

BATTLES

When a player moves units into an enemy area, he must start a battle. The term **BATTLE** refers to any time **units** are fighting each other. Each battle involves two groups of units attacking each other in an attempt to gain control of an area.

Each battle is resolved as follows:

1. **Place Battle Marker:** The current player takes the battle marker and places it in the contested area. This marker is to remind players where the battle is being fought.
2. **Place Units Next to Faction Sheets:** Each player takes all of his units from the contested area and places them in the appropriate rows to the right of his faction sheet (matching the unit's initiative – as printed on the faction or reference sheet).

Heroes and routed units are not placed to the right of a player's faction sheet and, instead, remain in the contested area. These figures may not participate in battle, and these routed units are destroyed if forced to retreat.

If the defending units are unallied neutral units, the player to the **left** of the current player acts as their controller during this combat (however, he may not play Tactics cards).

3. **Start of Battle Abilities:** If the attacker has any Tactics cards or other abilities that may be used at the “start of battle” or during his turn, he must use them at this point if he is going to do so. The defender then has the opportunity to use any number of “start of battle” abilities and cards.
4. **Rounds of Combat:** Five rounds of combat are resolved, starting with all initiative “1” units, then all initiative “2” units and so on. During each round, each unit of the proper initiative attacks once (see “Rounds of Combat” on page 22).
5. **Tally Strength:** After each unit has attacked once, both players tally their strength as follows:
 - a. *Fortifications:* If the defender has a fortification development in the area, he may use it now (see “Developments” on page 33).
 - b. *Count Units:* Each player totals the number of **standing units** he has in the battle. This total is known as his **STRENGTH**.
 - c. *Add Stronghold Strength:* If the defender has a stronghold present in the area, he adds the stronghold's strength (printed at the bottom of the stronghold) to his units' strength.
 - d. *Damage Stronghold:* If standing enemy units are present, the defender then flips the stronghold so that its damaged side is faceup. If the stronghold was already damaged, then it simply remains damaged side faceup.
6. **Resolution:** The player with the highest total strength wins the battle; in the case of a tie, the defender wins. Then the players perform the below steps:
 - a. *Retreat:* The losing player must immediately retreat all of his participating units from the area and rout them (see “Retreats” on page 22).

Any units that were already routed at the start of the battle may not retreat and are instead destroyed. These units were not placed next to the player's faction sheet and instead remained in the area during step 2.

Units that were just routed during this battle may retreat (this is an exception to the rule that routed figures may not move).

- b. *Destroy/Conquer Stronghold:* If the attacker won the battle against a stronghold, he removes the opponent's stronghold token. He may then replace it with one of his own stronghold tokens (with the damaged side faceup). If all of the winning player's strongholds are already in play, he may voluntarily destroy one of his strongholds from the game board in order to replace the enemy stronghold.
- c. *Heal:* Both players remove all damage tokens from their units involved in the battle.
- d. *Replace Units:* The winner of the battle takes all of his units that survived the battle and places them in the contested area. Any units that were routed in the battle remain routed. He then removes the battle marker from the game board.

FATE CARD BREAKDOWN



1. **Destiny Symbol:** This symbol is used when resolving diplomacy (page 18) and attribute tests (page 26).
2. **Triangle Area:** This section of the card is used during battle by units with triangle bases. This particular card has a special ability icon meaning that the unit would trigger its special ability (as printed on its faction or reference sheet).
3. **Rectangle Area:** This section of the card is used during battle by units with rectangle bases. This particular card has a rout icon with one point of routing damage, meaning that one enemy unit will become routed (see “Routed Units and Heroes” on page 22).
4. **Hexagon Area:** This section of the card is used during battle by units with hexagonal bases. This particular card has a damage icon with a “2” meaning that the opponent must deal two damage to his units (see “Dealing Damage to Units” on page 22).
5. **Circle Area:** This section of the card is used during battle and duels by figures with circular bases. This particular card has no symbols meaning that it has no effect during a battle or duel (commonly referred to as a **MISS**).
6. **Unique Number:** Each Fate card has a unique number between 1 and 30. This number is used at the start of the game to determine the first player.

