to play. Then they collect the neutral cards indicated by the wax seals on the back of the objective card. If all players cannot agree on which scenario to play, shuffle all the objective cards together and randomly choose one to use as the objective for this game. "Resurgence of the Dragonlords" is a good scenario for new players. Return all unused scenario and neutral cards to the box.

3. **Choose a Race:** Each player chooses one race to play. If players cannot agree, randomly assign races. Return all unused races to the box.

4. **Determine Play Order:** The youngest player goes first. Play then proceeds clockwise.

5. **Fortify your Home Realm:** Each player places his Home Realm card on the table in front of him.

6. **Build your Barracks:** Each player organizes his strongholds and faction unit cards (in ascending order of cost) faceup in his play area (see Setup Diagram on page 5). Group the units in piles according to their cost. Each player should have five piles in his Barracks.

7. **Populate Terrinoth:** Place the following components as described below. Consult the table "Variable Setup" for correct quantities based on the number of players. Return all unused cards to the box:

    - **Gold:** Place three piles of gold cards in the central play area (one pile for each gold value).

    - **Neutral Cards:** Place the neutral cards in three faceup piles (by card name) in the central play area, below the gold cards.

    - **Cities:** Individually place the city cards (not in piles) faceup in the central play area.

    - **Damage Tokens:** Sort the damage tokens into piles by value and place them near the central play area.

    - **Attrition Die:** Place the attrition die near the central play area.

8. **Gather Starting Resources:** Each player takes five "1-gold" cards from the gold card pool and three 1-cost units from his Barracks to create his starting deck. He shuffles these eight cards and places this deck facedown to the left of his Home Realm card.

9. **Draw Five Cards:** Each player draws five cards from his deck to create his starting hand.

10. **Prepare the Event Deck:** Compile the Event deck using the cards with the same back as the scenario's objective card. Gather all Stage 2 Events, shuffle them together, and place them facedown. Then gather all Stage 1 Events, shuffle them together, and place them facedown **on top of** the stack of Stage 2 Event cards. (For more details on Stages, see page 9). Place the compiled Event deck in the area **between** the first player and the player to his right (the last player). This placement should help remind the first player to always draw an Event card before beginning another round.

11. **Display the Objective:** Place the objective card faceup above the row of city cards. This card remains in play to remind players of how they can win the game. Then start the first game round.

## VARIABLE SETUP

| NUMBER OF PLAYERS | 1-GOLD PILE | 2-GOLD PILE | 3-GOLD PILE | EACH NEUTRAL PILE | NEUTRAL CITIES |
|---|---|---|---|---|---|
| 4 PLAYERS | 24 | 14 | 10 | 5 | 5 |
| 3 PLAYERS | 19 | 12 | 8 | 4 | 4 |
| 2 PLAYERS | 14 | 10 | 6 | 3 | 3 |
| 1 PLAYER | 9 | 8 | 4 | 2 | 2 |

# Setup Diagram (for 4 players)

**Damage Tokens**

**Attrition Die**

## Central Play Area

**Objective Card**
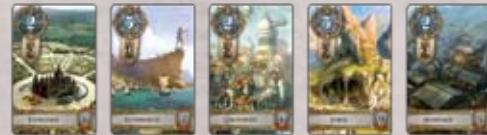
**Gold Card Pool**

**Neutral Card Pool**

**Neutral Cities**

## First Player

**Discard Pile**

**Deck**

**Home Realm**

**Event Deck**

**Barracks**

# Card Anatomy

## Event

**DRAGONLORD KALLADRA** — 2

ENEMY — 4

The player who defeats this Enemy claims it as a **REWARD** which reads:

"When attacking the objective, you may reroll the attrition die once."

10

5 · 7 · 8 · 9

## Objective

**RESURGENCE OF THE DRAGONLORDS** — 2

This Objective card is considered an **ENEMY**.

The player who defeats this Objective wins the game.

18

5 · 7 · 9

## City

1 — 2

3 — +2

VYNELVALE

2 — 6

9

## Stronghold

1 — 1

**LATARI STRONGHOLD** — 2

4 / 2

9

## Faction Unit

1 — 3 — **NECROMANCER** — 2

**When Played:** Reveal the top 2 cards of your deck. Draw 1 "Reanimate" or "Skeleton Archer" revealed in this way into your hand and discard the remaining card(s).

5 · 9

3

## Neutral Unit

1 — 5 — **DEMON** — 2

This unit cannot be destroyed in combat unless it is wounded.

5 · 6 · 9

6

## Tactic

**FORCED MARCH** — 2

**Action:** Destroy 1 card in your hand to draw 2 cards.

5 · 6 · 9

4

## Gold

1 — 1

9

1

---

1. Resource Provided (Strength/Gold/Influence)

2. Title

3. Auto-defense Bonus

4. Event Card Type

5. Ability

6. Wax Seal

7. Attrition Die Icon

8. Stage Gems

9. Cost (Strength/Gold/Influence)

## RESOURCES

There are three types of resources in *Rune Age*: gold, influence, and strength. These icons either appear in the lower-right or upper-left corner of a card.

