THE ESOTERIC ORDER OF GAMERS

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Game:	**RUNE AGE**	**v2.1**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Setup

Sort the cards into decks by type.

Choose a **scenario** and take the scenario's **objective card**. Collect the **neutral cards** indicated by the wax seal icons on the back of the objective card.

Each player chooses a **race** and takes that race's cards. If players cannot agree, randomly assign races.

Return all unused scenario and neutral cards and all unused races to the box.

Each player's play area is made up of several parts centered around his **home realm** card. His deck and discard pile are placed to the left of his home realm, and his **barracks** piles are placed on the right. Later, secured strongholds or cities, or claimed reward cards, are placed above his home realm.

Each player places his **home realm card** in front of him, then organizes his barracks: his **strongholds** and **faction unit cards**, in 5 faceup piles according to gold cost, and in ascending order of gold cost.

Determine the card quantities placed in Terrinoth (the central play area) based on the number of players. Return unused cards to the box:

No. of Players	1 Gold Pile	2 Gold Pile	3 Gold Pile	Each Neutral Pile	Neutral Cities
4 players	24	14	10	5	5
3 players	19	12	8	4	4
2 players	14	10	6	3	3
1 player	9	8	4	2	2

Place 3 piles of **gold cards** in the central area (one pile for each gold value). Place the **neutral cards** in 3 faceup piles (by card name) below the gold cards. Individually place the required number of randomly chosen **city cards** (not in piles) faceup below the neutral cards.

Place the **objective card** faceup above the row of gold cards, to remind players how they can win the game.

Sort the **damage tokens** into piles by value and place them near the central area. Place the **attrition die** near them.

Each player takes 5 **'1 gold' cards** from the gold card pool and 3 **1 cost units** from his barracks to create his **starting deck**. He shuffles these 8 cards and places this deck facedown to the left of his home realm card.

Each player draws **5 cards** from his deck as his **starting hand**.

Compile the **event deck** using the cards with the same back as the chosen scenario's objective card. Shuffle together all Stage 2 event cards, and place them facedown. Then shuffle together all Stage 1 event cards, and place them facedown on top of the stack of Stage 2 event cards. Place the compiled event deck between the first player and the player to his right (the last player). This reminds the first player to always draw an event card before beginning another round.

Start the first game round with the youngest player. Play then proceeds clockwise.

Rune Age

Resources

An icon in a card's *lower-right corner* indicates the card's **cost**. An icon in the *upper-left corner* indicates the **type and value of the resource** it generates.

Gold is generated by playing gold cards from hand or *exhausting* a Reward card that generates gold.

Influence is generated by *exhausting* a city, stronghold or Reward card.

Strength is generated by unit cards. Stronghold, city or enemy strength costs are the amount of strength you must play in combat against them.

Strongholds show 4 gold and 2 strength separated by a slash: the player may purchase the stronghold for 4 gold *or* secure it for 2 strength.

Turn Sequence

During a round, each player takes one turn of 4 steps, then the first player resolves the **Event phase**.

1. Refresh Exhausted Cities and Strongholds
Refresh (rotate to original orientation) all cities and strongholds under your control.

2. Perform Actions
Perform **actions** (combat, unit card actions, spending gold, spending influence) in any order and any number of times, as long as you have sufficient resources.

3. Discard Hand
Discard all remaining cards in hand. You may retain cards by spending 1 influence per card retained.

4. Draw Up to 5 Cards
All players draw cards from their own decks until they have 5 cards in hand.

Players win the game by achieving the **victory condition** specified on the objective card.

Performing Actions

Combat Action

Play unit cards from your hand to the combat area. All units played in combat form your **army**, and all units in your army are **participating units**. Combat is either **battles** (a single player) or **sieges** (2 players).

You may perform several combat actions, but may only attack each target once per round.

Unit Card Action

Play a card from your hand or **exhaust** (rotate sideways) a card in your play area with the keyword **Action**.

After resolving the card's ability, place it faceup in your discard pile. Unit card actions cannot be used during combat. A unit with an action ability played in combat counts its strength only, not its ability.