ROUNDS OF COMBAT

Each battle has up to five different combat rounds. The first round consists of all “Initiative 1” units attacking, followed by the second round in which all “Initiative 2” units attack, and so on.

Each player chooses one of his unit types of the appropriate initiative to fight as follows:

1. **Attacker Draws Cards:** The attacking player chooses one of his unit types with the proper initiative that he has not drawn cards for yet during this battle (if able). He draws a number of Fate cards equal to the number of units of the chosen type and refers to the section of the cards matching his units’ base shape.
2. **Defender Draws Cards:** The defending player chooses one of his unit types with the proper initiative that he has not drawn cards for yet during this battle (if able). He draws a number of Fate cards equal to the number of units of the chosen type and refers to the section of the cards matching his units’ base shape.
3. **Resolve Special Abilities:** Both players reveal all Fate cards drawn that have special ability icons on the proper section of the card. Starting with the attacker, each player resolves his units’ special abilities (as printed on the faction sheets) a number of times equal to the number of special ability icons on cards he drew.
4. **Resolve Routs:** Both players reveal all Fate cards drawn that have rout icons on the proper section of the card. Starting with the attacker, each player must rout a number of his figures equal to the number of routs on cards his **opponent** drew (see “Routed Units and Heroes” below).
5. **Resolve Damage:** Both players reveal all Fate cards drawn that have damage icons on the proper section of the card. Starting with the attacker, each player must deal damage to his units equal to the number of damage on cards his **opponent** drew (see “Dealing Damage to Units” below).

All drawn Fate cards are then discarded. If there are any standing units of this initiative that have not drawn cards yet, these steps are repeated.

After all units of the proper initiative have had cards drawn for them, a round of combat starts for figures on the next initiative row on the faction sheet (see full example on pages 23–24).

CONCURRENT ATTACK RULE

It is possible for units to be destroyed or routed during battle before they are able to draw Fate cards. However, if Fate cards have already been drawn for a unit type, then all of the cards will be resolved regardless of whether those units are later destroyed or routed.

Therefore, when a player has multiple units with the same initiative value, it is important for him to decide which unit type will attack first. Depending upon how much damage and routs he is dealt, his other units may not get a chance to draw Fate cards.

ROUTED UNITS AND HEROES

There are many ways that units and heroes can become **ROUTED**. Routing most commonly happens during battle, through retreating, or as a result of a number of cards and abilities.

When a figure is routed, the figure is tipped over on its side to represent this status. Routed units and heroes may not move or draw cards during battle. All units are stood up (un-routed) during each Spring (as part of each Spring Season card’s secondary ability).



The Secondary Ability of a Spring Season Card

During combat, a player may be dealt **ROUTING DAMAGE**. For each point of routing damage, a player must rout one of his **undamaged units** (regardless of the unit’s health). If all of his remaining units are damaged, then he must choose one of them to rout.

When a player is forced to damage or destroy one of his units, he must always choose a standing unit if able (as opposed to a routed one).

DEALING DAMAGE TO UNITS

For each point of damage that a player’s units are dealt, he takes one damage token and assigns it to (places it next to) one of his participating units. Damage tokens are assigned one at a time.

When a unit has a number of damage tokens equal to its health value (listed in the heart on the faction sheet), the unit is destroyed. It is immediately returned to the player’s pile of unused units and all its damage tokens are removed.

When assigning damage during battle, **a player must place the damage on a previously damaged unit** (if able). If he does not have any damaged units, then he must assign it to any one of his standing units. If he does not control any standing units in the battle, then he must assign the damage to one of his routed units.

All damage tokens are removed from units at the end of the battle.

Example: The Elf player has been dealt two damage during a round of combat. Since he has a damaged Warrior in the battle, he must deal damage to it first. He assigns one damage to the Warrior, which destroys it (since its damage is equal to its health). Since the Elf player does not have any other damaged units, he may assign the last damage to any one of his standing units of his choice.