If the icon appears in the lower-right corner, it represents the card's cost. If the icon appears in the upper-left corner, it represents what type of resource and how much of that resource the card generates.

**Gold:** Gold and Reward cards generate gold, which players can spend to purchase units and strongholds. To generate gold in order to spend it, play gold cards from hand or exhaust a Reward card that generates gold by rotating it sideways.

**Influence:** City, stronghold, and Reward cards generate influence, which players can spend to acquire neutral cards and gold cards. To generate influence in order to spend it, exhaust the card by rotating it sideways.

**Strength:** Unit cards generate a certain amount of strength. Strongholds, cities, and some Enemies cost strength, which represents the amount of strength that a player must play in combat against it.

**Note:** Stronghold cards show both "4 gold" and "2 strength," separated by a slash. This represents that a player may either purchase a stronghold for "4 gold" or secure a stronghold for "2 strength."

## A PLAYER'S TURN

*Rune Age* is played over a number of game rounds. During a round, each player takes one turn and then the first player resolves the Event phase. Starting with the first player, each player takes his turn by following these steps:

1. **Refresh Exhausted Cities, Strongholds, and Rewards:** During this step, the player refreshes (rotates to original orientation) all cities, strongholds, and Rewards under his control. They are now ready to generate more influence.

2. **Perform Actions:** During this step, the player performs any number of actions, including conducting in combat, spending gold, spending influence, and more (see page 7).

3. **Discard Hand:** During this step, the player discards all remaining cards in his hand. However, **he may retain cards by spending one influence per card** that he wants to keep. By doing so he can save cards for future rounds.

4. **Draw up to Five Cards:** During this step, **each player** draws cards from the top of his deck until he has five cards in his hand.

After performing these steps, the next player in clockwise order now takes his turn (starting with step 1). After each player has completed his turn, resolve the Event phase (see page 9).

## PERFORMING ACTIONS

Players spend a majority of their turn performing actions. Actions may be performed **in any order and any number of times** per turn, provided that the player has sufficient resources to perform them. For example, a player may perform a Combat action, a Spend Gold action, and then another Combat action.

A player may perform any of the following actions during his turn:

## COMBAT ACTION

A player performs a Combat action by playing unit cards from his hand to the play area. All units played in combat make up a player's ARMY. All units in player's army are considered PARTICIPATING UNITS. There are two different types of combat: battles and sieges. Battles only involve a single player, while sieges involve two players. A player may perform several Combat actions over the course of his turn, but he may only attack each target **once per round**. For more details on battles and sieges, see "Conduct a Battle" on page 10 and "Conduct a Siege" on page 12.

## CARD ACTION

A player performs a Card action by playing a card from his hand or exhausting a card in his play area with the keyword ACTION. After resolving the card's ability, place it faceup in the player's discard pile. Unit card abilities cannot be used during combat. If a player plays a unit with an Action ability in combat, only count its strength – do not resolve its ability.

## SPEND GOLD ACTION

A player performs a Spend Gold action by playing gold cards from his hand into his discard pile. Gold is used to:

- **Purchase Units:** A player spends gold to purchase units from his Barracks. **Purchased units are placed faceup in the player's discard pile.**

- **Purchase Strongholds:** A player spends gold to purchase strongholds from his Barracks. Purchased strongholds are placed upright (refreshed) above the player's Home Realm.

- **Purchase Special Cards (scenario-dependent):** A player spends gold to purchase a special card (such as a Monument) from his Barracks. These special locations are powerful and often trigger the end of the game.

A player may purchase multiple units with a single gold card; additionally, a player may purchase a single unit with multiple gold cards. However, once a player begins a Spend Gold action by playing a gold card, he must spend the entire value of that gold card now or lose it. He cannot "carry over" any unspent gold from cards that were already played with the intent of performing other actions and spending that gold later. A Spend Gold action may not be interrupted by another action (i.e., a player **cannot** spend a "2-gold" card, purchase one "Reanimate," engage in combat, and then spend the 1 remaining gold to purchase another "Reanimate").

## SPEND INFLUENCE ACTION

A player performs a Spend Influence action by EXHAUSTING (rotating sideways) cards that generate influence, such as cities, strongholds and certain Rewards (see page 9). Remember, cities, strongholds, and Rewards are not refreshed until the **beginning of a player's turn**. Influence is used to:

- **Acquire Neutral Cards:** A player spends influence to acquire neutral cards from Terrinoth. Neutral cards include neutral units, spells, events, or other items. Acquired neutral cards are placed faceup in the player's discard pile.

- **Acquire Gold Cards:** A player spends influence to acquire gold cards from Terrinoth. Acquired gold cards are placed faceup in the player's discard pile.

Similar to gold, a player may acquire multiple units by exhausting a single city, or acquire a single unit by exhausting multiple cities. Once a player exhausts a card to generate its influence, he must spend the entire value of the influence generated by the card(s) or lose it. Players cannot "carry over" any unspent influence from exhausted city, stronghold, or Reward cards.