Spend Gold Action

Play gold cards from your hand into your discard pile, to purchase the following cards from your barracks:

Units (place them faceup in your discard pile);

Strongholds (place them upright and refreshed above your home realm);

Special cards (scenario-dependent).

You may purchase multiple units with a single gold card, or a single unit with multiple cards. Unspent gold cannot be saved. A *Spend Gold* action cannot be interrupted by another action.

Spend Influence Action

Exhaust cards that generate influence. Influence is used to acquire **neutral cards** (including neutral units, spells, events, or other items), and **gold cards**.

These cards are acquired from the central play area (Terrinoth) and then placed faceup in your discard pile.

You may acquire multiple units by exhausting a single city, or a single unit by exhausting multiple cities. Unspent influence cannot be saved.

Event Cards and the Event Phase

After each player has taken his turn for the round, the first player draws an **event card** and reads it aloud.

If the card is an Enemy, place it near the objective card and leave it in play until it is defeated (when it goes in the Event discard pile, unless it states otherwise).

If the card is an Instant, resolve its text immediately then place it in the event discard pile (or place it temporarily near the objective card if it has an ongoing effect that lasts during the next game round).

Cards that affect multiple players are resolved in play order, starting with the first player.

If the event deck is depleted, shuffle all Stage 2 event cards from the discard pile to form a new deck.

After the card is resolved, **all players draw back up to 5 cards in hand**, and the round continues.

Rewards

When you claim a **reward**, take the card and place it near your home realm.

Reward cards with a **gold** or **influence** icon in the upper left provide you with those resources to spend if you exhaust the card. Other cards explain their use in their ability text.

Attrition Die

For each **attrition die** icon in the lower left of an event card, you must roll the attrition die after committing your units against it in battle.

For each 💀 rolled, you must *destroy* that many of your participating units. They are immediately removed form combat and do not contribute their strength.

If a unit's ability prohibits it from being destroyed, choose another; if there are no other participating units, none are destroyed.

Conduct a Battle

A **battle** occurs when you engage in combat against a target *not* controlled by another player.

The goal is to secure a stronghold or city, attack an Enemy card, or defend against an Instant card attacking your home realm.

1. Declare Target
Declare target (stronghold, neutral city, Enemy, or Instant).

2. Assault
Play unit or tactic cards one at a time from your hand.

If you want to use a card's *When Played* ability, you must do so immediately after playing the card. Using unit abilities is always optional.

Stop playing cards whenever you choose or when you have no unit or tactic cards in hand.

3. Attrition
Roll the **attrition die** if the target is an event with an attrition die icon in its lower-left corner. You must *destroy* that many participating units of your choice.

4. Resolution
Apply all Resolution abilities on participating unit, tactic, and Enemy cards, in an order of your choice.

Then resolve the battle based on which side has the highest total **strength**.

On a tie, your army wins the battle.

Secure a Stronghold or City:
Army: You succeed; take the stronghold or city into your play area above your home realm.

Stronghold/City: You fail; it remains in its place of origin. A player may attack it during a future turn.

Attack an Enemy Card:
Army: You succeed; if the Enemy becomes a reward card, places it in your play area. Otherwise, place it in the event card discard pile.

Enemy: You fail; it remains in the central play area. A player may attack it during a future turn.

Defend Against an Instant Card:
Army: You successfully repel the attack. (If this Instant is supposed to continue attacking other players, place it in front of the next player in clockwise order so he can battle against it.)

Instant: Subtract the Instant's strength from your army's strength to determine how many points worth of damage tokens you place on your home realm.

5. End of Combat
All *wounded* units are destroyed and returned to their place of origin in the barracks/central play area. All surviving units go to their owner's discard pile.

You may conduct several battles over the course of your turn, but you may only attack each target once per round.

You are also limited by the cards in your hand and, unless you have a unit with a card-drawing ability, you do not replenish your hand until the end of a player's turn (including your own turn).

Conduct a Siege

A **siege** occurs if you engage in combat against a target controlled by another player.

