

## **Getting Started**

Before you can get into a game, you have to decide which scenario you will play, plan the deck you will use and then go through the special Setup Turn which will prepare you and your opponents for great battles, intrigue and treachery!

If this is your first game, or you have just a starter deck, we recommend you play Scenario One. The scenario details can be found toward end of this rulebook.

You will need one set of Help cards, particularly if you're new to the game. That's a Direction of Play/Turn Sequence card and Combat Results Oracle/Turn Sequence card. All starter decks have both these Help cards.

Players go through the Setup Turn one at a time because the first player gets first choice for his starting castle and hero cards. Here's what you do.

### **Determine First Player**

Shuffle your deck. If you're suspicious of your opponent – and all Warlords players are suspicious types – then cut his deck. All players draw the top card from their own decks and check the range#. That's the little black number on the white background at the bottom left of the card. Lowest# is the first player. Note that 0 is read as zero, not ten. If tied, tied players draw again until a first player is established.

### **Direction of Play**

First player announces whether the Setup will proceed in a clockwise or counter-clockwise direction. Use the Direction of Play help card to show which way play will proceed.

### **Setup**

Consult the scenario instruction for these details. All players, in turn, set up ready for play. For example, if you're playing Scenario One – First Conquest – here's what you do. First player selects a castle and a hero from his deck, and places them, face up, in front of him. (In the bottom right you'll find its type.) This area is friendly territory. The area in front of your opponent is enemy territory. Select the cast with the most revenue – that's the number in the gold coin icon. Select the Hero with the highest combat value – that's the number in the battleaxe icon. First player then fills his hand to capacity, which is 7 cards in this scenario.

Second player does the same, but note that he cannot use the same castle or hero as the first player – these are named cards and only one copy of a named card may be in play at any one time.

You're ready to play!

### **Playing the game**

Gameplay proceeds in a series of turns until one player wins by achieving the victory goals set out in the scenario instructions. Each turn can (and usually does) have a different first player, and each

turn can proceed In a clockwise or counter-clockwise direction. This variability makes for some exiting interaction.

The things you can do each turn are organised into a turn sequence. It is important to follow this carefully, particularly so because proper timing will greatly improve your chances of winning.

For your first couple of games, we recommend you follow the sequence without worrying too much about the big picture. Take each stage in the sequence as a separate event, play what cards you can and see what happens. It won't take long until it all makes sense!

Each turn, after setting up, this is what you do.

### **Determine First Player**

Do this the same way you did when you went through the Setup Turn

### **Direction of Play**

Again, the first player decides for this turn the whether play will proceed in clockwise or counter-clockwise direction.

### **Play**

Each player, in the established turn order, completes the sequence shown on the Turn Sequence Help card. Have a look at it now.

### **Play Castles**

The active player may play any eligible castle cards in his hand. Castles are always placed in friendly territory. They are played separately and cannot be added to stacks, ruins or other castles. Castles with an anchor symbol are port castles.

All castle cards are named and so only one of each may be in play at a given moment. You must either discard a duplicate or hang onto it expectation that it may become eligible later.

The World Of Illuria has eight special castles corresponding to the eight races which populate the land. These are the 'Home' castles for the races.

### **Play Heroes and Banners**

- **Heroes**

The active player may play any eligible hero cards in his hand. Heroes are always placed friendly territory. They played separately and cannot be added to castles, ruins or other heroes. Playing a hero card is the first step in forming a stack.

All hero cards are named and so only one of each may be in play at a given moment. You must either discard a duplicate or hang onto it expectation that it may become eligible later.

- **Banners**

The active player may play any eligible banner card in his hand. A banner card is eligible if the player has a castle with the corresponding race symbol already in play. Banners may only be added to stacks. A maximum of one banner per stack applies. They cannot be added to castles or ruins.

Banner cards are generic, so any number of a particular card may be in play simultaneously.

