GAME ROUND

(1) PREPARE THE ROUND

♦ *Flip Day/Night board and refresh the Source*
— The number of dice used equals the number of players +2; reroll all black and gold dice until at least half of the dice show basic colors.

♦ *Create a new Unit offer*
— Place any remaining units on bottom of the corresponding decks and reveal cards equal to the number of players +2. If a core tile has been revealed, deal alternating Elite and Regular Units (beginning with Elite); otherwise, only deal Regular Units.
— For every unburned Monastery on the board, place one Advanced Action card in the Unit offer.

♦ *Refresh Advanced Action and Spell offers*
— Place the lowest Advanced Action card on the bottom of the deck, slide the other cards down, draw and place a new card at the top of the offer.
— Do the same for Spells.

♦ *Players reshuffle their decks and draw new cards*
— Banner Artifacts may be removed from units and shuffled into the deck

♦ *Spent units become Ready (even if wounded)*

(2) PLAYERS CHOOSE TACTICS
— Player with lowest Fame chooses first (if tied, then the player later in round order).

(3) PLAYERS TAKE TURNS
— Once one player announces the End of the Round, the other players receive one final turn.

GAME TURN

(1) PERFORM ONE OF THE FOLLOWING

♦ *End Round*: Forfeit your turn to announce the End of the Round (you *may* do this if your Deed Deck is empty; you *must* do this if your hand is empty). Do not move or perform an action. You may not play Special or Healing cards or gain benefits from your space.

♦ *Regular Turn*: You may move and then perform one action.
— Any card (except Wounds) may be played as Move 1, Influence 1, Attack 1, or Block 1.
— You may use up to one die from the Source.
— Any time you may play Special cards and Healing cards (Healing cards may not be used during combat).

♦ *Rest*: Do not move or perform an action. You may still play Special cards and Healing cards (before or after resting). And you may gain the benefit of your space.
— *Exhaustion*: Your Hero is exhausted if you only have Wound cards in your hand at the start of your turn. Discard 1 Wound card.
— *Standard Rest*: Discard 1 non-Wound card and any number of Wound cards in your hand.

(2) END OF TURN

♦ *Forced Withdrawal*: Withdraw to safe space (if on unsafe space)—take 1 Wound to hand for each space you move.

♦ *Clear Play Area*: Discard played cards and return mana (except unused crystals—limit 3 per color). Roll and return mana die (if used). Discard any number of non-Wound cards from your hand (at least one if no cards were played this turn).

♦ *Benefits of Your Space*: If on a glade then throw away one Wound card from your hand or discard pile; if on a mine, gain crystal of the mine's color.

♦ *Rewards*: Claim combat rewards and process any Level ups.

♦ *Draw*: Draw cards up to your modified hand limit.

MOVEMENT

Play cards to gain movement points. Any card (except Wounds) may be played as Move 1.

♦ Exploring a new tile costs 2 movement points. Limitations:
— *Green Tile:* Must be adjacent to two other tiles *OR* adjacent to a tile that borders at least 2 other tiles.
— *Brown Tile:* Must be adjacent to two other tiles (and may not be placed on coastline if using wedge map).

♦ A figure may move through a space occupied by another figure. If he ends his movement there, then he attacks the other figure.

ACTIONS

Perform one action: Interaction or Combat.

INTERACTION

Calculate your Influence from played cards (any card, except Wounds, may be played as Influence 1) and if interacting with locals, add the bonus or penalty from your Reputation.

Spend Influence to buy one or more things offered by the space you occupy (they may be of the same or different types). If you buy a Unit and do not have a free Command token, you may disband a Unit (even if it is spent or wounded) and replace it.

COMBAT

1. Ranged and Siege Attack Phase: Perform Ranged or Siege attacks (only Siege if the enemy is fortified, neither if fortified twice). Gain Fame and discard tokens of enemies defeated. Cards may not be played sideways to add to this attack.