## SPENDING GOLD

The Latari Elves player has two "3-gold" cards and one "1-gold" card in his hand. During his turn, he performs a Spend Gold action to purchase one "Pegasus Rider" and one "Storm Sorceress." He places all of the spent gold cards as well as one "Pegasus Rider" and one "Sorceress" into his discard pile in any order.

Gold in Hand

Discard Pile    Deck    Home Realm    Elf Barracks



## SPENDING INFLUENCE

The Daqan Lords player controls two strongholds (1 influence each) and "Riverwatch" (3 influence). During his turn, he performs a Spend Influence action to acquire a "3-gold" card, which costs 5 influence (as indicated in the lower-right corner of the card). He exhausts both strongholds and "Riverwatch" to indicate that he has already generated influence with those cards. Then he places one "3-gold" card in his discard pile.

Central Play Area    Discard Pile    Deck    Home Realm

# Event Cards & the Event Phase

Event cards represent global effects that impact all players or common foes who pose a threat to all races. Event cards are classified by Stages, which determine how a player prepares the Event deck for each scenario during setup (see page 4). Stage 1 cards are typically less threatening than Stage 2 cards. Most scenarios only have two Stages, but "The Cataclysm" scenario has three Stages.

After each player has taken his turn for the round, the first player draws the top card from the Event deck and reads it aloud to all players. Event cards are either Enemies or Instants. If the card is an Enemy, place it in the central play area and leave it in play until a player defeats it. If the card is an Instant, resolve its text immediately. Event cards that affect "each player" are resolved in play order, starting with the first player.

After the Event card is resolved, all players draw back up to five cards in hand and the game round continues as normal. If the Event deck is depleted, create a new Event deck by shuffling all Stage 2 Events from the discard pile.

Some Event cards directly attack a player's Home Realm. See page 10 for details on how to resolve these attacks.

## Enemy Event Cards

When an Enemy is drawn from the Event deck, place it near the objective card. Players can engage the Enemies in battle during their turn. When an Enemy is defeated, place it in the Event discard pile **unless** the card states otherwise. Some Enemies provide ongoing effects or have abilities that require damage tokens be placed on them as listed on their card. When the first player draws an Enemy card, be sure to read its text carefully so that all effects are applied at the appropriate time.

Enemy cards with an ability that occurs at the "start of the Event phase" do not take effect on the turn they are drawn. In order to take effect, they need to have already been in play at the "start of the Event phase" (immediately before an Event card is drawn).

## Instant Event Cards

When an Instant is drawn from the Event deck, immediately resolve the card's effect. Some Instants provide an ongoing effect during the next game round. As a reminder, place the card near the objective until the round is over. Some Instants target multiple players. To resolve an Instant that targets multiple players, start with the first player and proceed in standard clockwise order. After resolving an Instant's ability, place it in the Event discard pile.

## Rewards

When a player claims a Reward (usually from an Event card), that player takes the card and places it near his Home Realm. Rewards give some type of bonus to the player who owns them. If a player who controls any Reward cards is eliminated, those cards are removed from the game.

Some Reward cards have a gold or influence icon in the upper-left corner. These cards provide the player with a certain amount of resources, as indicated by the number on the icon. To generate resources in order to spend them, the owning player exhausts the card. An exhausted card indicates that the player already generated the card's resources during this round.

Other Reward cards explain their use in the ability text. These cards typically provide a unique, scenario-specific bonus.

**Note:** Some Reward cards do not come from the Event deck, but the above rules also apply to these Reward cards.

## Attrition Die

Some Event cards show a small icon of the attrition die in the lower-left corner. For each icon that is present, the player must roll the attrition die after committing his units against it in battle. For each skull symbol on the die, the player **must destroy** that many of his participating units. (Destroyed units are immediately removed from combat and do not contribute their strength during combat resolution; see page 14.) If a unit's ability prohibits it from being destroyed in combat, the player must choose another participating unit to destroy. If there are no other participating units, then no units are destroyed.

# Conduct a Battle

If a player engages in combat against a target that **is not controlled** by another player, then the combat is considered a BATTLE. When a player conducts a battle, his goal is to secure a stronghold or city, attack an Enemy card, or defend against an Instant card that is attacking his Home Realm. A player conducts a battle by following these steps:

1.  **Declare Target:** During this step, the player declares at which target he is conducting the battle (stronghold, neutral city, Enemy, or Instant).

2.  **Assault:** During this step, the player plays unit or tactic cards **one at a time** from his hand. If the player wants to use a card's When Played ability, he **must do so immediately** after playing the card. Using unit abilities is **always** optional. Some unit abilities refer to destroying or wounding units, which often occurs during this combat step (see page 14). The player may stop playing cards whenever he chooses or when he has no unit or tactic cards in hand.

3.  **Attrition:** During this step, the player rolls the attrition die if the target is an Event with the attrition die icon in the lower-left corner of the card. The player must destroy that many participating units of his choice (see "Attrition Die" on page 9).

4.  **Resolution:** During this step, apply all Resolution abilities on participating unit, tactic, and Enemy cards. The player chooses the order in which these abilities are resolved. Then resolve the battle based on which side has the **highest total strength** (see below). In case of a tie, the player's army wins the battle.