### **Spend Revenue**

The active player totals the revenue value of his castles in play. In addition to castle revenue, this total can include revenue from previously played castle improvements and from treasure and artefact cards. Note that besieged castles do not contribute to total revenue and that treasure cards must be discarded if any part of their value is expended.

All cards eligible for play in the revenue phase have a cost stambed on them and the total cost of all cards played in this phase must not exceed total revenue. This is shown on a silver coin icon on the left side of the card. Politicians and bureaucrats are advised that no deficit financing is allowed!

Cost only affects purchases on the turn they are added. There is no maintenance or upkeep required. Expenditure on improvements, armies, fleets and diplomacy can be done in any order. For convenience, they are described in the following order.

- **Improve Castles**

The active player may add eligible castle improvement cards from his hand to any of his eligible castles.

Some castle improvement cards are marked with the *No Further Improvements Allowed* icon – this is a withered hand inside an octagonal box. Castles linked to such a castle improvement card are ineligible for additional improvement. All other friendly castles are eligible, unless besieged.

Any number of eligible castle improvement card may be added, each turn, to a friendly castle – but note that each player have only one Capital card in play, regardless of the number of the castles he controls.

Castle improvement cards, once in play, may not be voluntarily discarded.

There are both generic and named castle improvements. Only one of each named card may be in play at a given moment. You must either discard a duplicate or hang onto it expectation that it may become eligible later.

- **Add Armies**

The active player may add eligible army cards from his hand to any of his eligible stacks or castles. Furthermore, the active player may discard armies from his stacks or castles. Note that armies cannot be transferred except through the use of a teleport spell or an other special circumstance.

Army cards may not be added to stacks unless they are in friendly territory. That means either Encamped, In Port or In Patrol. Stacks On Campaign or At Sea may not have army cards added to them unless the hero commanding the stack acquired an *all fast* artefact, such as the Phantom Steed card.

Armies may not be added to besieged castles.

In all cases when army card is added to a stack or castle, it must not violate the current capacity.

At this time, one army must be discarded from each of the active player's besieged castles.

There are both generic and named armies. Only one of each named card may be in play at a given moment. You must either discard a duplicate or hang onto it expectation that it may become eligible later. Named armies have a combat bonus (the value directly under the shield icon) which increases their combat value whenever they are stacked with a corresponding banner or castle.

- **Add Fleets**

The active player may add eligible fleet cards from his hand to any of his eligible stacks. The active player must have an unbesieged port castle in play and the stack to receive the fleet must be Encamped or On Patrol. Remove the march card if the stack is On Patrol. This places the stack In Port.

Fleet cards may be discarded from stacks In Port, returning them to Encamped status. They may not be discarded in any other circumstances, except, of course, if the entire stack is lost in bad weather!

A fleet card does not count against stack capacity. There are both generic and named fleets. Only one of each named card may be in play at a given moment. You must either discard a duplicate or hang onto it expectation that it may become eligible later. Named fleets have a race bonus.

- **Diplomacy**

There are a variety of other cards which may be played at this time, all with stambed cost. They are collectively called diplomacy cards. They can be played to confound your enemies, or to help yourself – the diplomacy card in question will tell you what it does. Examples are treachery, espionage and discard pile resurrections.

All diplomacy cards are generic.

Only the state of your finances affects the number of diplomacy cards which may be played in a single turn.

- **Play Terrain/Weather**

All terrain, weather, calamity and spell cards have search hazard icon. This is the left half of a cracked medallion and it appears in the upper left of the card. Whenever an opponent attempts to search a ruin for an artefact, all your treasure card, any card showing the search hazard icon may be played to contest the exploration. See the section on **Exploing Ruins** for details.

Eligible terrain/weather cards can be played on eligible friendly or enemy stacks. A maximum of one terrain/weather card per stack can be played in any one turn. Weather cards may only be played on stacks At Sea. Terrain cards cannot be played on stacks At Sea.

