



Table of Contents

Table of Contents.....	2
The Turn Sequence	3
Step 1: Refresh.....	3
Step 2: Movement.....	3
Step 3: Encounters.....	3
Step 4: City Market.....	4
Step 5: Missions.....	4
End of Turn	4
Languages:	5
Skill Tests: There are three Difficulty levels:	5
Interacting With Other Heroes.....	5
Recruiting Encounters.....	6
Combat Strength value is dependent on size of group.....	6
Evade is also affected by the size of a recruited group.....	6
Health of Recruited Group.....	6
City Market Actions.....	6
Equipment Cards	6
Equipment Limits.....	6
Fight Values.....	7
The Fight Round.....	7
Taking Wounds.....	7

The Turn Sequence

Tekúmel: EPT is played over a series of turns. A player must complete his entire turn, after which the player to his left completes his entire turn, etc. In this way, play continues clockwise around the table until the game ends. Each player turn is divided into these five steps:

Step 1: Refresh Cards

Step 2: Movement

Step 3: Encounters

Step 4: City Market

Step 5: Missions

A player must follow these steps in order, although he may not be able to complete every step.

Step 1: Refresh

During this step, refill your Hero Action cards to three (3). You may discard any amount of Hero Action cards, before refilling your hand. Refill spells as noted on any cards.

You turn over all your activated cards, so they are now face up. These cards may now be activated again. See page 9 for further details on activating cards. If you have no activated cards, you skip this part.

Step 2: Movement

During this step you may move your Hero figure on the board. Your figure represents your Hero and all his Companions. You may use one Hero Action card to alter your normal movement.

Step 3: Encounters

If you end your movement in a space occupied by another player's Hero, you must decide whether you want to interact with the other Hero or the Region space or City space.

When you end your movement in City space, the player to the left of the current player draws one Encounter card; if it is not a human encounter then it is discarded to the bottom of the Encounter deck. (See Encounter Cards for an explanation of resolving the encounter).

When you end your movement in Region space, you must roll on the Region's Adventure table or draw Encounter cards as indicated in the Region's space.

Step 4: City Market

A player may only take the City Market step if his Hero ends his movement in a city space otherwise, the player must skip the City Market step.

City Market Actions:

Before taking any actions during the City Market step, the player draws 1 card from the Equipment deck. The Hero in a city may make a Trade roll (page 14) to increase the number of Equipment cards to be drawn (Easy = 1 card/ Ave = 2 cards/ Hard = 3 cards) and place them, face up on the table.

Once you have Equipment cards in view, you may take any number of the following actions in any order, as many times as you want and can afford:

- Buy Equipment: If available, choose an Equipment card from the City Market stack and pay its cost to the bank.
- Buy Torch(es): Choose a Torch card(s) from the City Market and pay its cost (1 Káitar each) to the bank.
- Buy a Slave: Choose a Slave card from the City Market and pay its cost (3 Káitars) to the bank.
- Sell Equipment: Add one of your Equipment cards to the Equipment card discard pile and take half its cost (rounded down) from the bank.
- Buy Healing: For one gold Káitar, you can heal one wound from your Hero by your Temple.

Step 5: Missions

During this step, if you are ready to complete your Mission, then you may read your Mission card to show that you have completed its requirements. Before earning your Lán, other players may play Hero Action Cards in turn, clockwise around the table. Only the last card played takes effect. All other cards are discarded. If the card played has a negative effect to the current player, then the player who played the last Hero Action Card encumbers Bussán and loses one Lán.

Lán Points

Upon completion of his Clan's Mission the player earns the Lán points printed on the Mission Card. The player receives a +1 Lán, if the Mission card mentions the same religion as the player. The current player draws two (2) Mission Cards and selects one to perform. The other Mission Card is discarded.

At the end of the Mission phase the player may increase one attribute by spending one Lán from his current pool. You cannot increase any one attribute by more than three from your original starting value!

End of Turn

Your turn is now over. The player to your left now takes his turn, beginning with the Refresh step.

Tekúmel: EPT board game Tables

Languages:

Here are languages that are used in the game (most common are underlined).

10 Modern Languages (1 Mind point each):

Ghátóni	Livyáni	Mihállí	<u>Milumanayáni</u>
N'lússa	Pecháni	Sa'á Allaqiyáni	<u>Salarvyáni</u>
<u>Tsolyáni</u>	<u>Yán Kóryani</u>		

5 Ancient Languages (2 Mind points each):

Ancient Tsolyáni	Ancient Salarvyáni
Engsvanyáli	Llyáni
Tsáqw (Ancient Yán Kóryani)	

Skill Tests: There are three Difficulty levels:

Easy skill test is rolled equal to or under twice your total skill value.