    *   **Secure a Stronghold or City:**

        – *Army:* The player succeeds and takes the stronghold or city into his play area above his Home Realms.

        – *Stronghold/City:* The player fails to secure the target card. It remains in its place of origin and a player may attack it during a future turn.

    *   **Attack an Enemy Card:**

        – *Army:* The player succeeds. If the Enemy becomes a Reward card, the player places it in his play area. Otherwise, he places it in the Event card discard pile.

        – *Enemy:* The player fails to defeat the Enemy. It remains in the central play area and a player may attack it during a future turn.

    *   **Defend Against an Instant Card:**

        – *Army:* The player successfully repels the attack against his Home Realm. (If this Instant is supposed to continue attacking other players, place it in front of the next player in clockwise order so he can conduct a battle against the Instant.)

        – *Instant:* The player subtracts the Instant's strength from his army's strength to see how much damage his Home Realm suffers. He then places damage tokens equal to that value on his Home Realm.

5.  **End of Combat:** During this step, all wounded units are destroyed. Return them to their place of origin in the Barracks/central play area (see page 14). Place all surviving units in their owner's discard pile.

A player may conduct several battles over the course of his turn, but he may only attack each target **once per round**. He is also limited by the cards in his hand and, unless he has a unit with a card-drawing ability, he does not replenish his hand until the end of a player's turn (including his own turn).

# Example Battle

The Waiqar the Undying player performs a Combat action, choosing to conduct a battle.

**1** He declares "Dragonlord Kalladra," one of the Enemies in the central play area, as his target.

**2** He plays a "Reanimate," **3** uses its When Played ability to search his discard pile for a "Reanimate," and adds it to the combat.

**4** He plays another "Reanimate," searches his discard pile again, but there are no more "Reanimates" in his discard pile.

**5** He plays a "Skeleton Archer," whose ability only affects opposing units, not Enemies.

**6** He then plays "Dark Knight" and then chooses to pass.

Before calculating his final strength, he must roll the attrition die (as indicated in the lower-left corner of the card "Dragonlord Kalladra"). **7** He rolls one skull, which means that he must destroy one of his units involved in this combat. He chooses to destroy one "Reanimate," returning it to his Barracks. **8** Next comes the Resolution step, so he calculates his final strength, which comes to a total of "10" – just enough to defeat "Dragonlord Kalladra."

He claims it as a Reward, placing it above his Home Realm near his strongholds and cities. He then places his surviving units in his discard pile.



Target

Undying Army

Discard Pile

Undying Army

Undying Army

X

Undying Army

Undying Army

(Dark Knight's Resolution Ability)

$$1 + 1 + 2 + 3 + 3 = 10$$

# Conduct a Siege

If a player engages in combat against a target that is **controlled by another player**, then the combat is considered a SIEGE. When a player conducts a siege, his goal is to secure a city controlled by another player or to deal damage to an opposing Home Realm. A player conducts a siege by following these steps:

1. **Declare Target:** During this step, the player declares at which target he is conducting the siege (player-controlled city or Home Realm).

   **Note:** Strongholds cannot be chosen as a siege target.

2. **Assault:** During this step, both players involved in the siege alternate playing one unit or tactic at a time, starting with the attacking player. When a new unit is played, the player announces the current total strength of his army. If a player wants to use a card's When Played ability, he **must do so immediately** after playing the card. Using unit abilities is **always** optional. Some unit abilities refer to destroying or wounding units, which often occurs during this combat step (see page 14).

   Players alternate playing cards until both players pass; passing can happen by choice (a player does not want to play more cards, even though he has more in his hand) or by default (there are no more cards in his hand). Once a player passes, he **cannot** play any more cards during this siege.

3. **Resolution:** During this step, apply all Resolution abilities on participating unit, tactic, and Enemy cards after both players pass. (The attacking player resolves all of his Resolution abilities first, then the defender resolves all of his Resolution abilities.) Also, if the target is a city, add the auto-defense bonus to the defending army's strength. Then resolve the siege based on which side has the **highest total strength** (see below). In case of a tie, the defending player's army wins the siege.

   - **Siege a Player-controlled City:**

     – *Attacking Army:* The attacking player secures the city. He places it **refreshed** in his play area.

     – *Defending Army:* The defending player successfully repels the attack against the city. He keeps the city and leaves it in its current state (either exhausted or refreshed).

   - **Siege a Home Realm:**

     – *Attacking Army:* The defending player subtracts his army's strength from the attacking army's strength to determine how much damage his Home Realm suffers. He then places damage tokens equal to that value on his Home Realm.

     – *Defending Army:* The defending player successfully repels the attack against his Home Realm.

4. **End of Combat:** During this step, all wounded units are destroyed. Return them to their place of origin in the Barracks/central play area (see page 14). Place all surviving units in their owner's discard pile.

A player may conduct several sieges over the course of his turn, but he may only attack each target **once per round**. He is also limited by the cards in his hand and, unless he has a unit with a card-drawing ability, he does not replenish his hand until the end of a player's turn (including his own turn). Remember, a player cannot conduct a siege against a stronghold.