Friendly stacks are eligible if they are Encamped, In Port or On Patrol. An On Patrol stack which receives a terrain card must discard its march card. An In Port stack which receives a terrain card must discard its fleet card. Furthermore, stacks On Patrol have the option to play a terrain card when an attack is launched against them. Enemy stacks are eligible if they are On Campaign or At Sea. Terrain cards may be played on enemy stacks On Campaign. Weather cards may be played on enemy stacks At Sea. In short, beneficial terrain cards are usually played on friendly stacks, while adverse terrain/weather cards are usually played on enemy stacks.

When a terrain card is played on an enemy stack, the target player has an immediate option to play a march card as a counter. This march card cancels the terrain card and both are discarded. The target stack is unaffected. Weather cards cannot be countered. If the target player cannot (or will not) counter, then the terrain or weather card is linked to the target stack. On Campaign stacks immediately discard their march cards and are stuck in that terrain until they get a chance to escape in their next turn. Stacks At Sea keep their march card but can do nothing until the weather card is removed. Adverse terrain/weather cards cannot be automatically discarded. The victim must play a march card in his next turn to remove the adverse terrain/weather card. This march card is not placed with the stack; it is discarded along with the adverse terrain/weather card. It does count as that stack's march card for the turn. See the section on the use of march cards. All terrain/weather cards are named and so only one of each may be in play at a given moment. You must either discard a duplicate or hang onto it in expectation that it may become eligible later. Terrain cards have some or all of the following characteristics.

- **Play Calamities**

Calamity cards can be played on eligible enemy stacks or castles. A maximum of one calamity card can be played by each player each turn. A stack or castle currently afflicted by a calamity is immune from additional calamities for as long as such affliction lasts. Note that heroes can never be killed by calamities. There are three types of calamities - persistent, transient and instant.

Persistent calamities (such as plague) are tested for at the moment they are placed on a target stack or castle and once each turn thereafter for as long as they are in effect. The target player checks the range number on the calamity. If success, the target player suffers the consequences.

The calamity card remains in place. No further action is necessary until the target player's next turn when he may remove the calamity with the play of a march card. Return the calamity card to its owner for discarding, and discard the march card. It does count as that stack's march card for the turn. If no effect, the calamity card is discarded. If switch, the recipient of the calamity card smiles gleefully, grabs the card and moves it to any castle or stack of his choice, almost always one belonging to the apologetic perpetrator of the calamity. This time the new target checks the range number using his own deck and follows the instructions on the calamity card.

If necessary, repeat this procedure until a success or no effect result has been obtained. Transient calamities (such as pestilence) are tested for until a no effect result is obtained. To begin, the target player checks the range number on the calamity. If success, the target player suffers the consequences. The active player then moves the calamity card to another stack or castle (or he may choose to leave it where it is). The target player tests again, and so on until a no effect or switch result is achieved. If no effect, the calamity card is discarded. If switch, the recipient of the calamity card smiles gleefully, grabs the card and moves it to any castle or stack of his choice, almost always

one belonging to the apologetic perpetrator of the calamity. Again, the new target player checks the range number using his own deck and follows the instructions on the calamity card.

If necessary, repeat this procedure until a no effect result has been achieved (or all armies/allies in play are dead!). This means the calamity cannot be voluntarily stopped, even if the only stacks or castles with armies or allies belong to the hapless, current perpetrator of the calamity!

Instant calamities (such as earthquake) are tested for until a success or no effect result is achieved. The target player checks the range number. If success, the target player suffers the consequences. The calamity card is discarded. If no effect, the calamity card is discarded.

If switch, the recipient of the calamity card smiles gleefully, grabs the card and moves it to any castle of his choice, almost always one belonging to the apologetic perpetrator of the calamity.

The new target player checks the range number using his own deck and follows the instructions on the calamity card. If necessary, repeat this procedure until a success or no effect result has been obtained. All Calamity cards are generic.

