Starting a Game

To play *Friends and Foes*, you'll need a 2'x2' game board divided into approximately nine 8"x8" squares, called *areas*. Each player should have a standard deck of playing cards, along with the following:

- 10 action tokens
- A handful of wound and treasure tokens
- Your models
- A roster sheet or character cards for your characters

Zones of Play

The 2'x2' board, known as the *battlefield*, is where the action unfolds. Set aside space for a discard pile and an area to place your initiative card.

1. **Select a Scenario**
   Choose the scenario for the game. If you're in a campaign, you'll play through battles organized by a campaign master. Details on campaign battles can be found in the *Campaign* section. For a standalone, *pitched battle*, you may randomly select a scenario or choose from the provided options.

2. **Select Your Characters**
   - **Campaign Mode**: Choose any available characters, as per the campaign army selection rules.
   - **Pitched Battle**: Follow the *Creating a Banner Warband* rules to build your team.

3. **Deploy Your Characters**
   Deployment instructions vary by scenario and will be specified in each scenario's setup

Begin the Initiative Phase.

The Initiative Phase

Starting Treasure:
At the beginning of the game, each player receives 10 treasure tokens. Players may choose to bank these, use them for character deployment, or spend them to draw cards.

Initiative:
To determine initiative, each player secretly selects a card from their hand and places it face-down.

Core Mechanic - "Play a Card":
Throughout the game, you will frequently be prompted to "Play a Card." When instructed, you may either play one card from your hand or draw a random card from your deck to play.

Revealing Initiative:
All players reveal their initiative cards at the same time. Place each initiative card in the designated area visible to your opponents. The value of this card also determines your action tokens for the round:

- Place a number of action tokens on your card equal to its value (Ace=1, face cards=10).
- The player with the lowest initiative goes first, performing actions up to the number of tokens on their initiative card.

Resolving Ties:
If two or more players reveal initiative cards of the same value:

- Each tied player draws a new card and plays a new card. The player with the lower card discards it and goes first; the player with the higher card keeps it and goes afterward.
- If a tie occurs again, discard both new cards and repeat until the tie is broken.
- **Note:** Players retain their original initiative card and action tokens throughout the tie-breaking process.

Quickness vs. Impact: A Balancing Act

In **Friends and Foes**, the initiative you choose directly influences your turn's effectiveness. Remember:

- **Lower Initiative = Faster Activation**: The lower the initiative card you select, the quicker you can activate your character and take your actions. This is crucial for reacting to your opponent's moves or executing your strategy before they can respond.
- **Action Tokens**: Your initiative card also determines how many action tokens you will have for your turn. A lower initiative grants you fewer tokens, which may limit your ability to perform multiple actions.

Strategic Decision-Making:

- **Evaluate Your Needs**: Consider the actions you want to take versus the speed at which you need to act.
  - **Do you need to counter an opponent's move quickly?** Opt for a lower initiative to get ahead.

- ○ **Do you have a powerful combination of actions to unleash?** Choosing a higher initiative may allow you to make a more impactful turn, even if it means waiting longer to activate.

This dynamic creates meaningful choices every round, so think carefully about your strategy and how your initiative selection will shape the flow of the game!

The Activation Phase

Activating Characters

On your turn, based on the initiative order, you may spend any number of your action tokens. Once you've finished, the next player in initiative order takes their turn. After each player has completed their turn, return to the top of the initiative order until all action tokens are spent or all players pass their turns, ending the round.

During your turn, you may spend action tokens from your initiative card on various actions. Characters can perform multiple actions, but each specific action can only be performed once per turn, except for the "Draw a Card" action, which may be used multiple times.

Generic Actions

Each character or player can perform these actions:

1. **Move**
   Move a character to an adjacent area (one that shares a side with the current area). To attempt a sprint (moving to an additional adjacent area), play a card. If the card's value exceeds your sprint value, the character may move again.
2. **Draw a Card**
   For one action, draw a card from your deck and place it in your hand. This is the only action that may be taken multiple times in a single turn.
3. **Find Treasure**
   Spend an action to search for treasure by playing a card. If the card is a critical (see below), the character finds two treasures.