# Additional Rules

This section addresses all rules not previously addressed.

## The Play Area

Each player's PLAY AREA is made up of several parts, all centered around his Home Realm card. His deck and discard pile are placed to one side of his Home Realm, while the Barracks piles are placed to the other side (to avoid accidentally mixing cards that have not been purchased into the deck). When a player secures a stronghold or city, or claims a Reward, he places that card above his Home Realm.

## Reshuffling a Player's Deck

When a player needs to draw or reveal cards and is unable to do so because his deck is depleted, he reshuffles his discard pile to create a new deck. He may then draw or reveal the cards he needs.

## Access to Deck & Discard Pile

Any player may count the cards remaining in any player's deck. Also, any player may examine any player's discard pile, provided that he does not alter the order of the cards in the discard pile.

# Example Siege

The Uthuk Y'llan player is attacking the Latari Elf player's Home Realm.

**1** The Uthuk player plays a "Berserker." **2** The Elf player plays a "Storm Sorceress."

**3** The Uthuk player plays a "Flesh Ripper" and activates its ability, which wounds the "Berserker" that is in play (rotated sideways) and allows the player to draw a card.

**4** The Elf player plays a "Darnati Warrior" and activates its ability, which costs 1 influence to destroy an opposing unit. The Elf player exhausts one of his available strongholds and chooses to destroy the wounded "Berserker," which is returned to its place of origin.

**5** The Uthuk player plays "Battle Cry." The Elf player chooses to pass. Because the Elf player has chosen to pass, he cannot play more units during this combat. The Uthuk player can proceed to play his cards immediately one after another.

**6** The Uthuk player plays a "Berserker," followed by another "Berserker." He then chooses to pass.

**7** Now that both players have passed, they check for any Resolution abilities to apply. "Battle Cry" applies its Resolution ability. Neither of the surviving "Berserkers" can apply their Resolution ability because they are not wounded. The players compare each army's strength, and **8** the Elf player places two "1" damage tokens on his Home Realm card. All surviving unit are placed in their owner's discard pile.

Uthuk Army

**1**

Elf Army

Uthuk Army

Elf Army **2**

Uthuk Army

Elf Army **3**

Uthuk Army
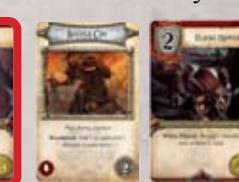
Elf Army **4**

Uthuk Army **5**

Elf Army

Uthuk Army **6**

Elf Army
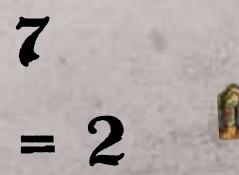
Uthuk Army **7**

Elf Army

**7**

**5**

$$7 - 5 = 2$$

Home Realm **8**

## Drawing Cards

At the end of each player's turn and the Event phase, **all players** replenish their hand to five cards. Through card abilities, a player may draw additional cards. There is no maximum hand size.

## Tactic Cards

Similar to neutral unit cards, tactic cards are acquired by spending influence. Tactic cards offer a variety of ways to incorporate other military options to an army's arsenal. Similar to unit cards, tactic cards have abilities that are triggered during certain times of the game (see "Abilities" on page 14).

## Player Elimination

When any player's Home Realm sustains 20 points worth of damage tokens, that player is eliminated from the game. Neutral cards and gold cards are returned to their place of origin. Any cities controlled by that player are returned to the central play area. Any Reward cards controlled by that player are removed from the game.

## Abilities

Abilities on unit and tactic cards are always optional and can only be used **once per card per round**. There are four different abilities: When Played, Resolution, End of Combat, and Action.

- **When Played** means that the ability is triggered at the moment the card is played in combat. Some cards require the player to discard a card from his hand or spend influence in order to activate the ability.

- **Resolution** means that the ability is triggered during the Resolution step of combat. The attacker resolves all of his Resolution abilities first. Then the defender resolves all of his Resolution abilities.

- **End of Combat** means that the ability is triggered during the End of Combat step of combat, before cards are sent to the discard pile or returned to their place of origin.

- **Action** means that the ability is triggered during the Perform Actions step of a player's turn. These abilities **cannot** be used during combat or during another player's turn. For more details, see "Card Action" on page 7.

## Resolution Abilities

The "Siege Machine" has an ability that reads "**Resolution:** Discard 1 card from your hand to add 2 strength to this unit." During a battle, the Daqan Lords player plays one "Siege Machine" from his hand. During the Resolution step, he may choose to discard one card from his hand to gain the +2 strength bonus.

## Destroying & Wounding Units

Several cards use the terms DESTROY and WOUND. Both game terms are explained here:

The term "destroy" means that the card is returned to its place of origin, which is either in a player's Barracks (if it is a faction-specific unit) or in the central play area (if it is a neutral unit). If a unit is destroyed during combat, that unit is **immediately** removed from combat. The player who owns that unit does not count its strength toward his total for this combat. If a city is destroyed, it returns to the central play area and is considered a neutral city until a player secures it again.