- **Play Spells**

Spells cannot be played unless one of your heroes is carrying a magic artefact, as identified by the magic symbol in the top left corner of the Artefact card. This is a ball of glowing magic dust. For each magic artefact your heroes control, you may play one spell.

Spells have a variety of effects, if successful, as described on the Spell card.

In addition, note that all spells have a small chance that they will backfire. When this happens, the artefact which cast the spell is destroyed. Discard it, and the failed spell.

Unless otherwise stated on the Spell card, all spells can be played on friendly or enemy forces. Note that it is always the target of a spell who makes the range check.

All Spell cards are generic.

### **Play March Cards**

March cards can be played in any order the active player chooses, as described below. All march/battle are generic.

- **Overland**

Most of the time, marching is overland. Each friendly stack can either receive one march card or discard one march card. As the exception to the one march card at a time restriction, friendly stacks with an all fast artefact (such as the Cup of Haste) may receive or discard two march cards at the same time. No active stack may have more than two march cards linked to them, nor is there any useful reason for more. Active stacks linked to a beneficial terrain card must discard the terrain card as soon as a march card is played; i.e. the march card replaces the terrain card, Adverse terrain cards are not replaced when a march card is played. Both the adverse terrain card and the march card are discarded, leaving the affected stack Encamped.

Similarly, persistent calamity cards cannot be removed until a march card is played. Both the persistent calamity card and the march card are discarded, leaving the affected stack Encamped.

Stacks with two march cards are considered On Campaign.

Stacks with one march card are considered On Patrol.

Stacks without a march card, or with a terrain card, or a calamity card, are considered Encamped. Almost all enemy castles (including port castles) maybe attacked by overland.

- **Traveling by Sea**

Occasionally, stacks will travel by sea. To be eligible for sea travel, a stack must begin this segment linked to a fleet card. Each such friendly stack can either receive one march card or discard one march card. Stacks with one march card are considered At Sea. There is no point in adding a second march card to a stack At Sea. Stacks with a fleet card, but without a march card, are considered In Port. Stacks with a fleet card, and a weather card, are considered stuck in a storm and may not attack, or do anything else, until a march card is played. Discard both the weather card and the march card, returning the stack to In Port status.

Any enemy port castle may be approached and assaulted or besieged by stacks At Sea. In addition, note that a small number of castles may only be approached and attacked by sea. The stack is considered to come ashore and make any castle assault from land.

An At Sea stack may use a raiding card to assault (not siege) a non-port castle but note the risk attached as described on the card.

- **Flying**

Friendly stacks composed solely of flying armies (the hero gets carried along) or possessing an all-fly artefact (such as the Witch's broom) are considered to fly. Flying stacks cannot be attacked unless their opponents are also flying.

Flying stacks assaulting or besieging a target castle maybe intercepted by non-flying stacks. They are considered on the ground when they assault or besiege.

A small number of castles may only be approached and attacked by flying stacks. Stacks assaulting or besieging these castles can only be intercepted by flying stacks. Note that stacks besieging such an isolated castle may be attacked normally; i.e. the On Patrol stack eventually trudges up the mountain to attempt a relief.

In other respects, flying stacks are treated just as other stacks moving overland.

## **Play Battle Cards**

There are three types of battles which can be fought. Each stack may fight one battle for each \* of command rating, to a maximum of 3. Note that a battle card must be played for each battle.

Field battles occur between opposing stacks.

Castles assaults occur when a stack assaults an enemy castle.

Sieges occur when a stack besieges an enemy castle.

- **Field Battles**

A battle card or ambush card must be played to attack a target stack. The target stack gains the benefit of any terrain card linked to it. A target stack On Patrol has an immediate option of discarding its march card and playing a terrain card in its place, thereby gaining the terrain benefit listed on the terrain card. The active player never gets any terrain benefits in a field battle. Discard all march cards (if any) linked to the stack losing a field battle.

Ifs player uses an ambush card to bring on a battle, make a range check before the battle starts to see what effect the ambush has, but don't apply these effects until the battle is resolved.