RETREATS

When figures are forced to retreat from an area, the controller of the units must move all retreating units to **one** adjacent area. The area that they must retreat to depends upon the type of figure:

- **Player Controlled Units:** These units must always retreat to an adjacent friendly area. If there are no adjacent friendly areas to retreat to, they may retreat to an adjacent empty area. If there is still nowhere to retreat to, they are destroyed.
- **Unallied Neutral Units:** The player to the left of the current player chooses an adjacent uncontrolled area for these units to retreat into. If there are no adjacent uncontrolled areas, the units are destroyed.
- **Heroes:** Heroes may retreat to any adjacent area. Heroes are rarely forced to retreat (since they do not participate in battles, and duels do not force retreats).


When a figure retreats, **it is always routed**.


After retreating, if the number of units in an area exceeds eight, then the owner must destroy units until he has eight or less in the area. Both routed and standing units always count toward this limit.

Units must follow all movement restrictions when retreating, and may not normally retreat over red or blue borders (except during the winter or if the unit is flying, see “Movement Restrictions” on page 18).

BATTLE EXAMPLE ROUND 2



 = 2 STRENGTH

 = 3 STRENGTH

1. During the second round of combat, the Elf player has two Pegasus Riders in the second initiative row, so he draws two Fate cards. The Uthuk player has two different types of initiative 2 units. He chooses for his Berserkers to attack first and draws one Fate card for each Berserker.
2. Neither player drew any Fate cards with special ability or rout icons in the appropriate sections, so no special abilities or routs are triggered. The Elf player drew cards with a total of three damage in the appropriate sections. The Uthuk player assigns two of this damage to Berserkers (destroying both of his Berserkers, as they each have one health). He places the last damage on one of his Beastmen, which destroys it as well.
3. The Uthuk player drew cards with a total of one damage in the appropriate sections. The Elf player is forced to place this damage on his Pegasus Rider (since it is already damaged, but not destroyed).
4. Because the Uthuk player's Beastmen have not attacked yet, he now draws for them. He draws two Fate cards because only two standing Beastmen remain.
5. The Uthuk player first resolves all rout icons in the appropriate sections of his Fate card. This causes the Elf player to rout one of his undamaged units (he chooses the Pegasus Rider).
6. The Uthuk player then resolves all damage icons in the appropriate sections of his Fate card. This causes the Elf player to assign one damage to the damaged Pegasus Rider. Since the Pegasus Rider has been dealt damage equal to its health, it is destroyed.
7. Since all units have now attacked, both players tally their strengths. The Elf player has two standing Archers for a strength of two. The Uthuk player has one standing Flesh Ripper and two standing Beastmen for a strength of three.
8. Since the Uthuk player has the highest strength, he wins the battle. All of the Elf player's units must retreat to an adjacent area and are routed.




HEROES

In addition to recruiting military units, each faction can hire heroes who can attempt Quests, acquire Reward cards, and even duel other heroes.

Each hero has a card that lists his name, attributes, and special ability. Each hero also has a plastic figure which is placed on the game board to represent the hero's current location.

HERO CARD BREAKDOWN



1. **Name:** This title is used to help differentiate the heroes from each other.
2. **Alignment:** The color of this banner determines the hero's alignment. It is either white (good), green (neutral), or black (evil). Heroes are more likely to desert a player if they don't match his faction's alignment.
3. **Ability:** This text explains what unique advantage the hero can make use of. Each hero's ability is different as listed here.
4. **Attributes:** These numbers represent the hero's level of strength , agility , and wisdom . Attributes are used mostly for completing Quests (see "Attribute Tests") on page 26.
5. **Base Shape:** This circular shape is used to remind players that heroes use the circle area of Fate cards during duels.
6. **Health:** This is the amount of damage that is required to defeat the hero.
7. **Duel Special Ability Reminder:** This text reminds players that heroes can deal 1 damage (instead of using a Reward card) when using a special ability icon during a duel.

GAINING HEROES

When a player gains a hero, he places the Hero card faceup in front of himself and places the corresponding figure at one of his strongholds.

Each player is limited to controlling **no more than three** heroes at a time. If a player gains control of a fourth hero, he must choose one of his heroes to **DESERT** him (see "Deserting Heroes" on page 28). This happens even if the hero would normally not be able to desert (for example if the player had the "Captain of the Heroes' League" Title card).