The term "wound" only occurs during combat and means that the card will be destroyed **after** combat is resolved. If a unit is wounded during combat, rotate the card sideways. Wounded units still add their combat value to a player's strength total, but they are destroyed during the End of Combat step. Once a unit is wounded, it cannot be wounded again.

## Winning the Game

Players win the game by achieving the victory condition specified on the objective card. (These scenarios are described in greater detail on pages 15–16.)

1. **Resurgence of the Dragonlords:** The player who defeats the objective card wins the game.

2. **Runewars:** When all other players are eliminated, the surviving player wins.

3. **The Cataclysm:** If all players survive the entire Event deck, then everyone wins the game.

4. **The Monument:** The first player to build his Monument wins the game.

# The Scenarios

This section describes each scenario in greater detail.

## Resurgence of the Dragonlords

*After centuries of peace, the Dragonlords have returned to claim Terrinoth for themselves. Each race secretly hopes to repel the invasion alone, seeking to recover the ancient relics that disappeared with the Dragonlords so long ago.*

**Scenario Description:** The "Resurgence of the Dragonlords" scenario is designed for players who enjoy a well-rounded experience. At its heart, the scenario is a race to defeat a powerful foe, but with direct player confrontation sprinkled in. It is possible that no one defeats the objective and all players lose.

**Neutral Cards:** "Battle Cry," "Forced March," "Demon"

**Victory Conditions:** The objective card is considered an Enemy. The player who defeats the objective wins the game.

**Strategy Tip:** With so many Enemies in this deck, don't forget to purchase lots of cheap units so you can destroy **them** when taking attrition instead of your expensive, powerful units.

**Solitaire Play:** A single player may play this scenario by himself. This player can play any one race and competes against the Event deck. The player wins if he is able to defeat the objective card before his Home Realm sustains 20 points of damage, which eliminates him from the game.

Before compiling the Event deck, remove the "Bountiful Harvest" Event card. All other rules remain unchanged.

## Runewars

*A new evil stirs in the bowels of the Ru Steppes. The fog of Waiqar's land shows signs of deathly mustering and preparations for war. Now is the time to act before we are smitten, purge before we are sickened, strike before we are struck.*

**Scenario Description:** The "Runewars" scenario is designed for players who want outright confrontation and player elimination. This scenario lasts until only one player is left standing. The game varies with each play because of the random dragon rune power cards that provide players with unique powers.

**Neutral Cards:** "Summon Lightning," "Manticore," "Dragon"

**Additional Setup Instructions:** Each player receives one random dragon rune power card. Each dragon rune power provides a unique bonus or ability that the player can use.

**Special Rules:** When a player is defeated, the victor obtains the loser's dragon rune power card.

When a player obtains a dragon rune power card (by eliminating another player or by the "Dragon Rune Discovery" Event card), he must choose **one dragon rune power card to be active**. He can continue using his first dragon rune power, or he may use the new dragon rune power that he just obtained. He places the active dragon rune power faceup and removes the other dragon rune power from the game.

Dragon rune power cards can only be used **once per round**. Exhaust the card to use its ability.

If a player is eliminated by taking damage from an Event card, his dragon rune power card is removed from the game.

**Victory Conditions:** When all other players are eliminated, the surviving player wins.

**Strategy Tip:** If you want better control of your own handsize and the cards in your opponent's deck, acquire "Manticores" to give you an edge.

# The Cataclysm

*The end of the world is nigh. Prophecies are coming to pass, and the signs of the end times have begun manifesting themselves. All living beings must unite and stand against the calamities that are threatening all inhabitants of Terrinoth.*

**Scenario Description:** The "Cataclysm" scenario is designed for players who enjoy working together as a group to defeat a common enemy. The key is survival – at all costs. Just be mindful of selfish, backstabbing players who are only looking out for themselves.

**Neutral Cards:** "Pillage," "Naga," "Demon"

**Special Rules:** When a player secures a player-controlled city, it enters his play area exhausted.

Unlike the other scenarios, which separate the Event cards into two stages, this scenario separates the Event cards into three stages.

When the Event deck runs out, **do not** shuffle the Stage 2 cards from the discard pile to create a new deck.

**Victory Conditions:** All players win if the first player cannot draw an Event card because there are no cards left in the Event deck. All players lose if any player is eliminated.

**Strategy Tip:** If a player doesn't have the right cards in his hand to take out an Enemy, try using "Pillage" on another player to help improve the odds that he can deal with the impending threat!

**Optional Rule:** For players who want a purely cooperative experience, remove "Brother Against Brother" from Stage 3 before compiling the Event deck.

**Solitaire Play:** A single player may play this scenario by himself. This player can play any one race and competes against the Event deck.

Before compiling the Event deck, remove "The Guardian Obelisk" and "Brother Against Brother" from the Event deck. All other rules remain unchanged.

# The Monument

*As warfare continues to spread, it becomes apparent that no one race can prevail over the others without some sort of divine intervention. While each race scrambles to erect their beacon of power, open war rages around them.*

**Scenario Description:** "The Monument" scenario is designed for players who dislike player elimination and do not enjoy other players mucking with their strategy. The main player interaction in this scenario is fighting over cities as well as drafting the popular neutral cards before your opponent drafts them for himself. Ultimately, this scenario is a race against your opponents to acquire the most gold to win the game.

