MAGE KNIGHT _reference

Round

1. Prepare
  - **a. Flip Day/Night Board**
  - **b. Reroll mana dice** (reroll black/gold until half show basic colors)
  - **c. New Unit offer**
    - i. Discard to corresponding decks
    - ii. Deal new equal to players + 2
    - iii. If no core tiles deal regular only, else alternate first Elite and then Regular
    - iv. For each *monastery* add Advanced action
  - **d. Refresh Advanced Action and Spell offer**: Discard lowest, move remaining down, and draw and add new to top. Dummy player: add lowest advanced action to deck and shuffle. Add crystal of lowest spell card to inventory (no limit)
  - **e. Collect and display appropriate Tactic cards**
  - **f.** For each player:
    - i. **Flip Banners and Skills** (may discard Banners)
    - ii. **Ready all units**
    - iii. **Shuffle all Deed cards including wounds**
    - iv. **Draw to hand limit**

2. Choose Tactic cards in reverse Fame order (reverse round order for ties). Rearrange Round Order tokens lowest Tactic number first. Dummy player: refer to scenario for rules

3. Players take turns in Round order until player with empty Deed deck announces end of round instead of turn. Other plays take one last turn

4. Check Scenario for game end

Player Turns

- Use "**before your turn**" or "**on another player's turn**" now or on another player's turn.
- If Deed deck empty and end of round not announced then may forfeit turn to **announce end of round** (must announce if also no cards in hand). Other players take one more turn and round ends
- Play **regular turn or rest** by playing or discarding **at least one card** or skip if hand is empty

A. Regular turn: move first and/or one action (play special /healing effects any time except healing effects during combat)
  - Mandatory actions:
    - **Player vs. Player:** end move on space occupied by another player
    - Fortified site assault
    - Attacked by *rampaging enemies*
  - Voluntary actions:
    - **Interact with locals** at *inhabited site*
    - **Explore** *adventure site*
    - Challenge adjacent *rampaging enemies*
    - **Burn** *monastery*
    - **Do nothing**

B. Rest: either standard (at least one non-wound in hand) or slow recovery (if all wounds)
  - **Standard**: Discard 1 non-wound and any number of wounds
  - **Slow Recovery**: Discard one Wound

- **Dummy Player**
  - If deck empty announce end of round
  - Otherwise, discard 3 cards and check color of last card. If it matches a crystal, flip 1 extra card per matching crystal

End of Turn

1. Return mana dice to source and reroll
2. Forced withdraw: if not on safe space backtrack move until safe taking one wound per space
3. Return mana tokens and discard played cards
4. Use space benefit:
  - *Magic glade*: throw away wound from hand or discard pile
  - *Mine*: gain crystal of mine's color if < 3 in color
5. Rewards from combat
  - **Crystals**: if < 3 then add to inventory. Roll for random. Gain 1 fame for black or choice for gold
  - **Artifacts**: Draw reward + 1. Return 1 to bottom of deck and place rest on top of deed deck
  - **Spells/Advanced Actions**: / Choose from offer. Put on top of Deed deck, replenish offer
  - **Units**: Take any. Must disband if no open command token (may postpone until level up)
6. Level Up: for each line crossed on fame track
  - place top level in area as **command token**
  - flip top 2 **skills** and either:
    - Take 1 of 2 and place other in common area. Take one advanced action
    - Take 1 from common area and put both of your skills in common area. Take lowest advanced action from offer
    - (Variant) put a dummy skill in common area
7. Draw new cards
  - **Discard** any number (must discard if no cards discarded during turn)
  - **Draw until hand limit** or deck runs out (no need to discard if over limit)
    - If on or next to a keep you own *keep*, limit increased by number of keeps you own
    - If on or next to conquered *city* with your shields, limit +1 or +2 if leader
    - If both *keep* and *city* use higher bonus

Movement

- Play any amount of **movement effects**
- **Total move points** and spend according to **terrain cost**. Move and/or explore any number of spaces
- **Limitations**:
  - Movement ends and assault begins after entering unconquered *fortified site* or opponent's *keep*

  - Can't enter *rampaging enemy*
  - Attacked if move is between spaces adjacent to *rampaging enemy*
  - Spaces marked with X are inaccessible
- **Explore**: reveal top map tile for **2 move points** if adjacent to an empty valid space
  - Corner symbols must line up and orientation must match starting tile
  - Can't be added behind coastline
  - Country tile must be adjacent to or border a tile adjacent to at least 2 tiles
  - Core tile must be adjacent to at least 2 tiles
  - If no tiles use random country tile removed during setup or non-city core tile if no country tiles. Must be adjacent to at least three tiles. No more exploring when no more tiles
- **Modifications**:
  - Terrain reduced to zero can be entered for free
  - Jumping spaces doesn't provoke *rampaging enemy*
- **Other players**:
  - May pass through or explore on another player's space (except keep owned by player)
  - Ending move or entering a keep owned by another player on space occupied by player is an attack
  - Multiple figures allowed on portal space (place figure in front of you) or a conquered *city* (place figure on city card)
  - Forced withdraw applies if you end on space occupied by another player and:
    - Final turns after End of round announced
    - Last turn of game
    - Cooperative scenario or teammate

Interacting with Locals

1. Play influence effects for influence points
2. Total influence +/- reputation modifier (no interaction if on X space of reputation track). +1 per shield in conquered city
3. Spend influence to buy any number and variety of things (only apply bonus/penalty once per turn)
  - **Recruit** a unit if type matches site
  - **Healing** (costs 3 at *village* or 2 at *Monastery*)
  - Pay 6 at *monastery* to Learn **advanced action** from unit offer
  - Pay 7 and mana of same color at *mage tower* to **learn spell** from spell offer
  - Corresponding **City option**