- **Assaulting Castles**

A battle card, a raiding card, a pillage card, a raze card or a traitor card must be played to assault a target castle - two identical cards must be played to assault an enemy capital.

Prior to resolving the castle assault, the target player has an immediate option to intercept with any eligible stack.

If an intercept is made, the target player's battle card or ambush card brings on a field battle. No terrain benefits can be claimed by either side. Discard all march cards linked to the loser of a field battle. If the target player cannot (or will not) intercept, a castle assault is resolved.

If the active stack is victorious in the castle assault, the active player has these options, depending upon card used to bring on the castle assault.

- **Occupy (Battle or Traitor Cards)**

Detach one army (not ally) from the victorious stack and garrison the conquered castle. Discard all improvements linked to the conquered castle and then move the castle to the active player's friendly territory. Players may wish to identify the displaced castle to reclamation easier at game's end. Of course, if you're playing for keeps, it's bye bye castle! Pluck 1 card from the erstwhile owner's hand for every \$5 (or part thereof) revenue generated by the concastle. Toss these cards into their owner's discard pile. If the active player cannot (or chooses not to) garrison the conquered castle, it does not change ownership, improvements are not discarded, nor are there any ill effects suffered by its owner. If a Traitor card is used to bring on a castle assault, then a surprise, castle forewarned or no effect result will occur. For the effects of surprise and castle forewarned, see the rules on battle resolution for castle assaults.

- **Pillage (Pillage or Raiding Cards)**

Detach one army (not ally) from the victorious stack and garrison the conquered castle. Discard all improvements linked to the conquered castle and then move the castle to the active player's friendly territory.

Pluck 1 card from the erstwhile owner's hand for every \$5 (or part thereof) revenue generated by the conquered castle. Toss these cards into their owner's discard pile.

The active player may rummage through his own discard pile and add anyone card found there to his hand. Note this is not a permanent increase in hand capacity.

If the active player cannot (or chooses not to) garrison the conquered castle, it does not change ownership, improvements are not discarded, nor are there any ill effects suffered by its owner. The victorious player cannot reclaim a discard. Note that raiding cards may only be used by stacks At Sea. For the effects of surprise and castle forewarned, see the rules on battle resolution for castle assaults.

- **Raze (Raze Cards)**

The conquered castle (and all its improvements) are immediately destroyed and placed in their owner's discard pile. Pluck 2 cards from the erstwhile owner's hand for every \$5 (or part thereof) revenue generated by the destroyed castle. Toss these cards into their owner's discard pile.

- **Besieging Castles**

A battle card (only) must be played to siege a target castle - two battle cards must be played to siege an enemy capital. Prior to laying the siege, the target player has an immediate option to intercept with any eligible stack. If an intercept is made, the target player's battle card or ambush card brings

on a field battle. No terrain benefits can be claimed by either side. Discard all march cards linked to the loser of a field battle. If the target player cannot (or will not) intercept, a siege is in effect. To denote a siege in progress, turn the target castle (and everything in or attached to it) 90°.

The siege remains in effect until the castle's garrison starves, the besiegers are beaten in battle or the sieges are abandoned.

Once the castle garrison has starved to death, the victorious player has the option to Occupy the conquered castle in the Play Battle Cards segment of his next turn. see above for the Occupy procedure.

## **Who Can Attack Whom?**

Here is a summary.

- **Launching an Attack**

Only stacks can launch attacks. Castles cannot start battles. Launching an attack is always done when the player is active.

- If the active stack is Encamped, it may not launch an attack.

If the active stack is In Port, it may not launch an attack.

- If the active stack is On Patrol, it may only attack tar-stacks which are Besieging within the friendly territory of the active player.

- If the active stack is At Sea, it may launch attacks

against target stacks At Sea or In Port, or launch a castle assault or siege against a target port castle.

If a raiding card is played, non-port castles may be assaulted. Note that an At Sea stack is considered to come ashore to launch a castle assault or siege. At Sea stacks linked to bad weather cards may not attack.

