

## Setup

1. Separate cards by type
2. Choose a scenario. Collect the neutral cards indicated by wax seals on back of scenario card.
3. Give each player 1 race.
4. Place each player's home realm in front of them.
5. Each player organizes strongholds and faction unit cards face-up in play area. Group by cost. (Should have 5 piles.)
6. Populate the central play area based on player count (1/2/3/4 players):
  - 1-Gold Pile: 9/14/19/24
  - 2-Gold Pile: 8/10/12/14
  - 3-Gold Pile: 4/6/8/10
  - Neutral Piles (each type): 2/3/4/5
  - Neutral Cities: 2/3/4/5
7. Each player takes 5 1-Gold cards and 3 1-Cost units from their Barracks. Shuffle to make starting deck.
8. Draw 5 card starting hand.
9. Gather all even cards that match the back of the scenario card. Gather all Stage 2 Events, shuffle, place face-down. Gather all Stage 1 Events, shuffle, place face-down on top of Stage 2 Events.
10. Place the objective card in the central play area.

## Player Turn

1. Refresh Exhausted Cities and Strongholds
2. Perform any Number of Actions
3. Discard Hand (retain cards by spending one influence per card)
4. Draw up to Five Cards

## Performing Actions

### Combat Action

Play unit cards from hand into play area. All of these *participating units* make up player's *army*. May perform multiple combats per round but may only attack each target once per round.

### Unit Card Action

Perform a Unit Card action by exhausting card in play area or playing card from hand with Keyword **Action**. Discard after resolving card's ability. Cannot use card abilities during combat.

## Spend Gold Action

Play Gold Cards from hand to:

- Purchase Units. Place into discard pile.
- Purchase Strongholds. Place above player's Home Realm.
- Purchase Special Cards (scenario dependent).

## Spend Influence Action

Exhaust cards that generate influence then use it to purchase:

- Acquire neutral cards. Place in discard pile.
- Acquire gold cards. Place in discard pile.

## Event Cards & Event Phase

After each player has taken their turn for the round, draw top Event Card and resolve. After resolving, all players draw back up to 5 cards.

### Enemy Event Cards

Place near objective card. Players can engage Enemy Cards in combat.

### Instant Event Cards

Resolve and discard. If it targets multiple players, start with the first and continue clockwise.

### Rewards

If a player claims a Reward, generally from an event, place near Home Realm. Some cards provide gold or influence. These cards must be exhausted to gain those resources.

## Conducting a Battle

When the target of battle is not controlled by another character then the combat is a battle.

1. Declare Target
2. Assault: play unit or tactic cards one at a time from hand. Resolve **When Played** abilities immediately if desired.
3. Attrition: If the card shows an attrition die, roll and destroy units equal to the number of skulls.
4. Resolution: Apply all **Resolution** abilities. Player chooses order. Side with highest total strength wins. If tied, player wins. See below for specifics:
  - Secure a Stronghold or City:
    - Player's Army - Take Stronghold/City into play area above Realm Card.
    - Stronghold/City - Player fails. Card remains in place.
  - Attack an Enemy Card:

- Player's Army - If Enemy becomes a Reward, place in play area. Otherwise place in Event discard pile.
- Enemy - Player fails. Card remains in place.
- Defend Against an Instant Card:
  - Player's Army - Player repels attack successfully. Continue with next player (if necessary).
  - Instant - Player subtracts Instant's strength from Army strength to determine damage Home Realm suffers.

5. End of Combat: All wounded units are destroyed. Return them to place of origin. All surviving units return to owner's discard pile.

### Conducting a Siege

When the target of battle is controlled by another character then that combat is a siege.

1. Declare Target
2. Assault: Players alternate playing one unit or tactic card starting with attacking player. Resolve **When Played** ability immediately if desired. This continues until both players pass. Player cannot play more cards after passing.
3. Resolution: Apply all Resolution abilities. Attacker resolves his first. Highest total strength wins. Ties go to defender. See below for specifics:
  - Siege a Player-controlled City:
    - Attacking Army - Attacker puts city in his play area refreshed.
    - Defending Army - Attack is repelled. Keep in its current state.
  - Siege a Home Realm:
    - Attacking Army - Subtract defending army strength from attacker's army strength. Home Realm takes that much damage.
    - Defending Army - Attack is repelled.
4. End of Combat: All wounded units are destroyed. Return them to place of origin. All surviving units return to owner's discard pile.

### End Game

Determined by scenario card.