QUEST CARDS

By completing the criteria on Quest cards, a hero can receive Reward cards that provide special abilities or even dragon runes!

Each player starts the game with two Quest cards in his hand, which may be attempted by any of his heroes. Heroes may attempt to complete Quests during the Quest Phase (see page 26).

Each player may have a maximum of three Quest cards in his hand at any time. If he ever has more than three Quest cards, he must discard Quest cards of his choice until he has only three.

QUEST CARD BREAKDOWN



1. **Name:** The thematic title of the Quest card.
2. **Setup Quest:** Cards labeled as "Setup Quests" are used to determine which map tiles a player places when creating the game board. These cards are then shuffled into the Quest deck and treated as normal Quest cards.
3. **Flavor Text:** This thematic text lists the background story about the Quest as well as the specific name of the area (if any).
4. **Criteria:** Once the hero has traveled to the specified area, he must follow these instructions in order to complete this Quest. Any italicized text in this section is additional flavor text and has no game effect.
5. **Area:** The specific area (if any) that a hero must travel to in order to attempt this Quest.

QUEST PHASE

The secondary ability of each Summer Season card is to resolve a Quest Phase as follows:

Starting with the player with the lowest numbered Order card (from the previous season), each player may do one of the following with **each** of his heroes. A player that controls multiple heroes may choose to perform a different action with each of them (see example below).

- **Move:** The hero may move up to two areas and then possibly start a duel or attempt a Quest. These actions do not activate the destination area. Remember that heroes may move into and through enemy and neutral areas. Routed heroes may not choose this option.
- **Heal:** Remove all damage from the hero. A hero may only heal if he is in a friendly area.
- **Train:** Increase two of the hero's attributes by one (or increase one attribute by two). This is done by placing training tokens on the hero's card to indicate which attributes have been increased.

These tokens are double-sided to represent whether a hero has gained +1 or +2 to the attribute. Each attribute of a hero may have a maximum of one training token for each attribute.

Although each player is able to utilize all his heroes during the Quest Phase, it is important to note that using heroes during the Quest Phase it is not considered part of any player's turn.

ATTEMPTING AND COMPLETING QUESTS

Most Quest cards require a hero to be in a specific area of the game board (labeled by a number and letter, such as 3A). When a hero is present in this area during the Quest Phase (if choosing the "move" option), the player may reveal the Quest card from his hand that matches this area and follow the instructions on it.

If the result of following the instructions is to "receive reward," then the Quest is completed and the hero receives a Reward card (see page 27). The player then discards the completed Quest card and **draws a new Quest card**.

Each hero may only attempt one Quest per Quest Phase. Routed heroes may not attempt Quests.

ATTRIBUTE TESTS

Many Quest cards require a hero to travel to a specific area and then **TEST** one of his attributes (strength, agility, or wisdom).

When a hero's attribute is tested, the controller of the hero draws a number of Fate cards equal to the hero's appropriate attribute. The player then chooses **one** of the Fate cards and resolves the Quest card using the destiny icon on the top of the chosen Fate card.

Example: A Quest card requires a hero to go to area 3A and test his agility. During the Quest Phase, he moves into this area and reveals the Quest card from his hand. As instructed on the card, he draws a number of Fate cards equal to his agility of 2. The hero's controller chooses one of these cards and discards the other. He then compares the destiny icon of the chosen card (👤) with those found in the instructions on the Quest card.

The Quest card reads "👤: Receive Reward." The player receives a Reward card, discards the Quest card, and draws a new Quest card.

QUEST PHASE EXAMPLE



After resolving the primary ability of a Summer Season card, players resolve a Quest Phase as follows:

1. The Elf player has the lowest numbered Order card from the previous season. He therefore goes first in the Quest Phase. He has one hero and decides to heal all damage on her.
2. The Uthuk player has the next lowest numbered Order card. He decides to train his first hero and increases his agility twice.
3. The Uthuk player decides to move his second hero. He moves him two areas through an enemy area, and into an enemy area.
4. He may now either start a duel with the enemy hero in the area or attempt to resolve one of his Quest cards (or do neither).

The Human and Undead players do not have any heroes and, therefore, do not do anything during the Quest Phase.