Deed Cards

- **Action**: played for basic effect or powered with one corresponding mana for strong effect
- **Spell**: Powered by one corresponding mana for basic effect. At night, power with mana and one black mana for strong effect
- **Artifact**: played for basic effect or thrown away for strong effect
- **Wound**: cannot be played

- **Any non-wound**: play sideways for 1 Move, Influence, Attack, or Block
- Cannot play card if price is not paid in full (cannot pay with wound cards unless explicitly stated)

Units

- Can't have more units than command tokens
  - **Ready**: Units with command tokens above
  - **Spent**: Units with command tokens on them
  - **Wounded**: Units with wound across them
- Newly recruited units are ready. If all command tokens occupied, must disband units before gaining new. Remove disbanded unit from game
- A unit that is ready and not wounded may be activated by placing command token on it
- **Banner Artifacts**: assign at any time on turn. Units benefit from basic effect. If disbanded, destroyed or assigned new banner, discard banner. May discard banner at end of turn
- Units are readied at the end of each round
- Gives mana crystal. Considered special effect

Skills

- Gain on even fame levels
- Types:
  - Use once per round. Flip over to use
  - Use once per round. Effects persist until start of next turn. Flip over at start of next turn
  - Otherwise may be used once each turn

Mana

- Basic mana forms:
  - **Pure**: mana die/token in area. Use by end of turn
  - **Crystals**: mana token in inventory (max 3 each basic color). Turn to pure at any point of turn
- Special colors, pure form only
  - **Gold**: During day use as any basic mana color
  - **Black**: During night power some effects
- **Source**: Each turn may take one mana die, but must use it. Reroll and return to source at end of turn

Gain Effects

- If **more than 3 crystals** of a color, gain token instead
- **New deed cards** are placed on top of deed deck unless otherwise stated. Replenish offers by shifting cards down and adding new card to top slot. Unit offers are not replenished until start of next round
- **Artifacts and rewards** are gained at end of turn

Discarding and Throwing Away

- **Discard**: put discarded card into used pile (never discard wound card unless explicitly stated)
- **Throw away**: remove from game (place wound in wound pile)

Reverting

- May take back any actions and decisions up to the point of new information being revealed

Combat with enemies

• Initiate
- · Enter unconquered *fortified site* (-1 rep). Fight gray enemy (½ fame) at unoccupied player's *keep*
- · Enter *adventure site* containing enemies
- · Burn *monastery* (-3 rep), fight purple enemy
- · Challenge adjacent *rampaging enemies*
- · Attacked if move between spaces adjacent to *rampaging enemy*

• Multiple Combat situations
- · Provoke multiple *rampaging enemies*
- · Assault provokes *rampaging enemy* (not fortified), not required to defeat to conquer site
- · If combat started and adjacent to *rampaging enemies* may challenge them
- · Can't challenge enemies if entering *adventure site*
- · Can't fight enemy and player at same time

Combat

1. Reveal all enemies

2. Ranged/Siege attacks: Any number
- a. **Choose one or more enemies** as target
- b. Play any number/type of **siege/ranged attacks**. Cannot play sideways, play only siege if one or more **fortified** enemies, enemies **fortified twice** cannot be targeted
- c. **Total attack value** (½ value rounded down to inefficient attacks if one or more **resistant**)
- d. If **attack >= total armor** of all targets then enemies defeated. **Discard**. Attacker **scores Fame**
- e. If **attack < total armor** then nothing happens

3. Block: enemies attack and player uses block effects to block any number **one at a time**
- a. For each Summon draw brown enemy to replace summoning enemy. Summoning enemy can't be targeted
- b. **Choose single attacking enemy** to block
- c. Play any number/ type of **blocks**
- d. Total block value. Total **Inefficient blocks** and **reduce by ½** (round down)
  - · All blocks efficient against physical
  - · Ice or Cold Fire efficient against Fire
  - · Fire or Cold Fire efficient against Ice
  - · Cold Fire are efficient against Cold Fire
- e. Successful if total >= attack (double for swift ability). If blocked set aside attackers and discard summoned monsters
- f. Unsuccessful if total < attack

4. Damage: to you and/or units for unblocked attacks, one at a time in any order
- a. Each enemy **deals damage equal to attack** (double For Brutal)
- b. May assign damage to **unwounded units**. Place wound on unit and reduce damage by armor

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- c. **Resistant units**: reduce damage by armor. If all absorbed do nothing, else wound unit and reduce damage again (once per combat)
- d. Assign all **remaining damage to hero**. Put wound in hand and reduce damage by armor. Repeat unit all damage assigned
- e. **Knocked Out** if wounds from combat >= unmodified hand limit. Discard all non-wound cards. Units may continue to fight, hero can continue using skills and taking wounds
- f. Special Abilities
  - · **Poison** : unit given 2 wounds. Hero puts wound in discard pile per wound put in hand
  - · **Paralyze** : unit is destroyed. Hero must discard any non-wound cards from hand
  - · **Summon** : assign damage per summoned enemy and then discard

5. Attack: same as Ranged/siege phase except:
- a. Combine **any attack types** (ignore fortification)
- b. Play cards **sideways** as physical attack 1