2. Block Phase: Perform Blocks against each enemy. Any card (except Wounds) may be played as Block 1.

3. Assign Damage Phase: For each enemy that was undefeated and not blocked, assign damage equal to its attack value.
(1) You may assign damage to unwounded units. Give the unit a Wound and reduce the damage by the amount of the unit's armor.
(2) Assign remaining damage to your Hero. For each Wound you take to your hand, reduce the damage by your Hero's armor.
(3) If during one combat your Hero takes Wound cards to his hand greater than or equal to your unmodified hand limit, you are knocked out and must immediately discard all non-Wound cards from his hand.

4. Attack Phase: Play any attacks (including Ranged or Siege attacks) of total greater than or equal to the chosen enemy's armor. Any card (except Wounds) may be played as Attack 1. Gain Fame and discard the token of each defeated enemy.

Note: When fighting multiple enemies during the Ranged and Siege Attack Phase or the Attack Phase, you may choose to do one big attack at once, instead of attacking them individually. However, if you choose to do so, any defensive icons an enemy has apply to the whole group. During the Block Phase, you may not group multiple enemies together; instead you must block them individually.

Armor — **Defensive Ability**
Attack — **Special Ability**
Fame

HEALING

Gain Healing Points (HP) by playing cards or spending influence in a Village (3 influence per HP) or Monastery (2 influence per HP). Healing cards may be played at any time except during Combat.

♦ Remove 1 Wound from your hand (Cost: 1 HP)

♦ Remove 1 Wound from a unit (Cost: 1 HP/unit level)

PLAYER vs PLAYER COMBAT

♦ *Defender declares his intention*
— Fully Attend the Combat: He may use a mana die from the Source, use Skills, play Special and Healing cards after combat, and follow the usual end of turn steps. He turns his Round Order marker face down to indicate that he skips his next turn. When it would be his next turn he flips his marker back over. He may not be attacked again as long as his marker is face down.
— Partially attend the Combat: He may not do any of these things and his reaction ends immediately after combat.

♦ *Ranged and Siege Attack Phase*
— Starting with the Defender, players take turns playing Ranged and Siege attacks, until both pass in succession.
— When a it is a player's turn, he may play any amount of Ranged or Siege attacks or he may pass (Siege only if the Defender is the Blocker and is in a keep or mage tower).
— The Blocker may play reduce the attack by playing Blocks. It is reduced by 1 for every 2 Blocks (unless the Blocker has an effect that says "blocked enemy loses Swiftness", then it is reduced 1 for every 1 Block).
— The remaining attack is assigned by the Attacker. The attacker must have as much damage as the Armor to inflict a Wound. If a Unit is resistant to any element in the attack, then its Armor is doubled.

♦ *Melee Attack Phase*
— Starting with the Aggressor, players take turns playing attacks until someone is forced to retreat or both pass in succession (in which case the Aggressor withdraws).
— The Attacker plays any number of attacks.
— The Blocker plays Blocks to reduce the attack. It is reduced 1 for every 1 Block.
— The remaining attack may be used to do any of the following: (a) deal Wounds (see above), (b) move the opponent to an adjacent safe space by spending damage equal to the move cost of the space, (c) spend 5 damage to steal an Artifact in the Blocker's discard pile, play area, or assigned to a Wounded unit.
— If the opponent is forced to retreat, gain 1 Fame if he has more Fame than you, +2 for each level he is higher than you.

LEVELING UP

COMMAND LEVEL UPS
Flip over the top tile from your Level pile and place it as a new Command token. If you gain a new Unit as a combat reward, you may postpone taking it until you process your Command Level Up to avoid having to disband a unit.

SKILL LEVEL UPS
Draw 2 Skills from your Skill pile and do one of the following:
— Choose one Skill, place the other in the Common Skill offer and choose any one Advanced Action card from the Advanced Action offer placing it on top of your Deed deck.
— Choose one Skill from the Common Skill offer (not your own), place the 2 Skills you drew into the Common Skill offer, and take the last Advanced Action card from the Advanced Action offer placing it on top of your Deed deck.

UNITS

A Unit may be activated by placing the Command token on the Unit card. A Unit may not be activated if it already Spent (i.e. has a Command token on it) or if it is wounded. And a wounded Unit may not take another wound.