RESOLVING FATE CARDS

Fate cards are used to determine many different results including the outcome of diplomacy, battles, and attribute tests. There are a few things to be aware of when drawing and resolving Fate cards:

- Anytime a player is instructed to draw Fate cards, he must draw the full number of cards. For example, if a player is attempting diplomacy and draws a ♠ with his first card, he must still draw and discard the full amount of cards.
- The Fate card discard pile may be looked at by any player at any time. This allows players to judge which destiny icons have been used before deciding to attempt diplomacy or a Quest.
- If the Fate deck runs out when drawing Fate cards, simply shuffle the discard pile of Fate cards to create a new deck and draw any remaining cards from this new deck.

REWARD CARD BREAKDOWN



1. **Name:** This title is used to help differentiate Reward cards from each other.
2. **Ability:** This is the effect that the Reward card provides. Some of these abilities require the hero to draw a special ability icon (♣) during a duel.
3. **Trait:** Some reward cards have a trait (either Weapon or Armor). A hero can use a maximum of one weapon and one armor during each duel.

REWARD CARDS

Heroes often receive Reward cards (some of which provide dragon runes) by completing Quests. When a hero receives a Reward card, his controller draws the top card of the Reward deck, looks at it, and places it facedown under the Hero card.

The Reward card is not turned faceup until the player wishes to use the Reward card's ability, at which point it remains faceup.

A player may freely trade Reward cards between any of his heroes as long as they are in the same area during his turn or when moving during the Quest Phase. The heroes do not need to remain in the same area and may trade items when simply moving through a friendly hero's area.

REWARD CARDS IN DUELS

Many Reward card abilities benefit heroes in combat (such as those requiring a special ability icon). During a duel, each hero may use any number of his Reward cards, but may not use more than one "weapon" and one "armor" card during a single duel. Note that a hero may use the **same** "weapon" or "armor" Reward card multiple times during a duel unless the card specifies otherwise.

When a player uses a Reward card, it is flipped faceup and he follows the printed instructions on it. Many Reward cards are only triggered if the hero draws a special ability icon. When a hero draws a special ability icon during a duel, he may either use a special ability from one of his Reward cards **or** deal 1 damage (as printed on the Hero card).

REWARD CARD SECRECY

Reward cards are placed facedown under the hero who received them. The controller of a hero (and only him) may look at his hero's facedown Reward cards at any time.

The identity of facedown Reward cards **may not** be shared with other players. Once a Reward card is turned faceup, its effects become open information, and the card remains faceup for the remainder of the game.



DUELS

When a player moves his hero into an area containing an enemy hero during the Quest Phase, he may start a duel with the enemy hero in an attempt to defeat him and take his Reward cards.

1. **Declare Defender:** The player who is starting the duel chooses a single enemy hero present in his hero's area to participate in the duel.
2. **Use Start of Duel Abilities:** If the attacker has any Tactics cards or other abilities that may be used at the "start of a duel," he must use them at this point if he is going to do so. The defender then has the opportunity to use any number of "start of a duel" abilities and cards.
3. **Rounds of Duel:** The players then resolve **four** rounds of the duel. Each round consists of the following steps in order.
 - a. *Draw Fate Cards:* Starting with the attacker, each player draws one Fate card and reveals it.
 - b. *Resolve Fate Cards:* Starting with the attacker, each player resolves the icon printed in the circle section of his Fate card.

If it is a special ability icon, then the hero may either deal one damage (as printed on his Hero card) **or** use the ability of one of his Reward cards.

If it is a rout icon, then the hero may prevent damage this round equal to the number of flags. For example, if a hero is dealt two damage by an opponent and the hero drew one rout result, he can prevent one of the damage. These results **do not** rout the opposing hero in a duel.

If it is a damage icon, then the opposing hero is dealt the listed amount of damage (place an equal amount of damage tokens on the opposing hero's card).

If the circle section of the Fate card is blank, then nothing happens (the hero does not use a special ability, deal damage, or prevent damage).

All damage dealt during duels is resolved simultaneously, and can even result in both heroes being defeated at the same time (see "Damaging and Defeating Heroes" to the right).