6. Outcome
- a. Combat ends
  - · for *city* assault place **shield** for each enemy defeated
- b. If all enemies defeated:
  - · *Rampaging*: remove tokens and gain +1 rep per orc marauders/ +2 rep per draconum
  - · *Adventure site*: mark space with shield. At turn end claim indicated reward
  - · *Fortified site*: turn ends on space. Mark keep or mage tower with shield token. For mage tower choose spell at end of turn. Don't have to defeat rampaging enemies
  - · *Monastery*: mark with shield, treated as empty space. At turn end claim artifact
- c. Did not defeat all enemies:
  - · *Rampaging enemy*: stays in its space
  - · *Dungeon, Tomb, or monastery*: discard enemy
  - · *Monster Den, spawning grounds, or ruins*: return remaining enemies. Replace defeated enemy at spawning grounds.
  - · *Fortified site*: withdraw to attacking space

Wounds and Healing

- **Hero**: take wounds into hand. Do not discard or play unless explicitly stated. When discarded place in discard pile
- **Units**: place wound on. Maintains state of readiness. Can't be activated. Readied at the start of round
- **Heal** by playing cards or buying at *village*/*monastery*:
  - · **Hero**: use **1 healing point** to **throw away** wound from hand
  - · **Unit**: **pay healing points equal to unit level**. Return 1 wound card to wound pile
- Heal at any time on turn except combat (unspent healing disappears when entering combat)

Player Vs Player

1. Initiated if:
- • End move on space containing another player
- • Space not portal or *city*
- • Not end of round or game end final turn
- • *Rampaging* enemy not provoked

2. Defender can use effects used before turn or on another player's turn. **Choose**:
- • **Full combat**:
  - · Flip round token down (**can't be attacked** while down). **Skip next turn** and flip over token
  - · May **use mana die** from source and **skills**
  - · After may play special/healing cards/effects
  - · Follow usual **end of turn** steps
- • **Partial combat**:
  - · **Can't use die** from source or **skills** normally available on turn
  - · After combat **turn immediately ends**

3. Ranged and Seige
- a. **Starting with defender** alternate ranged/ siege attacks until both pass in succession
- b. Play **Ranged/Siege Attacks** (attacker can play **only** siege if blocker is defender at *fortified site*)
- c. Blocker plays **blocks** using rules for inefficient attacks (block efficient if efficient against at least one element in attack)
- d. **Reduce by 1 per 2 block** (if "blocked enemy loses swiftness" is played then block works if full)
- e. **Attacker chooses how to assign remaining damage**
  - · **Unit**: wound and assign damage equal to armor
  - · **Hero**: wound and assign damage equal to armor any number of times
  - · May leave attack points unassigned

4. Melee Attack
- a. Similar to Ranged/ Siege except:
  - · **Aggressor starts**
  - · Play any combination/type of attacks
  - · Play cards sideways as physical attack 1
  - · The **block works in full**
- b. Two other ways to spend damage:
  - · Spend 5 damage to **steal one artifact** from discard pile, play area, or wounded unit
  - · Spend damage as movement points equal to unmodified move cost to force **blocker to retreat** to adjacent accessible safe space

5. Outcome
- a. If **forced retreat**, combat ends, victorious gets:
  - · If lower level, gain 1 Fame + 2 per level lower
  - · If same level, gain 1 Fame
  - · If higher level, gain nothing
- b. If both pass, then **ends in a draw**. **Aggressor withdraws** to attacking space

6. Special Effects
- a. Effects that target enemies **target unwounded units** but not hero
  - · Red abilities **no effect against fire resistance**
  - · Blue abilities **no effect against ice resistance**

- · Effects that destroy enemy wound unit instead
- · Armor cannot be reduced below 1
- · Effects that affect blocked enemy may target units contributing to attack instead. A successful block is block that reduces attack to zero
- · Number of enemies is equal to number of ready unwounded units contributing to current attack or block + 1
- b. Effects that modify value/rule last entire combat
- c. Effects that prevent enemy from attacking remove contributing unit from attack instead (unit remains unspent)
- d. Effects that skip block and damage can cancel one attack (cards remain played, units spent) and combat continues

City Assault

- • Works the same as *fortified sites* but each *city* gives a specific **bonus** to defender
- • If conquered, **leader** is determined. Most shields (or first shield for ties) takes city card along with shields

Cooperative City Assault

1. In cooperative (and if agreed competitive) scenarios
2. Player can **initiate** a cooperative assault on turn if:
   - · Not end of round or game end final turn
   - · Has not taken an action
   - · On space adjacent to city
   - · One or more heroes on space adjacent to city with un-flipped round token
3. **Invite** one or more heroes and **announce number of enemies each will fight** (min one). If agreed, proceed, else make a new proposal or continue turn
4. Assaulting players **flip Round Order token**
5. **Distribute enemies randomly** in agreed numbers
6. Starting with initiating player in round order participants **assault city**
   - · Each starts by moving directly to city. Add provoked or challenged *rampaging* enemies
   - · Each **may use 1 die from source** (return after assault) and effects used before or during turn
   - · Each performs all combat phases before the next
7. **Resolve assault** as usual
8. City is conquered when all defenders are defeated (not including *rampaging*), otherwise players withdraw to spaces they attacked from
9. Players take turns in order **ending turns** as usual

Team Rules

- • Interactive skills ignore teammate
- • Interactive spells (17-20) do not ignore teammate
- • Cannot trade
- • Cannot discus cards in hand or turn detail
- • Cannot share the same space
- • No player vs. player combat
- • May enter empty teammate owned *keep* and recruit
- • When on or adjacent to allied keep, hand limit increased by 1 per keep you own