- If the active stack is On Campaign, it may launch attacks against any target stacks except those At Sea, or launch an assault or siege against a target castle. The active stack must be able to fly to attack a flying stack or assault or siege a castle which can only be approached by flying armies.

Note that a flying stack is considered to land and fight any castle assault or siege on the ground.

Port castles cannot be besieged by On Campaign stacks. Port castles which can only be approached from the sea cannot be besieged or assaulted.

- If the active stack is Besieging, it may not launch an attack. It can, however, abandon the siege and immediately launch an attack.

- **Intercepting**

Only stacks can intercept. Castles cannot intercept. Intercepting is always done by a target player.

- If a stack is Encamped, it may not intercept.

- Ifs stack is In Port, it may not intercept.

- Ifs stack is On Patrol, it may intercept enemy stacks attempting a castle assault or siege.

Assaults or sieges directed against castles which can only be approached by flying stacks can only be effected if the intercepting stack can also fly. Assaults or sieges directed against castles which can only be approached from the sea cannot be intercepted by On Patrol stacks. Castle assaults brought on with a Raid card cannot be intercepted.

- If the active stack is At Sea, it may intercept any stack attempting an assault or siege on a friendly port castle, whether the assaulting stack is On Campaign or At Sea. At Sea stacks linked to bad weather cards may not intercept.

- If the active stack is On Campaign, it may not intercept unless the stack is linked to an All Fast artefact.

- If the active stack is Besieging, it may not intercept.

- **Being Attacked**

Any stack or castle can be attacked. Note that flying stacks can only be attacked by other flying stacks.

- If a stack is Encamped, it may be attacked by stacks On Campaign.
- If a stack is In Port, it may be attacked by stacks At Sea or On Campaign.
- If a stack is On Patrol, it may be attacked by stacks On Campaign.
- If a stack is At Sea, it may be attacked by stacks At Sea. At Sea stacks linked to bad weather cards may not be attacked.
- If a stack is On Campaign, it may be attacked by stacks On Campaign or On Patrol.
- If stack is Besieging, it may be attacked by stacks On Patrol (belonging to the besieged player) or stacks On Campaign (belonging to any other player).
- A castle may be assaulted/besieged by a target stack On Campaign or At Sea. Note that some port castles can only be attacked by stacks At Sea while certain non-port castles can only be attacked by flying stacks.

## **Battle Resolution**

All attacks are resolved separately. Neither the active player nor the target player may combine stacks. Targets do not have to be announced, or even decided, until the last moment.

Active and target stacks are committed one at a time, each conflict being resolved before another is announced. The active player chooses the order his eligible stacks launch their attacks.

- **Field Battles**

The player whose battle or ambush card brings on a field battle is considered the attacker - his opponent is considered the defender.

### **Step 1: Resolve an Ambush Attempt (If Any)**

Note that the effects of a successful ambush do not come into calculations until the final step of the battle. The ambusher chooses whether to reduce his battle losses by 1 army/ally card or to increase his opponent's losses by 1 army/ally card.

### **Step 2: Missile Fire (If Any)**

- Missile fire is simultaneous, so it doesn't matter who fires first. Each player draws 1 card from his own deck for each missile capable army in his opponent's stack.
- Check the range number against the missile success values on the army card to determine whether a hit is scored.
- Each player removes one army, ally or hero of his choice from his stack for each missile hit his opponent scores. A hero must be the last card removed from a stack.

### **Step 3: Calculating Total Combat Values (TCVs)**

- The attacker totals the combat value of his stack. This is done by first counting the total basic combat value of the stack and then adding it to any applicable artefact bonus.