When recruiting a Unit, if you do not have a free Command token, you may disband one of your Units (even if it is spent and/or wounded) by removing it from the game. Newly recruited Units are never spent or wounded.

COOPERATIVE CITY ASSAULT

♦ *Player initiates a cooperative city assault*
— Player must be adjacent to city, he must not have taken his action yet, and there must be at least one other suitable Hero present (i.e. their Round Order token is not face down and they are adjacent to the city).

♦ *Player invites Heroes and proposes enemy distribution*
— Player chooses which suitable Heroes may participate.
— Player proposes how many enemies each Hero will face.
— If all invited Heroes agree, then the assault begins. Otherwise the Player may make another proposal or continue his turn as if no proposal had been made.

♦ *Shuffle and randomly distribute enemies among Heroes*
— Distribute enemy tokens without looking at either side of the token according to the agreed upon numbers.

♦ *Participants assault*
— Starting with the player who initiated the attack, in Round Order, players take turns performing their combat for all phases.
— Each player may use one die from the Source, but it is not returned until the assault is over.
— Players begin by moving directly to the city (this is the only movement that may be performed. Players may voluntarily challenge any other Rampaging enemy and add them to his enemies.

♦ *Resolution*
— The city is conquered if all defenders were defeated (regardless of whether any Rampaging enemies that joined were defeated).
— If the city is not conquered, then all players must withdraw to the place they attacked from.
— Participants may then take turns ending their turns in Round Order.

Defensive	Offensive	Unit Resistances	
Fortified — Only Siege Attacks can be used against this enemy in Ranged and Siege Attacks phase (no attacks at all if it also defends a fortified site).	**Fire Attack** — Only Ice and Cold Fire Blocks are efficient when blocking this (others are halved).	**Physical Resistance** — Makes the unit less vulnerable to physical Attacks of enemies and physical Attacks of an opponent.	**Combat w/ enemies**: If the unit is assigned damage from an attack it is resistant to, the damage is reduced by its Armor first (without taking Wounds). If any damage remains, continue as normally (wound the Unit and reduce the damage by its armor again).
Physical Resistance — All physical attacks (incl. cards played sideways) are inefficient (halved).	**Ice Attack** — Only Fire and Cold Fire Blocks are efficient when blocking this (others are halved).	**Fire Resistance** — Makes the unit less vulnerable to Fire Attacks of enemies and Fire Attacks of an opponent. It also ignores non-Attack effects of opponent's red cards or unit abilities powered by red mana.	
Fire Resistance — Fire Attacks are inefficient (halved). Enemy ignores any non-Attack effects of red cards or unit abilities powered by red mana.	**Cold Fire Attack** — Only Cold Fire Blocks are efficient when blocking this (others are halved).		
	Summon Attack — At the start of the Block phase, draw a random Brown token fro this enemy. It replaces the enemy in the Block and Assign Damage phases, then it is discarded.	**Fire Resistance** — Makes the unit less vulnerable to Ice Attacks of enemies and Ice Attacks of an opponent. It also ignores non-Attack effects of opponent's blue cards or unit abilities powered by blue mana.	**Player vs. Player:** If the unit is resistant to at least one element included in the opponent's attack, the opponent must spend twice as much damage to wound that unit.
Ice Resistance — Ice Attacks are inefficient (halved). The enemy ignores any non-Attack effects of blue cards or unit abilities powered by blue mana.	**Swift** — To block this enemy, you need twice as much Block as its Attack value.		
	Brutal — If unblocked, it deals twice as much damage as its Attack value.		
	Poison — If a Unit gets Wounded because of an attack from an enemy with poison, it is given two Wounds instead of one. For each Wound a Hero takes to his hand from a poisonous attack, he also puts one Wound into his discard pile.	**Fire and Ice Resistance** — Count also as resistance to Cold Fire attacks of enemies and Cold Fire Attacks of opponent.	
Fire and Ice Resistance — Also counts as resistance to Cold Fire attacks.	**Paralyze** — If a Unit is Wounded by an enemy with Paralyze, it is immediately destroyed (removed from the game). If a Hero takes one or more Wounds to his hand from a paralyzing attack, he immediately discards all non-Wound cards from his hand.		