First Reconnaissance

Players: 2-4
Type: Slightly Competitive
Length: 3 Rounds
Setup (for 2,3,4 players)
• Wedge
• Countryside: 8,9,11 (sorted)
• Core city: 1
• Core non-city: 2
• City: Can't conquer or enter
Special Rules:
• 1 fame for each revealed tile
• No Player vs. Player
• Gold Units not used
• Do not reveal spell and advanced action cards until required
End: When city revealed all players one last turn.
Scoring: Achievements
Variants: Solo: use 2 player setup with dummy

Full Conquest

Players: 2-4
Type: Competitive
Length: 6 Rounds
Setup (for 2,3,4 players)
• Wedge, Wedge, Fully open
• Countryside: 8,9,11
• Core City: 2,3,4
• Core non-city: 1,2,3
• City Level: 4
End: When all cities conquered all players one last turn
Scoring: Achievements and Cities
Variants:
• Increase city level
• 4 player team Game. Use 4 cities or 2 cities at level 10+ or 2 Megapolis

Blitz Conquest

Players: 2-4
Type: Slightly Competitive
Length: 4 Rounds
Setup (for 2,3,4 players)
• Wedge, Wedge, Open 4 Column
• Countryside: 6,7,9
• Core City: 2,3,4
• Core non-city: 1,2,3
• City Level: 3
Additional Rules:
• Start w/ 1 Fame. Gain 1 fame per line on fame track
• Start +2 reputation
• +1 die in source
+1 Unit in offer

Full Cooperation

Players: 2-3
Type: Cooperative
Length: 6 Rounds
Setup (for 2,3 players)
• Fully Open
• Countryside: 8,10
• Core City: 3,4
• Core non-city: 2,3
• City Level: 5,5,8 (2P) or 5,5,5,11 (3P)
• 1 Dummy Player
• Remove competitive spells (17-20) and interactive skills ✊
Special Rules:
• Dummy takes random Tactic first
• End of round, remove one of player's Tactics from game
• Team rules (all on same team)
End: When all cities conquered all players one last turn
Scoring: Solo and Co-op scoring
Variants:
• City level
• 2 players: last city may be Megapolis
• Scoring: only lowest score counts for achievements

Blitz Cooperation

Players: 2-3
Type: Cooperative
Length: 4 Rounds
Setup (for 2,3 players)
• Countryside: 7,8
• Core City: 2,3
• Core non-city: 1,2
• City Level: 5,8 (2P) or 5,8,11 (3P)
Additional Rules:
• Start w/ 1 Fame. Gain 1 fame per line on fame track
• Start +2 reputation
• +1 die in source
• +1 Unit in offer

Solo Conquest

Players: 1
Type: Solo
Length: 6 Rounds
Setup:
• Wedge
• Countryside: 7
• Core city: 2
• Core non-city: 2

• City: Level 5 and 8
• 1 Dummy Player
• Remove competitive spells (17-20) and interactive skills ✊
Special Rules:
• Choose Tactics first and then choose random for dummy
• End of each round, remove both used Tactic cards
End: When all cities conquered you have one last turn
Scoring: Solo and Co-op scoring
Variants:
• City Level
• Use similar setup modifications and rules to play other missions solo

Mines Liberation

Players: 2-4
Type: Competitive
Length: 4 Rounds
Setup (for 2,3,4 players)
• Wedge, Wedge, Open 4 column
• Countryside: 8,9,11 (remove only tiles with no mines)
• Core city: 1 (red)
• Core non-city: 1,2,3 (remove 1 without mine)
• City: friendly, put 1 shield each (no leader)
Special Rules:
• Mine revealed: put green (country) or red (core) enemy face-up. Put brown enemy face-down
• To Liberate: enter as action and fight both enemies. Night rules apply. Can use Units. If both not defeated, tokens remain
• Last enemy defeated: mark and gain +1 rep or +2 if core
• Until liberated mine produces no crystal. Liberated mine produces as usual
• Start of round, gain 1 crystal per liberated mine
End: All tiles revealed and all mines liberated. All players have one last turn.
Scoring:
• Achievements
• 4 Fame for each country mine and 7 for core mine
• Most Fame for mines gets +5

Druid Nights

Players: 2-4
Type: Slightly competitive or competitive
Length: 4 Rounds
Setup (for 2,3,4 players)
• Wedge, Wedge, Open 4 column
• Country: 8,9,11
• Core city: 1 (green)
• Core non-city: 1,2,3
• City: friendly, put 1 shield each (no leader)
Special Rules:
• Ending on magical glade: activate and mark with shield (max 1 per player)
• Once during first night on any turn perform incantation as action (not at inhabited space). Summon 1 brown monster per shield on glades
• Defeat: earn x2 fame. Otherwise discard
• Gain 1 random crystal for each summoned monster
• Remove all shields from glades at end of first night
• 2nd night the same except summon red enemies and gain 2 crystals for each
End: When all players perform incantation on 2nd night. All players have one more turn. Or end of 2nd night
Scoring: Achievements
Variants:
• Only 1 (2P) or 2 (3P or 4P) shields per glade. If at limit replace one instead
• 6 rounds. 3rd night summon 1 brown and 1 red enemy and gain 3 crystals

Dungeon Lords

Players: 2-4
Type: Competitive
Length: 5 Rounds
Setup (for 2,3,4 players)
• Wedge, Wedge, Open 4 column
• Country: 8,9,11 (remove only non dungeon tiles)
• Core city: 1 (blue)
• Core non-city: 1,2,3 (include desert tile with monastery and tomb)
• City: friendly, put 1 shield each (no leader)
• Units: remove level IV Units.