- The basic combat value (BCV) of a hero, army or ally card is found on the card itself. It's the number in the battleaxe icon. Remember to add on any extra benefits for race or field battle bonuses. Heroes also add the combat value of any combat artefacts they have (such as the Staff of Might).
- The artefact bonus is found by adding together all the artefact bonuses present and multiplying this number by the number of heroes, armies and allies in the stack.
- To find the TCV of the attacker's stack, add BCV to the artefact bonus.
- To find the TCV of the defender's stack, add its BCV and artefact bonus as above and then add (or subtract) the terrain value of any terrain card linked to the defender's stack.

#### **Step 4: Calculating the Battle Differential**

Subtract the defender's TCV from the attacker's TCV.

#### **Step 5: Resolving the Field Battle**

Locate the column on the Combat Results Oracle card which corresponds to the Battle Differential. This is the casualty value for the participants.

- The attacker draws the casualty cards for both participants from his deck. The number to the left of the slash is the number of casualty cards for the attacker - to the right of the slash for the defender.
- Draw the defender's casualty cards first. Add the range numbers on each casualty card to find the total losses for each participant.
- As soon as the range number total equals or exceeds a stack's TCV, stop drawing casualty cards.

#### **Step 6: Winning the Field Battle**

• The player with the fewest losses wins the battle. If losses are equal, each participant makes a draw from his deck and lowest range number wins the battle. Regardless of losses, if a player's stack is eliminated, he automatically loses the battle.

- The vanquished player discards all march cards (if any) from his stack.
- The victor may play a promotion card. If the vanquished has any survivors, he may play and discard a promotion card to deny the victor's promotion.
- The vanquished may play a revenge card. If successful, the victor must remove an army or ally of the vanquished player's choice.

#### **Step 7: Taking Losses**

• Each player must discard armies, allies and/or heroes to satisfy his losses. A hero card must be the last card affected. Heroes are not discarded unless enough losses are scored to annihilate the entire stack. Armies and/or allies must be discarded, even if it is to satisfy a partial loss. For example, a player called upon to lose 1 point of losses must lose an army or ally (the weakest, obviously). If a hero was the only card in the stack, it would not be discarded.

When figuring losses, artefact and field battle bonuses for each card are taken into account.

#### **Step 8: Special Considerations**

• If the defender is linked to a terrain card, the terrain value is added (or subtracted for adverse terrain cards) to the defender's TCV. The terrain value does not attract artefact bonuses! After determining the victor of the battle, reduce (increase) the defender's losses by the terrain value on the terrain card.

- **Sudden Death!** Immediately to the right of the range number on a few cards is a skull symbol. Regardless of the strength of the participants, if a card with this symbol is drawn for a stack's losses, then that stack is immediately discarded in its entirety! Yes - every card is lost. A catastrophic defeat has been suffered. The battle ends immediately and no more casualty cards are drawn. If any of the opponent's stack survives, that player is the victor. If both stacks are destroyed, there is no winner!
- **Ambushes!** Field battles may be brought on by ambush cards. Ambush card effects are applied after the battle's winner has been decided. The player perpetrating the ambush (who may not be the same as the player who originally played the card!) decides whether to reduce his losses from the battle by 1 hero, army or ally card or to increase his opponent's losses by 1 hero, army or ally card.

- **Castle Assaults**

Castle assaults occur when a stack attacks a castle. The player controlling the stack is always the attacker. The player controlling the castle is always the defender.

### **Step 1: Ambushes**

- There are no ambushes in castle assaults.

### **Step 2: Missile Fire**

- There is no missile fire in castle assaults.

### **Step 3: Calculating Total Combat Values (TCVs)**

- The attacker totals the combat value of his stack. The procedure is identical to that used in a field battle. Note that castle assault bonuses apply in this instance, not field battle bonuses.
  - To find the TCV of the defender's castle, add the basic combat values of all armies garrisoning the castle to the castle defence value. Add in any race or castle assault army bonuses. Note that heroes or allies can never garrison castles. Finally, add on the defence values of any improvements linked to the castle. Note that castles without a garrison are considered undefended and fall immediately an attack is announced, and a card played, against them.
- Note that the successful use (surprise is achieved) of a Traitor or Raid card cancels the castle defense value. If the castle is forewarned, the castle defense value is doubled!

