SUMMON

I

If a tile with Summon is in play, in place of moving a tile or drawing from the bag, the player may "Summon the tile." The player flips the Duke Tile (or any tile acting as the Duke) over (it remains in its current square), and he may move the tile from where ever it is located on the board and place it fully adjacent to the Duke; the called tile remains with its current side up. This move is NOT a Command move and so cannot be used to capture a tile; there must be an open, fully adjacent square for the summoned tile to occupy after being called.

DIVINATION

II

If a tile with the Divination ability is in play and has its non-starting side up, the player may choose to "move" the tile by flipping it back to its starting side (it remains in its square). Immediately the player must select three random tiles from the bag, choosing which one he wants to place on the board and puts the other two tiles either back in the bag, or the player may decide to "destroy" one or both tiles by simply placing them beside the game board as though they were captured; the chosen tile is placed normally.

ESCAPE

III

In place of moving a tile or drawing from the bag, the controlling player of a tile with the Escape ability may sacrifice any of his tiles fully adjacent to the tile (simply remove it and place it on the side of the board), to initiate the "Escape" ability. Then move the tile with the Escape ability back to one of the two starting squares where the Duke may set-up before play begins; the tile automatically reverts to its starting side. If one of the squares is occupied by an opponent's tile, the escaping tile may automatically capture that tile; if both tiles are occupied by a friendly tile, the escaping tile sacrifices a tile of the player's choosing (i.e. it's captured and removed from the game).

RANSOM

IV

In place of moving a tile or drawing from the bag, a player that has captured a tile with the Ransom ability on it may activate that ability. There are two instances when this ability can be used (a player can only ever use one ability at a time):

- In place of sacrificing a tile during an Escape (see above), the player ransoms back a previously captured tile with the Ransom ability to the opponent.
- The player may trade a captured tile with the Ransom ability for any previously captured tile by the opponent with the Escape ability.

Any retrieved tile in this fashion is placed in a staring square as though it just used the Escape ability (see p. 7).

In both instances of ransoming the tile back, the opponent receiving the tile with the Ransom ability places it back in his bag.

Mountain Tile

Before play begins, randomly determine the placement of the Mountain Tile into any open square after set-up is complete (see p. 2).

The following rules apply to the Mountain Tile:

- **The square that is occupied by a Mountain Tile** cannot be moved into with the Move, Slide or Jump Slide icons, or jumped over with the Move, Slide or Jump Slide icons. Just like the Defense icon (see p. 5), if there is a "straight jump path" from the moving tile to the target square and the Mountain Tile is anywhere along that path, the jump cannot be made. However, if there is no straight line move to the target square, then the player can use which ever path can move around the Mountain Tile.

- **New Troop Tiles** drawn from the bag cannot be placed in this square.

- **The Strike icon** cannot be used if a straight line between the target square and the center of the square occupied by the Troop Tile crosses any part of a square occupied by the Mountain Tile. If that line directly cuts through a square "kitty corner" to the Mountain Tile, then the icon can still be used.

- **The Command icon** cannot be used to move a Troop Tile into a square occupied by a Mountain Tile.

Fort Tile

Before play begins, randomly determine the placement of the Fort Tile into any open square after set-up is complete (see p. 2).

The following rules apply to the Fort Tile:

- **The square that is occupied by a Fort Tile** can be moved into with the Move, Slide or Jump Slide icons; simply place the Troop Tile on top of the Fort Tile. If an enemy tile already occupies the square, capture it.

- **Only a single Troop Tile** can be in the square occupied by a Fort Tile at the end of a turn; if a friendly Troop Tile is already there, then the move cannot be made.

- **A Fort Tile** can be jumped over with the Jump or Jump Slide icons (as noted, though, you cannot enter the Fort square with these icons).

- **New Troop Tiles** drawn from a bag cannot be placed in this square.

- **The Strike icon** cannot be used to capture a Troop Tile in the same square as a Fort Tile. However, a tile inside the Fort Tile can use its Strike icon against any tiles outside the Fort Tile.

- **The Strike icon** cannot be used if a straight line between the target square and the center of the square occupied by the Fort Tile; if that line directly cuts through a square "kitty corner" to the Troop Tile, the icon can be used (just like the Mountain Tile; see p. 8).