Special Rules:
• When village tile revealed: choose accessible non-swamp space with no site next to it. It is secret dungeon. Mark with face down brown enemy
• Works like dungeon
• Same for monasteries except mark with red enemy to mark secret tomb
• Conquered dungeons and tombs can't be entered again
• All conquered dungeons and tombs are connected. Pay 2 move points plus 1 for each space. Must travel through revealed spaces and avoid lakes and swamps
End: When all tiles revealed and all dungeons and tombs conquered all players have one last turn unless round ends first
Scoring:
• Achievements
• Scoring adventures: count secret dungeon and tombs. All score 4 instead of 2.
• Greatest dungeon crawler +5 (+2 if shared)

Conquer and Hold

Players: 2 or 4 (2 Teams)
Type: Very Competitive
Length: 4 Rounds (4 players) or 6 Rounds (2 Players)
Setup (for 2,3, 4 players):

• Predefined: use side b, 3 revealed and 6 unrevealed.
• Country: 5 (use fort and mage tower tiles)
• Core city: 1 (white)
• Core non-city: 3 (all with forts and mage towers)
• City: friendly (cannot enter)
• Units: remove level IV
Special Rules:
• Units: deal regular first half and both regular and Elite 2nd half
• Unit recruited at monastery can be recruited at mage tower. Unit recruited at village may be recruited at keep

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• No rep loss for assaulting
• Mage tower: No spell gained (can still buy spells). Owned like a keep except players fight violet enemy (½ fame)
• Start turn next to your mage tower: gain 1 gold (day) or black (night) per controlled tower
• Can benefit from both keep and mage tower
• During 2nd (4P) or 3rd (2P) round draw 2 (4P) or 3 (2P) gray (keep) or violet (mage tower) enemies when assaulting. Add fame together and then half
• For 4P team rules apply
End: End of round limit or one side surrenders.
Scoring: Each owned keep counts 3 points. Each mage tower counts 2 points
Variants:
• Reveal map from start
• 3 players: 4 rounds recommended

One to Return

Players: 2-4
Type: Very Competitive
Length: 4 Rounds
Setup (for 2,3, 4 players)
• Wedge (or any agreed map)
• Country: 7,8,10
• Core city: 1,2,3
• Core non-city: 1,2,3
• City: 3
Special Rules: Portal closes at end of day 1 (eliminated if on portal). Treat as empty plain space.
End: Ends after 2nd night.
Scoring: Whoever stands on portal space wins
Variants:
• Play 6 rounds. Add 1 tile of each type. Increase city level to 4
• Team 4P game. Use team rules. Secretly select one player's shield per team. That player must stand on portal to win.

Scenario List

Game Setup

1. **Choose heroes** and place **order tokens** in order heroes taken
2. **Dummy Player Setup (solo or Co-op scenarios)**
   - Choose unused hero card, order token and basic action cards
   - Place 3 crystals depicted on hero card in inventory
   - Shuffle Hero Deck
   - (Variant) Shuffle Skills face down
3. **Shuffle enemy/ruin tokens** in seven face down piles
4. **Shuffle Artifacts** in face down pile
5. **Stack wound cards** face up
6. **Shuffle spell/advanced actions** into 2 face down decks. **Turn 3 cards up each**
7. **Shuffle Regular/Elite units** into two face down decks. **Reveal Regular units** equal to players (not dummy) +2
8. Place Day/Night board day side up. **Roll mana dice** equal to number of players (not dummy) +2. Reroll black and gold until at least half show basic colors
9. Display **day tactic cards** and set night tactics aside
10. **Tile deck** (refer to scenario)
    - Separate **core** (brown) tiles into city and non-city piles. Choose appropriate number of each and shuffle together
    - Pick **Countryside** (green) tiles randomly. Shuffle and place on top of core
11. **Map**: place starting tile (see scenario). Reveal 2 (A) or 3 (B) tiles and place as depicted. Handle revealed Sites.
12. **Player's area**:
    - Stack **level tokens** face up, lowest on top. Place blank level token in unit area as **command token**
    - **Deed deck**: shuffle 16 basic actions and **draw 5**
    - Place shields on 0 of **Fame and Reputation tracks**
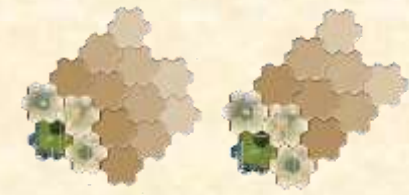   - **Shuffle skills** into face down pile

Wedge*   Open
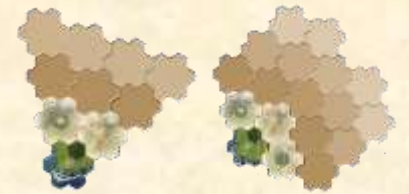
Open (limit 4)   Open (limit 3)

*Core tiles cannot be added to coastline

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Scoring

Achievement Bonuses (use fame as base score)
- **Greatest Knowledge**
  - +2 per Spell
  - +1 per Advanced Action
  - Most Fame achieves +3 Bonus (if tied earn +1)
- **Greatest Loot**
  - +2 per Artifact
  - +1 per 2 crystals
  - Most Fame achieves +3 Bonus (if tied earn +1)
- **Greatest Leader**
  - Score Fame equal to level of all units
  - Wounded units count ½ rounded down
  - Most Fame achieves +3 Bonus (if tied earn +1)
- **Greatest Conqueror**
  - +2 per shield on a *keep*, *Mage tower*, or *Monastery*
  - Most Fame achieves +3 Bonus (if tied earn +1)
- **Greatest Adventurer**
  - +2 per shield on an *Adventure site*
  - Most Fame achieves +3 Bonus (if tied earn +1)
- **Greatest Beating**
  - -2 for each wound in deck or hand
  - Most lost Fame gets -3 penalty (if tied earn -1)