### **Step 4: Calculating the Battle Differential**

- Same as field battle.

### **Step 5: Resolving a Castle Assault**

- Same as field battle.

### **Step 6: Winning a Castle Assault**

- The player with the fewest losses wins the castle assault. If losses are equal, each participant makes a draw from his deck and lowest range number wins the battle. Regardless of losses, if a player's stack or castle garrison is eliminated, he automatically loses the battle.

- Before assigning losses to the castle garrison, first subtract the total castle defence value from the losses inflicted. If this value is 0 or a negative number, the garrison suffers no losses. Note, however, that this calculation is made after the winner of the castle assault is determined.
- If the stack is vanquished, all march cards are discarded.
- If the castle garrison is eliminated, use the occupy, pillage or raze procedure described earlier.
- A victorious player may play a promotion card. If the vanquished player has survivors, he may play and discard a promotion card to deny the victor's promotion.
- The vanquished may play a revenge card. If successful, the victor must remove an army or ally of the vanquished player's choice.

### **Step 7: Taking Losses**

- Same as field battle.

### **Step 8: Special Considerations**

- In a castle assault, the defender's losses are reduced by the castle defence value of the castle and its improvements.
- Sudden Death! Same as field battle.
- Ambushes! Do not apply to castle assaults.

### **Explore Ruins**

Stacks On Campaign may attempt to explore any ruin in enemy territory. Stacks On Patrol may attempt to explore any ruin in friendly territory. Stacks Encamped or Besieging may not explore ruins. Stacks At Sea or In Port may not explore ruins. The active player announces his intention to explore a particular ruin by placing an eligible artefact/ally! treasure card face up on the ruin and announcing which eligible stack is doing the exploring. All cards which can be found at ruins are further identified by the right half of a cracked medallion icon located in the upper right of the card. This icon is the other half of the search hazard icon. Each stack may attempt one exploration per turn. All artefact/ally/treasure cards are named and so only one of each type may be in play at a given moment. You must either discard a duplicate or hang On to it in expectation that it may become eligible later. To resolve the exploration, each opponent, in turn, in a clockwise direction, decides whether to play a search hazard card in an attempt to frustrate the exploration. Search hazard cards have the left half of a cracked medallion appearing in the upper left of the card. Each player makes the decision to frustrate the exploration, and resolves the attempt, before the next player announces his intention. The player imposing the search hazard checks the search risk number against a draw from his deck and the result is either a successful search or the hero (and his entire stack) is lost (discarded), along with the artefact/ally/treasure card. The ruin card remains in place if the searching stack was lost.

Note that, for example, a risk number of 0 (0-3) is read as follows. Draw one card. If the range number is not 0, proceed no further and the hero lives. If the range number on the first card is 0, draw a second card. The hero departs this vale of tears if this range number is 0-3. He lives on a 4-9. If the exploration is successful, add an artefact or ally card to the active stack. Place a treasure card face up in friendly territory.

Discard a ruin card after a successful exploration.

Any or all players may make one attempt to frustrate each exploration, provided they play a search hazard card. If no search hazard cards are played, no search risk is entailed, and the active player may simply acquire the artefact/ally/treasure card.

## **Play Ruins**

The active player may play any eligible Ruin cards in his hand. Ruins are always placed in friendly territory. They are played separately and cannot be added to stacks, castles or other ruins. All Ruins cards are named and so only one of each card may be in play at a given moment. Discard, or hold for a later turn, Ruins cards which cannot be played because of this restriction.

Ruins have no information other than their name. The artefacts, treasures and allies which may be found there are described in the preceding section.

Artefacts (only) may be transferred between the active player's heroes at this time, provided both are in friendly territory.

## **WRAP UP**

The active player may discard any number of cards from his hand. He must draw sufficient cards to refill his hand to capacity. Hand capacity is defined by the scenario instructions.