Average skill test is rolled equal to or under your total skill value.

Hard skill test is rolled equal to or under half your total skill value.

Interacting With Other Heroes

If you end your movement in a space occupied by another player's Hero, you must decide whether you want to interact with him.

- You can Trade Equipment.
- You can Exchange Companions
- You can Exchange Missions.
- You can Attack the other player's Hero.
- You can Talk with the other player's Hero.

Recruiting Encounters

Generic Recruited Encounters will have the following standard values:

Combat Strength value is dependent on size of group

- +1 for Small Groups
- +2 for Medium Groups
- +3 for Large Groups

Evade is also affected by the size of a recruited group

- 1 for Small Groups
- 2 for Medium Groups
- 3 for Large Groups

Health of Recruited Group

- 1 Health for Singles
- 2 Health for Small Groups
- 3 Health for Medium Groups
- 4 Health for Large Groups

City Market Actions

Draws 1 card from the Equipment deck.

Trade roll (page 14) to increase the number of Equipment cards (Easy = 1 card, Ave = 2 cards, Hard = 3 cards).

Once you have Equipment cards in view, you may take any number of the following actions in any order, as many times as you want and can afford:

- Buy Equipment: If available, pay its cost to the bank.
- Buy Torch(es): Pay its cost (1 Káitar each) to the bank.
- Buy a Slave: If available, pay its cost (3 Káitars) to the bank.
- Sell Equipment: take half its cost (rounded down) from the bank.
- Buy Healing: For one gold Káitar, you can heal one wound.

Equipment Cards

- Activate-to-Use Equipment
- Discard-to-Use Equipment
- Always-On Equipment.

Equipment Limits

You may carry a number of Equipment cards up to your Hero's Strength value.

You may never wear more than two Weapons/Shield, one Helmet, one Armor and any one other personal item. Spells and Spell Scrolls do not count toward Equipment Limits.

Fight Values

Three types of combat (magic, ranged, and melee). When text or rules refer to a Fight value, it refers to the following:

- Mind Value : is also called the Magic Fight value
- Agility Value : is also called the Ranged Fight value
- Strength Value : is also called the Melee Fight value

Any of these Fight values can be supplemented with cards.

The Fight Round

After all participants have resolved their Before Fight abilities, the battle proceeds to the combat round. Each Fight round is divided into three phases, which must be performed in order:

1. Magic (using spell cards)
2. Ranged (using bows/crossbows/special ranged weapons)
3. Melee (hand-held or natural weapons at close quarters)

Taking Wounds

Your Hero's party will take extra wounds depending on the size of group in the Encounter as follows:

- +0 for Small Groups
- +1 for Medium Groups
- +2 for Large Groups

13	Ashékka
29	Avanthár
32	Béy Sü
35	Butrús
56	Chame'él
59	deeps of Chanayága
18	Chéne Hó
2	Dharú
54	Engsvan Hlá Gánga *
37	Fasíltum
43	Fénul
3	Ghatón
60	Háida Pakála
22	Hauninggakte Monastery *
33	Hekéllu
55	Hlúss Ruins *
38	Hláka Ruins *
17	Hriká Ruins *
48	Jaikalór
47	Jakáll
36	Katalál
5	Ke'ér
19	Khírgár
50	Koylúga
51	Mechanéno
27	Mekú
20	Monastery of the Grey Cloak *
23	Mrelú
8	Ngakú
26	Páya Gupá

14	Pelesár
44	Penóm
53	Petrís Layóda
12	Pijnár
7	Prajnú
24	Púrdimal
46	Ruined Fortress *
49	Ruined City of Ssugana *
31	Ruins of Hmakuyál *
45	Ruins of Ngála *
16	Sa'a Allaqiyár
25	Sárku
58	isle of Shényu
6	Shunned Ruins *
42	Sokátis
9	Sunken City *
15	Sunráya
28	Temple of Sárku *
34	Temple of Vimuhla *
41	Thráya
21	Thri'il
11	Tleku Mirisiya
57	Tsatsayágga
30	Tumíssa
40	Úrmish
39	Usenánu
52	Vrá
4	isle of Vrídu
1	Walled Ruins *
10	Yán Kór