Conquest Scenarios
- For each *city*:
  - +7 if leader
  - +4 if not leader but contributed at least one shield
- Most Fame +5 (if tied earn +2)

Co-Op and Solo Scenarios
- Use Lowest Fame as base score
- Achievements using highest score in each category
- No titles awarded
- +10 per conquered *city*
- +15 if all *cities* were conquered
- +10 if each player is a city leader (co-op only)
- +30 for each unplayed round
- +1 per card remaining in Dummy player deck
- +5 if end of round was not announced on last round

Team Scenarios
- Common score: Use lowest Fame
- For achievements and similar, score only the highest
- Assign titles as usual

City Levels

BLU	1	2	3	4	5
	6	7	8	9	
	10	11			

GRN	1	2	3	4	5
	6	7	8		
	9	10	11		

WHT	1	2	3	4	5
	6	7	8		
	9	10	11		

RED	1	2	3	4	5
	6	7	8		
	9	10	11		

Variants

Auctioning Heroes
- Random player order
- Starting with first player, choose a hero
- Player may bid 1 or more fame. This player must match any bid to select this hero
- Successive offers must be higher. Those who bid earlier only have to match offers
- Mark lost fame by moving shield token backward from end of track
- Tactic cards are picked in reverse order of selection

Map Variability
- Shapes and number: Choose different map shapes and number of tiles
- Orientation: Place revealed tile facedown and then flip by any axis (symbols must connect but do not have to match)
- Random Cities: When revealed, draw random city card

Daytime variability
- Start with a night round. Recommended to roll until no gold or black at start
- Darkness is coming: start with day round. At end of each day round roll two mana dice. If either is black, then it is Night until end of game. Otherwise play another day round

City Levels
- May increase city levels
- **Megapolis** (scenarios with 3 or less cities)
- Set Megapolis level between 2-24
- Last city revealed: Place city and card as usual. Randomly choose unused city and place figure one space to right of first city (ignore covered effects)
- Set level of each city to ½ of Megapolis (round left city up and right city down). Draw garrison tokens for both and add together
- Play
  - Reveal entire garrison from any space adjacent to either space
  - May assault from any space adjacent to either space
  - Face entire garrison. All fortified and gain both bonuses
  - Cooperative assault: players adjacent to any space of either city may be invited. Deal enemies from both cities regardless of which city hero next to
  - Conquered once all defenders are eliminated
  - May move between conquered city spaces for 2 points or leave by placing figure in space adjacent to city he is leaving
  - Player may use both purchase options.
  - For scoring, counts as one city
- **Two Megapolis**: add random city card to first city revealed. Use other two for second city tile

Rampage
- Start with -2 reputation
- At end of each day roll a mana die for each space where *rampaging enemy* was defeated. If red, green, or gold, draw and place a new enemy in space
  - If gold, also add one brown enemy in space. Must fight both. Space is considered *rampaging* until both are defeated. +1 reputation for each defeated
- At night, white, blue and black count and one extra brown enemy is placed if black is rolled
- More Rampage:
  - Start with -4
  - Always add *rampaging enemy* at end of each round. Roll and add brown token if roll matches above rules

Friendly Game
- No interactive spells (17-20) or skills
- No Player vs. player combat
- Friendly mana: players cannot use gold mana as color available from the source

Interactive Combat
- Apply when player starts fight with a single enemy
- Player who played previously takes spare mana die and secretly selects color:
  - White: +1 armor in siege and ranged attack phase
  - Red: +1 attack
  - Blue: +1 armor in attack phase
  - For all above player gets 1 extra fame
  - Black: no bonus and no extra fame
- Reveal at start of phase it has effect

More Deckbuilding
Action upgrades
- End of each night (except last) reveal as many advanced actions as number of players +1
- Score strength for each player
  - +2 for artifacts or spells
  - +1 for advanced actions
  - +1 per 2 crystals
  - +1 point per level of each unit (wounded units count ½ rounded down)
  - +3 points per level above lowest level player
- Starting with lowest (for ties lower on fame track first or played last previous round if still tied) each may take one of displayed advanced actions. Must throw away one action card of same color or that shares at least one type (icon in upper left)
- Put unpicked cards on bottom of deck

Drafting at start
- After characters distributed deal four cards from advanced action deck to each player
- Each player chooses one and passes the rest clockwise
- Continue until each has 3 cards
- Shuffle rest back into deck
- At the end of each day, choose one to add to deck

Fortified Sites

City 🏰
Revealed: Place figure on space and city card on table. Put enemy tokens depicted on base **face down** on card. **Reveal** when player is adjacent.

Unconquered: One or more players may assault (**-1 rep each**). Defenders are **fortified** and receive **bonus**. Mark card with **shield** per enemy defeated. If all defeated, city is conquered. Player with most Shields is leader (ties: player with first shield). Bonuses:

- +1 armor
- +2 to Ice and Fire and +1 to Cold Fire attacks
- Physical attackers gain Brutal ability
- Physical attackers gain Poison ability

Conquered: Multiple players may occupy. No player vs. player combat. **Recruit** city symbol units. **Influence bonus** per Shield. Other options:

- Buy artifact for 12
- Buy spell for 7 and one matching mana
- Recruit units of all types. Pay 2 influence to add one gold unit to offer
- Pay 6 to gain advanced action from offer or top of deck

Bonus: If on or adjacent to city at turn end, **hand limit +2 cards** if city leader or **+1** if at least one shield

Keep 🏯⚔️
Revealed: Place **grey enemy face down**. **Reveal** if a player is adjacent during **day**.