**Neutral Cards:** "Sorcerer," "Naga," "Mind Control"

**Additional Setup Instructions:** Place each player's Monument in his Barracks. A player may perform a Spend Gold action during his turn to purchase his Monument. Place purchased Monument cards near the player's Home Realm.

**Special Rules:** Players cannot attack Home Realms.

**Victory Conditions:** When a player builds his Monument, he wins the game at the end of this game round. If multiple players build their Monument during the same game round, each of these players adds up the strength of all unit cards in his deck. The player with the **highest** total wins. If players are tied for strength, then these players share the victory.

**Rule Clarification:** "Mind Control" can be used to take **any** card from an opponent's hand, including faction-specific cards that other players would not normally have access to.

**Strategy Tips:**

- If your opponent has been saving lots of cards in his hand, use "Mind Control" to steal his gold!

- If Resolution abilities keep thwarting your strategy, acquire some "Nagas" to render Resolution abilities useless – except for your own units' Resolution abilities, of course!

- Don't forget about the Reward cards that provide a fixed amount of gold once per turn! The gold generated by these cards can be used when purchasing your Monument.

# Optional Rule: Custom Neutral Cards

Each scenario's objective card displays the recommended neutral cards for that scenario. However, to add more variety to each scenario, all players must agree to substitute any number of neutral card types for any other neutral card type **with the same influence cost**.

# Index

# Credits

# The Latari Elves

*Greatest of the Eleven Tribes, the first people of Mennara.*

The Latari Elves are a strange and distant people, when viewed through the eyes of the younger races. Beautiful and wise, they remain aloof from the day-to-day concerns of the world, safe in their great forest of the Aymhelin. They seem almost otherworldly, and if Elven legend is to be believed this is entirely true: the Elves are not creatures of the mortal world, but rather a fallen people, exiles from the heavenly realm of the Empyrean.

While their status as Empyreal beings remains a subject of debate among some mortal scholars, the Elves are certainly blessed with long lives and a natural gift for magic. To the Elves, their superiority is an accepted fact: their soldiers are the most skilled, their mages the most powerful, their cities the most grand. When the jealousy of the mortal races drives the Elves to war, Elven retribution is swift and the war short. When a great darkness threatens all of Mennara, it is of course the Elves who must protect their adopted home. Throughout Elven history, only once has the Aymhelin been conquered, by the Dragonlords.

Since the occupation of the Dragonlords was broken, Lord Aenoeth has ruled the Latari from the hidden city of Lithelin. Lord Aenoeth presides over the mightiest of the Elven nations and is the custodian of those Tears of Latariana left by the nations that were lost. At his side sits the controversial Maegan Cyndewin, the half-elven sorceress and the remaining soul with a rightful claim to the Shadow Tear, the Ynfetaar.

Now, unnamed things stir once more at the borders of the Aymhelin. Lord Aenoeth has not forgotten the occupation of the Dragonlords and the shame of their exile from the Empyrean drives the Elves to oppose the Ynfernael in all things, and so the armies of the Latari Elves ride forth again. They will oppose the growing darkness, and in so doing expunge some portion of the shame of their fall, and perhaps prove themselves worthy to return to the Empyrean.

# The Daqan Lords

*A union of lords, great in power and prestige, an ancient coalition held together by long tradition of nobility and rule of law.*

"Terrinoth," in the tongue of the Elder Kings, means "the Land of Steel." The name is thought to have described the mindsets and attire of its inhabitants, as well as the wealth of iron deposits still found in its rugged mountains. The Elder Kings are now gone, and Terrinoth is no longer a kingdom. Instead, the region is divided amongst the Free Cities and the noble barons of the Daqan Lords.

The Daqan Lords govern themselves and their lands through the Council of Thirteen, which meets each season in the citadel-city of Archaut. Each baron of Daqan holds a seat on the Council, and their wisdom and leadership has seen the people through many crises. While each lord is free to rule his barony as he sees fit, it is the Council that decides matters affecting the lords as a whole, resolves disputes between barons, or presides over important trials. On rare occasions, the Council is convened by reason of urgent crisis or other matters of special circumstance, and it takes such an exceptional event to mobilize the knights and men-at-arms of every barony to war.

The Council of Thirteen dates to the time of the Second Darkness and the fate of King Daqan. The king vanished in the midst of the crisis, and his fate remains unknown. He left no heir, and with no certain proof of his death none of the barons would accept one of their own ascending to the throne. Thus, the Council of "Daqan's Lords" was formed. The Council, intended at first to be a temporary solution, endures to this day.

The people of Daqan whisper that King Daqan will return someday, and that he will suffer no other king to sit in his throne before he does. The superstition and legend of the Lost King forms as much a part of the character of Daqan's former kingdom as the cult of Kellos or the Magistrates of the Common Law. As darkness gathers once more, some whisper that Daqan's return is imminent…but the Council will not wait for the Lost King. The Daqan Lords march to war.