- **The Command icon** can be used to move a Troop Tile into (or out of) a square occupied by the Fort Tile (which means a Tile can be captured in the Fort using the Command icon).

Dragon Tile

After players have set-up (including placing any other tiles such as Flags, Mountains or the Fort), randomly place the Dragon in one of the middle four squares of the gameboard, with its orientation facing either to the right or to the left; i.e. the orientation of the tile should not match either player. The final set-up cannot allow a player to lose a tile to the Dragon before his first turn even starts; if such would occur, randomly adjust the set-up until that situation cannot occur.

In between each player's turn the dragon may act of its own accord; i.e. after one player has fully finished his turn and before the other player starts. During each in between turn, if there is a tile that may be captured by the Dragon, the Dragon automatically moves to capture the tile; if there is more than one tile it may capture, randomly determine which tile it captures. The Dragon tile does not flip over to its non-starting side after its move and it keeps its same orientation (i.e. to the right or left). If a move places the Dragon at the edge of the game board, during the next in between turn, the Dragon will re-orient to the opposite direction only; it will not move to capture a new tile on the turn it re-orients, even if it could.

On each player's turn, if the player can capture the Dragon tile using either the Slide or Jump Slide icon (and ONLY those two icons), the player can choose to take their entire turn to enrage the Dragon. To do so, the player moves an appropriate tile with either the Slide or Jump Slide icon into the square the Dragon occupies, pushing it one square in the direction of the move. Once the Dragon is in the new square, it flips over to its "enraged" side, and the player that enraged it may choose either to re-orient the Dragon towards either his opponent or himself. If there is a non-Terrain Tile in the square where the Dragon is pushed, that tile is immediately captured and the Dragon does not enrage; in this instance, the player should randomly re-orientate the Dragon either right or left, however. Once the player has moved the tile and chosen where to point the enraged Dragon, he has no further control over the tile.

The enraging and re-orienting of the Dragon tile takes the Dragon's next in between turn action, and so play proceeds directly from the player that enraged the Dragon to his opponent.

During the next in between turn after the Dragon was enraged, the Dragon will capture up to two tiles at once using only its Strike icons. If there are more than two tiles, randomly determine which tiles are captured. If there are no tiles it can use its Strike icons against, then randomly determine where it moves using its Move icons; if there is a tile in the square where it moves, capture that tile. After it has moved into its new square, rotate the Dragon 90 degrees in the direction of the move; i.e. if it moves to the left, rotate the Dragon 90 degrees to the left, if it moves to the right, rotate the Dragon 90 degrees to the right. After the Dragon has finished moving and rotating, if it did not capture a tile through its Move icon, check again to determine if any tile(s) are captured using the Dragon's Strike icons. If it does not capture any tile(s), its in between turn is done.

Once the Dragon is enraged, it cannot be re-enraged again (i.e. using the Jump or Jump Slide icons) until it flips back over to its reverse side. The dragon only un-enrages once it has captured at least one tile (whether using its Strike or Move icons). When it captures a tile(s), immediately flip the Dragon back to its starting side and randomly re-orient it either right or left. In the in between turn when it un-enrages, even if the Dragon could, it will not move to try and capture a tile.

Mountain and Fort (Camelot) Tiles: See page 10 of the rulebook.

Dread: The Dragon is immune to the Dread icon.

Flag Tiles

In some Alternate Objectives games, described starting at right, the players place Flag Tiles on the gameboard before play starts.
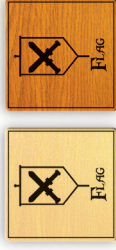
Flag Tiles can be picked up and carried by Troop Tiles that end their move in a square occupied by a Flag Tile; simply place the Troop Tile on top of the Flag Tile.

On a player's turn, instead of making a normal move as indicated by the movement grid, the Flag may be moved to another Troop Tile controlled by the player if that Troop Tile occupies a square that shares a side with the current Flag Tile holder; simply move the flag tile from underneath the first tile to underneath the new tile. If there are no other squares occupied by Troop Tiles the player controls that share a side with the current Flag Tile holder, the Flag Tile cannot be moved.