Unconquered: Can be assaulted (**-1 rep**). Defending enemies are **fortified**. If successful, mark with **shield** as new owner.

Other player's: Can be assaulted (**-1 rep**). If unoccupied, draw and fight random **grey enemy**. Enemy is **fortified**. If successful, get **½ fame** rounded up and replace **shield** with your own.

Your Keep: **Recruit** units with keep icon. If end turn on or adjacent to a keep you own, **hand limit +1** for each keep you own.

Mage Tower 🏯⚔️🟣
Revealed: Place **violet enemy face down**. **Reveal** if player is adjacent during **day**.

Unconquered: May be assaulted (**-1 rep**). Defender is **fortified**. If successful mark with **shield** and gain Spell as **reward**.

Conquered: Any player can **recruit** units and **buy spells**. Spells cost 7 influence plus mana matching spell color.

Adventure Sites

Ancient Ruins 🟡
Revealed: Place **yellow enemy face up if day** or **face down if night**. Face down token **revealed** at start of next day or if someone enters space.

Unconquered: Enter as an action.

Alter: Pay 3 of the depicted mana, Mark with **shield** and gain 7 Fame.

Enemies: Draw depicted enemies and fight. Undefeated **enemies remain**. If all enemies defeated **mark with shield** token and take depicted **reward**.

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Dungeon 🪙
Unconquered: Enter as an action. Reveal **brown enemy** and fight. **Night rules** apply for combat and **can't use units**. If defeated, mark with **Shield** and roll die to determine **reward**. For gold or black gain spell otherwise gain Artifact. Otherwise, **discard enemy**.

Conquered: May enter and fight random **brown enemy**. Don't mark or take reward (except fame).

Tomb 🔴
Unconquered: Enter as an action. Draw **red enemy** and fight. **Night rules** apply and **can't use units**. If defeated, mark with **shield** and gain spell and artifact as **reward**. Otherwise, **discard enemy**.

Conquered: Enter and fight random **red enemy**. If defeated don't mark or receive reward (except fame).

Spawning Grounds 🪙🪙
Revealed: Place **two brown enemies face down**.

Unconquered: Enter as an action. Reveal and fight both tokens. If both enemies not defeated, then **undefeated tokens remain** and **defeated enemies are replaced** with new face down brown enemy.

Reward: Both enemies defeated, mark with **shield** and gain an Artifact and 3 random mana crystals as **reward**. Roll to determine. If gold, choose color. If black, get +1 Fame instead.

Monster Den 🪙
Revealed: Place **brown enemy face down**.

Unconquered: Enter as an action. Reveal and fight enemy. **Enemy remains** until defeated.

Reward: If defeat, mark with **shield** and get 2 random mana crystals as **reward**. Roll to determine. If gold, choose color. If black, get +1 Fame instead.

Inhabited Sites

Monastery 🏯🟣
Recruiting: **Recruit** units with monastery icon.

Healing: Buy 1 point for 2 Influence.

Training: when revealed draw and place **advanced action** in unit offer. Advanced action can be bought at monastery for 6 influence.

Burning: Burn monastery for an action (**-3 rep**). Draw and fight **violet enemy**. **Units can't be used**. If defeated, mark space with **shield** and gain artifact as **reward**. Monastery is destroyed. Otherwise, **discard enemy**.

Village 🏠
Recruiting: **Recruit** units with village icon.

Healing: Buy 1 point for 3 influence.

Plundering: Once between each of your turns, plunder and draw 2 cards (**-1 rep**).

Includes conquered **Keeps, Mage Towers,** and **Cities**

Rampaging Enemies

Draconum 🔴
Revealed: Place **red enemy face up**.

Effect: **Can't enter space**. Attacks a player who moves between spaces adjacent to.

Action: Challenge from adjacent space as action. If defeated, discard and get **+2 rep**.

Marauding Orcs 🟢
Revealed: Place **green enemy face up**.

Effect: can't enter space. Attacks a player who moves between spaces adjacent to.

Action: Challenge from adjacent space as action. If defeated, discard and get **+1 rep**.

Special Spaces

Crystal Mines
Mining: End turn on mine, gain one of shown **mana crystals**.

Magical Glade
Healing Essence: End turn on magical glade, **throw away one wound** from hand or discard pile. Can't be combined with healing effects.

Imbued with Magic: Start turn on magical glade, gain **gold mana token** during day or **black** during night.

Defensive Enemy Abilities

Fortified: Only siege attacks against in ranged and siege attack phase (no attacks at all if defending fortified site).
Physical Resistance: All physical attacks are inefficient.
Fire Resistance: All fire attacks are inefficient. Ignores any non-attack effects of red cards or unit abilities powered by red mana.
Ice Resistance: All ice attacks are inefficient. Ignores any non-attack effects of blue cards or unit abilities powered by blue mana.
Fire and Ice Resistance: Also counts as resistance to cold fire attacks.

Offensive Enemy Abilities

Fire: Only Ice and Cold Fire blocks efficient.
Ice: Only Fire and Cold Fire block efficient.
Cold Fire: Only cold fire blocks efficient.
Summon: Draw brown enemy at start of block phase. Replaces enemy in block and damage phase, then discarded.
Swift: must use twice as much block as attack value.
Brutal: If unblocked, deals twice damage as attack.
Poison: If unit wounded, give two wound cards. For each wound hero takes, place one in discard.
Paralyze: If unit wounded, it is destroyed. If hero takes wound, must immediately discard non-wound cards.