- ○ **Criticals**: Characters score critical hits based on their class when they play certain face cards:
  - ■ *Rangers and Rogues*: Critical on a Jack
  - ■ *Warriors and Knights*: Critical on a Queen
  - ■ *Wizards and Oracles*: Critical on a King
  - ■ *All classes*: Critical on an Ace
- ○ **Treasure**: In matched play, one treasure may be exchanged for one action or used to deploy characters from your bench.

4. **Attack**

Characters can attack based on the abilities listed on their profile. Choose an enemy character within range and line of sight (LOS). To attack, play a card and apply any attack modifiers. The defender responds by playing a card and adding either their physical or magical defense value.
- ○ If the attacker's total is higher, the attack deals one damage (or more if specified by the attack).
- ○ If the attack value is more than double the defender's defense, the damage is doubled.

If a damaged character's remaining wounds reach zero, they are removed from the game.

5. **Move**

To move one tile, simply relocate the character. If you want to move two tiles, play a card. If the card equals or exceeds the character's sprint value, the character may sprint and move an additional tile.

The Harvest Phase

Controlling an Area

An area is considered controlled by the player whose characters have the highest combined current health total within that area. Controlling an area provides strategic benefits to the controlling player.

Harvesting Nodes

During the Harvesting step of the Cleanup Phase, players gain the benefits of each node

located in areas they control.

Additional Rules

Advantage

When a character has *advantage*, they may draw two random cards or choose to play one card and draw one randomly, then select which result to use.

Critical Hits

A critical hit occurs when a character performs an action or reaction with its class's designated face card:

- *Jacks*: Scouts
- *Queens*: Soldiers
- *Kings*: Scholars
- *Aces*: All classes

A critical hit automatically succeeds. For attacks, criticals double the damage (in addition to any other doubling rules). If both the attacker and defender score criticals, the attack succeeds, but the damage is not doubled.

Higher Attack	Higher Defense	Tied Attack and Defense	Attacker Critical	Defender Critical	Result
X	O	O	O	O	Attack Damage
O	X	O	O	O	No Damage

O	O	X	O	O	Attack Damage
O	O	X	X	X	Attack Damage
X	O	O	O	X	No Damage
O	X	O	X	O	Attack Damage
X	O	O	X	O	X2 Damage
X	O	O	X	X	Attack Damage
O	X	O	X	X	No Damage

Place a Card

When instructed to "Place a Card," the rule will specify if it must be from your hand or deck. If you lack cards in hand, you cannot place a card from your hand.

Simultaneous Effects

If actions, reactions, or effects resolve at the same time, they follow initiative order. If one player has multiple simultaneous effects, they may choose the resolution order.

Creating Characters and Formations

Characters and Classes

Each model on the table represents a character controlled by a player or team. Every character has a specific *Class*, which determines:

- The suit for critical hits (see critical hit rules).
- Initial attributes and ability access.
- A unique class ability.

Classes are divided into three broad categories:

- **Scouts:** Rangers, Rogues
- **Soldiers:** Warriors, Knights
- **Scholars:** Wizards, Oracles

Creating a Formation

Players are allotted **10 treasure coins** to create their *Formation*. These coins can be used to purchase characters and abilities from provided character and ability cards.

Characters must be arranged into one of the three formations available in the quick start rules:

Fellowship	Soulbond	Master
Level 2	Level 2	Level 3
Level 1	Level 2	Minion
Level 1		Minion
		Minion
		Minion

Levels and Minions

- **Levels:** Each character starts with 1 ability. For every level above 1, they gain one additional ability and one health point.
- **Minions:**
    - Have limitations on movement (can only sprint 2 spaces if they have a special ability).
    - Only one type of minion is allowed per formation.

Abilities

Characters have several types of abilities, which may require one or more activation tokens from their initiative.

- **Actions:** Require activation tokens and are executed on the player's turn.
- **Reactions:** Similar to actions, but can be performed after any action, even on an opponent's turn. Multiple reactions are resolved in initiative order.