# Waiqar the Undying

*Waiqar the Magnificent, Waiqar the Conqueror, Waiqar the Betrayer. Master of Zorgas and Lord of the Land of Mists.*

The legend of Waiqar Sumarion will forever be entwined with that of his friend and master, the great wizard Timmorran Lokander. During Mennara's First Darkness, Timmorran united the lawful races to oppose the great evil that Llovar Rotuno and his hordes of Uthuk had unleashed. Waiqar was a general of Timmorran's armies and successfully led his elite forces in many battles against the First Darkness.

Emboldened by his victories and against Timmorran's advice, Waiqar set off to assault Llovar directly at the head of a great host. It was the greatest folly of the war. Waiqar was soundly beaten by Llovar's forces and imprisoned in Llovar's accursed citadel, where he languished until he was rescued by Timmorran Lokander.

Waiqar was reinstated as a general, but his mind and spirit were twisted. Whether it was his own failure and self-hatred that damned him, or some malignant remnant of Llovar's tortures, none can say. Slowly, as Waiqar fought and destroyed the remnants of the Llovar's forces, he fell to darkness. Always a clever and charismatic man, he turned his army against Timmorran's scheme to imbue his powers into the Orb of the Sky, and convinced them that Waiqar, not Timmorran, should possess the Orb.

On the Night of Betrayal, Waiqar led his host to assault Timmorran in the Wizards Vale. In response, Timmorran shattered the Orb and spread its shards – the Stars of Timmorran – across the world.

Furious at his failure, Waiqar surrendered completely to his inner darkness. He swore never to rest until he had claimed Timmorran's power for his own, and so cursed himself to an undying existence. His men died under the weight of that curse, but rose again to walk at his side – as loyal in undeath as they had been in life.

Since that time, Waiqar has schemed and plotted from his citadel of Zorgas. His has been the hand behind many a great evil that has befallen Mennara, even as his name fades from memory. Now, more myth than man, Waiqar sends forth his legions. A new darkness is stirring, and Waiqar's centuries-long plans are coming to fruition…

# The Uthuk Y'llan

*Cruel, barbaric, and infused with the blood of demons. The First Darkness lives again!*

Centuries ago, a great shaman of the Uthuk tribe of the Loth K'har fell to darkness and became a pawn of the Ynfernael. His name was Llovar Rotuno, and he destroyed his people. Under his influence, barbaric warriors of the Uthuk drank the blood of demons, then spread the taint throughout the Loth K'har by means of depraved blood rites. Soon, the Loth K'har were gone; only the Uthuk Y'llan remained. When Llovar took his hordes south with their Ynfernael allies, it was the beginning of Mennara's First Darkness.

Ultimately, the First Darkness was defeated by an alliance of all the free peoples of Mennara and the great wizard Timmorran Lokander. The Uthuk Y'llan were broken, then hunted down and destroyed…or so it was believed.

In truth, some of the Uthuk escaped Timmorran's armies and made a new home on the shores of the Kaylor Morbis. Their bodies had been twisted and tainted by the demon blood that runs through their veins, and that curse or gift has been passed down for generations. The Uthuk are now something both more and less than human. Faster and stronger than any mortal man, their bodies are twisted by spurs of bone that sprout from their flesh. These spurs are a source of pride to the Uthuk warriors, a mark of the strength in their blood.

The Uthuk have grown strong once more in the demon-tainted wastelands that were once the home of the Loth K'har. Their warriors hunt and tame the feral demons of that land, and drink their blood, renewing the ancient compact with the Ynfernael. The shamans and wise-women cast the bones and seek omens in the entrails of their prey, prophesying a time when the Uthuk Y'llan will rise again to cover the world like locusts.

Now they gather in great warbands and strike out into the civilized lands, killing or enslaving all they find. The devastation they leave in their wake is dismissed as the work of brigands or rogue orcs, for few are willing to contemplate the truth: the Uthuk Y'llan have returned, and a new darkness comes with them.

# Quick Reference

## Setup

(see pages 4–5)

## A Player's Turn

1. Refresh Exhausted Cities, Strongholds, and Rewards
2. Perform Actions
   - Spend Gold Action
   - Spend Influence Action
   - Card Action
   - Combat Action
3. Discard Hand (spend influence per card to keep)
4. Each Player Draws up to Five Cards
5. Event Occurs (only after the last player ends his turn)

## Performing Actions

1. Spend Gold Action
   - Purchase Units
   - Purchase Strongholds
   - Purchase Special Cards (scenario-dependent)
2. Spend Influence Action
   - Acquire Neutral Cards
   - Acquire Gold Cards
   - Retain Cards in Hand
3. Card Action
4. Combat Action
   - Secure a Stronghold/City
   - Lay Siege to a Player-controlled City
   - Lay Siege to a Home Realm
   - Attack an Enemy Event Card (scenario-dependent)

## Conduct a Battle

1. Declare Target
2. Assault (play unit and/or tactic cards)
3. Attrition (only against Enemies with the die icon)
4. Resolution
5. End of Combat

## Conduct a Siege

1. Declare Target
2. Assault (alternate playing unit and/or tactic cards against opponent)
3. Resolution
4. End of Combat