Unit Resistance

	Less vulnerable to physical attacks.
	Less vulnerable to fire attacks and ignore non-attack effects of red cards or unit red powered abilities.
	Less vulnerable to ice attacks and ignore non-attack effects of blue cards or unit blue powered abilities.
	Also resistance to cold fire attacks.

Combat with enemies: If assigned damage from resistant attack, reduce damage by armor first without taking wound. Assign remaining damage normally.

Player vs. Player: If resistant to at least one element of attack, opponent must spend twice damage to wound.

Column 1 (Skills)

- +1 Siege or +1 ice siege
- Gain heal 2
- Gain 1 blue crystal + 1 white token
- Gain 1 blue crystal + 1 green token
- Gain 1 blue crystal + 1 red token
- During interaction gain1 influence for each different crystal
- Move to adjacent space free or move 2 spaces for 2 points
- Add one mana to sideways card for x3. If matches spell or action color get x4
- Draw 2 cards and if lowest fame gain green token*
- Other players cannot use die from source. End of turn gain 1 basic crystal that is available in source
- +1 Move for each ready, unwounded unit (max 3)
- +2 (day) or +1 (night) ranged
- Ready or heal a unit
- +3 (day) or +2 (night) influence
- Gain 1 green crystal + 1 white token
- Gain 1 white crystal + 1 green token
- When activating unit, +3 Block or +2 attack or +1 ranged
- Add 2 regular units to offer. Use as command token that costs 5 less to recruit under. May use unit at all times. Can't disband
- Draw 2 cards and if lowest fame gain white token*
- Cost of terrain -2 for you and +1 for other players

*Use on any player's turn. Cannot use another motivation skill until end of next turn. Always gain token if a solo game.
**Skills without special symbol can be used once per turn

Column 2 (Skills)

- +2 (day) or +1 (night) move
- +1 (day) or +2 (night) ranged
- +2 attack or +2 ice attack
- +3 or +2 ice or +2 fire block
- Chosen enemy gets -1 armor for each resistance (min 1)
- Discard 1 wound from hand to draw 1 card
- x2 to sideways card or x3 if advanced action, spell or artifact
- x2 to sideways card or x3 if no dice used from source this turn
- Draw 2 cards and if lowest fame gain blue token*
- Choose color except gold and gain token. Mark card, other players gain 1 wound per non matching mana used (limit 1 per color)
- +1 (day) or +2 (night) move
- +1 siege or +1 fire siege
- +2 attack or +2 fire attack
- +2 (day) or +3 (night) influence
- Gain 1 red crystal + 1 red or black token
- Play wound sideways for x2. Discard wound at end of turn
- Discard wound for red or black token or discard non-wound for white or green token. Must spend immediately
- Use mana as mana of opposite color
- Draw 2 cards and if lowest fame gain red token*
- Throw away 2 wounds from hand, give 1 to closest hero
- Use once per round. Flip over to use
- Use once per round. Effects persist until start of next turn. Flip over at start of next turn

Column 3 (Units Table)

Type	Name	Fame	Attack		Defense	
🟢	Prowlers (2)	②	❹	👊	❸	
🟢	Diggers (2)	②	❸	👊	❸	🛡
🟢	Cursed Hags (2)	③	❸	👊🟢	❺	
🟢	Wolf Riders (2)	③	❸	👊🏹	❹	
🟢	Ironclads (2)	④	❹	👊	❸	
🟢	Orc Summoners (2)	④	?	⚙	❹	
⬛	Crossbowmen (3)	③	❹	👊🏹	❹	
⬛	Guardsmen (3)	③	❸	👊	❼	🛡
⬛	Swordsmen (2)	④	❻	👊	❺	
⬛	Golems (2)	④	❷	👊	❺	⬛
🟣	Monks (2)	④	❺	👊🟢	❺	
🟣	Illusionists (2)	④	?	⚙	❸	⬛
🟣	Ice Mages (2)	⑤	❺	🔵	❻	🔵
🟣	Ice Golems (1)	⑤	❷	🔵⚙	❹	🔵⬛
🟣	Fire Mages (2)	⑤	❻	🔥	❺	🔴
🟣	Fire Golems (1)	⑤	❸	🔥	❹	🔴⬛
🟡	Minotaur (2)	④	❺	👊	❺	
🟡	Gargoyle (2)	④	❺	👊	❹	⬛
🟡	Medusa (2)	⑤	❻	👊⚙	❹	
🟡	Crypt Worm (2)	⑤	❻	👊	❻	🛡
🟡	Werewolf (2)	⑤	❼	👊☂	❺	
⚪	Freezers (3)	⑦	❸	🔵🏹⚙	❼	🔴
⚪	Gunners (3)	⑦	❻	🔥⚙	❻	🔵
⚪	Altem Guardsmen (2)	⑧	❻	👊	❼	🛡🔵🔴⬛
⚪	Altem Mages (2)	⑧	❹	🔥🟢🔴	❽	🛡🔴⬛
🔴	Swamp Dragon (2)	⑦	❺	👊🟢🏹	❾	
🔴	Fire Dragon (2)	⑧	❾	🔥	❼	🔴⬛
🔴	Ice Dragon (2)	⑧	❻	🔵⚙	❼	🔵⬛
🔴	High Dragon (2)	⑨	❻	👊🔴	❾	🔴🔵