Attacks

Attacks can be either actions or reactions, typically aiming to deal damage. Attack characteristics:

- **Physical Attacks:** Target the enemy's *Armor* value.
- **Magic Attacks:** Target the enemy's *Warding* defense.
- **Ranged Attacks:** May be physical or magical and can target any enemy within line of sight.
- **Area Attacks:** Affect all eligible characters within a specific area.

Attack Attributes:

- **Empower:** Grants global benefits or penalties. Requires an activation token from initiative to activate.
- **Overclock:** After revealing attack and defense, draw a card from your deck. If black, the character takes one damage; if red, add its value to the attack.
- **Expertise:** Enhances attack or defense with an additional red (for attack) or black (for defense) card of value 5 or less. Expertise attacks are resolved before expertise defenses.

Key Stats

- **Armor:** Adds to defense against physical attacks.

- **Warding:** Adds to defense against magical attacks.
- **Sprint:** Indicates ease of moving two areas or through difficult terrain. A lower sprint value is better. A sprint of 5+ requires a card of that value or greater to succeed in moving.
- **Health:** Represents a character's durability. When a character's remaining health reaches 0 they are removed from the game. Remaining health is used to determine control of areas during the *Harvest Phase*.

Setting Up a Game

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1. Map Layouts

The map layout depends on the number of players and characters. Each layout specifies:

- **Areas**: Number and shape depend on the number of players.
- **Terrain**: Includes unique features like Elevation, Visibility, Difficulty, and Garrison.
- **Nodes**: Indicate zones that can be controlled for area-based objectives.

Example Maps:

- **Fogwood Forest Road**: Dense with trees and visibility obstacles.
- **Marshwood Graveyard**: Features difficult terrain and garrison opportunities.

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2. Terrain Features

1. **Elevation**: High areas grant an advantage on attacks for players controlling them.
2. **Visibility**: Certain features (e.g., trees, smoke) obscure vision. Characters in these areas block line of sight if the line crosses the obscuring terrain.
3. **Difficulty**: Areas like forests or rocky ground require a sprint check to enter or exit.
4. **Garrison**: Allows the controlling player to assign a "defender," who must be targeted first by melee attacks in the area. Ranged attacks may target any character in the area.
5. **Cover**: Grants advantage on defense for players controlling the area.

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3. Deployment

- **Deployment Rules**: After determining initiative, teams select their deployment areas (excluding the middle area) in initiative order.
- **Types of Deployment**:
    - **Random**
    - **Board Edge**
    - **Drafting Areas**

Each team will have a designated area as their deployment zone.

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4. Victory Conditions

The game has two standard victory conditions, with additional options for campaign play. Victory is determined at the end of the *Harvest Phase*.

Default Victory Conditions:

- **Last Man Standing**: The last team with characters on the board wins.
- **We've Got What We Came For**: If a team has 30 treasures per teammate by the end of turn 5 or later, that team wins.

Additional Victory Conditions (for campaign or custom play):

- **Territories**: At the end of turn 5 or later, if a team controls the most territories, that team wins.
- **King of the Hill**: If a team controls the middle territory by the end of turn 5, they win.
- **Breakthrough**: Each team nominates a "breakthrough area" opposite their deployment area. If a team controls its breakthrough area, it wins.

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5. Special Rewards and Twists

- **Rewards**: Completing objectives can provide new recruitable characters, additional units, gold, or other strategic advantages.
- **Twists**: Optional for standard games but encouraged for campaigns. Twists add unique challenges and grant bonuses when applied successfully.

Fogwood Forest Road

Activation Node	Activation Node	Elevated, Card Node.
Cover, Difficult, Obscuring, Treasure Node.	Activation Node	Cover, Difficult, Obscuring
Elevated, Card Node.	Activation Node	Activation Node

The Marshwood Graveyard.

Garrison, Cover, Treasure Node X 2, Trap Node.	Cover, Difficult, Obscuring, Card Node.	Activation Node
Cover, Difficult, Obscuring, Card Node.	Difficult, Card Node	Activation Node
Activation Node	Activation Node	Elevated, Activation Node