4. **Resolution:** After four rounds of a duel have been resolved, or a hero has been defeated, the duel is over.

All damage dealt to a hero remains on its Hero card (unless the Hero was defeated). Each hero that was not defeated in the duel remains in the area (he is not forced to retreat).

A hero that starts a duel may not attempt a Quest during the same Quest Phase.

If a hero is defeated in a duel, the duel ends after finishing the current round of the duel. The surviving hero then claims all of the defeated hero's Reward cards (see "Damaging and Defeating Heroes" to the right).

Routed heroes **can** be forced into a duel by an opponent's hero, but may not start a duel. Defending heroes that are routed act as if they are not routed during a duel.

"DUEL" QUESTS

Some Quest cards require a hero to travel to a specific area and then duel a certain type of neutral unit. This unit is never placed on the game board and only exists for the purposes of the Quest.

Once the hero is in the area during the Quest Phase, he simply follows the steps for a duel (resolving all four rounds if necessary). The player to his left controls the neutral unit during the duel. If the neutral unit draws a card with a special ability icon in the section matching the unit's base shape, it triggers its special ability (since, unlike a hero, it does not have the "deal 1 damage" option).

If the hero defeats the unit in the duel, then he completes the Quest card and receives reward (as listed on the Quest card). Regardless of the outcome of the duel, the neutral unit is returned to the pile of unused neutral units at the end of the duel.

DAMAGING AND DEFEATING HEROES

When a hero has damage tokens on him equal to or greater than his health, he is defeated. The player controlling that hero removes the figure from the game board and place the figure and its Hero card back in the game box.

If a hero is defeated in a duel, then the controller of the victorious hero involved in the duel may assign all of the hero's Reward cards to any of his heroes that are present in the area. All Reward cards remain facedown (unless they are already faceup) and may be looked at by their new owner at any time.



A Defeated Hero Marker

If a hero is defeated at any other time, his Reward cards are placed next to the game board (remaining faceup or facedown). A defeated hero marker is placed in the area where the hero was defeated, and the corresponding defeated hero marker (which has the same number) is placed on top of the hero's Reward cards.

Any hero present in an area containing a defeated hero marker during his controller's turn may take all Reward cards from under the marker and place them under his Hero card. The player then removes the defeated hero marker from the game board.

DESERTING HEROES

Heroes will occasionally **DESERT** a player. This desertion usually occurs if a hero does not match his controller's alignment when a particular Season or Tactics card is resolved.

When a hero deserts, his figure is removed from the game board, and his Hero card is shuffled back into the deck of Hero cards. All Reward cards assigned to the hero are discarded faceup adjacent to the deck of Reward cards (as opposed to being left in his area like those of a defeated hero).

DUEL EXAMPLE



1. During the Quest Phase, one of the Uthuk player's heroes (Mad Carthos) moves into an area containing one of the Elf player's heroes (Silhouette). The Uthuk player decides to start a duel against the Elf player's hero.
2. The Uthuk player first resolves any start of duel abilities he wishes to use. He Mad Carthos's ability to deal the defending hero one damage. The Elf player chooses not to use any start of duel abilities.
3. Both players draw one Fate card for the first round of the duel. The Uthuk player draws a card with a special ability icon (in the circle section) while the Elf player draws a card with a rout icon.
4. The Uthuk player may use the special ability icon to resolve the ability on one of his Reward cards or to deal 1 damage (as printed on his Hero card). He decides to use the ability of one of his Reward cards (Rage Blade) to deal damage equal to his hero's strength of 2.

5. The Elf player prevents one of this damage with the rout result that he drew. His hero is therefore dealt 1 damage (instead of 2).
6. For the second round, both players once again draw one Fate card. This time, both players draw one damage.
7. Silhouette is dealt 1 damage.
8. Mad Carthos would be dealt 1 damage, but reveals that he has an "Armor" Reward card (Runeplate) which prevents the damage done to his hero.

Because Silhouette has been dealt damage equal to her health, the hero is now defeated and the duel ends. The attacking player takes all of the defeated hero's Reward cards and places them under the Mad Carthos's Hero card.