The goal is to secure a city controlled by another player or to deal damage to an opposing home realm.

1. Declare Target
Declare target (player-controlled city or home realm). **Strongholds cannot be chosen as a siege target**.

2. Assault
Both players involved in the siege alternate playing one unit or tactic at a time, starting with the attacking player.

When you play a new unit, announce the current total strength of your army.

If you want to use a card's *When Played* ability, you must do so immediately after playing the card. Using unit abilities is always optional.

Players alternate playing cards until both players pass: by choice (you do not want to play more cards, even though you have more in your hand) or by default (there are no more cards in your hand). Once you pass, you cannot play any more cards during this siege.

3. Resolution
Apply all Resolution abilities on participating unit, tactic, and Enemy cards. The attacking player resolves all of his Resolution abilities first, followed by the defender.

If the target is a city, add the **auto-defense bonus** to the defending army's strength.

Then resolve the siege based on which side has the highest total **strength**.

On a tie, the defending player wins the battle.

Siege a Player-controlled City:
Attacking Army: The attacking player secures the city and places it refreshed in his play area.

Defending Army: The defending player successfully repels the attack. He keeps the city in its current state (exhausted or refreshed).

Siege a Home Realm:
Attacking Army: The defending player subtracts his army's strength from the attacking army's strength to determine how many points worth of damage tokens he places on his home realm.

Defending Army: The defending player successfully repels the attack.

4. End of Combat
All *wounded* units are destroyed and returned to their place of origin in the barracks/central play area. All surviving units go to their owner's discard pile.

You may conduct several sieges over the course of your turn, but you may only attack each target once per round.

You are also limited by the cards in your hand and, unless you have a unit with a card-drawing ability, you do not replenish your hand until the end of a player's turn (including your own turn).

Additional Rules

Cards
A player with a depleted deck who needs to draw or reveal cards reshuffles his discard pile to create a new deck, and then draws or reveals the cards he needs.

Any player may count the cards remaining in any player's deck, or examine any player's discard pile, but he may not alter the order of the cards.

At the end of each player's turn and the Event phase, *all players* replenish their hand to 5 cards. Through card abilities, a player may draw additional cards. There is no maximum hand size.

Player Elimination
When your home realm sustains 20 points worth of damage tokens, you are eliminated from the game.

Return neutral cards and gold cards to their place of origin. Any cities you control are returned to the central play area. Any reward cards you control are removed from the game.

Abilities
Abilities on unit and tactic cards are always optional and can only be used *once per card per round*.

When Played means the ability is triggered at the moment the card is played in combat. Some cards require the player to discard a card from his hand or spend influence in order to activate the ability.

Resolution means the ability is triggered during the *Resolution* step of combat. The attacker resolves all of his Resolution abilities first, the defender resolves all of his Resolution abilities.

End of Combat means the ability is triggered during the *End of Combat* step of combat, before cards are sent to the discard pile or returned to their place of origin.

Action means the ability is triggered during the *Perform Actions* step of a player's turn. These abilities cannot be used during combat or during another player's turn.

Destroying & Wounding Units
'Destroy' means that the card is returned to its place of origin: either in a player's barracks (faction-specific units) or in the central play area (neutral units).

A unit destroyed during combat is *immediately* removed from combat. The owning player does not count its strength toward his total for this combat. A destroyed city is returned to the central play area and is considered a neutral city until a player secures it again.

'Wound' only occurs during combat and means that the card will be destroyed after combat is resolved. Rotate the card sideways. Wounded units still add their combat value to a player's strength total, but they are destroyed during the *End of Combat* step. A wounded unit cannot be wounded again.

Optional Rule: Custom Neutral Cards

Each scenario's objective card displays the recommended neutral cards for that scenario. However, all players may agree to substitute any number of neutral card types for any other neutral card type with the same influence cost.

RUNE AGE

Game Round

Each player takes one turn of 4 steps, then the first player resolves the **Event phase**.

1. Refresh Exhausted Cities and Strongholds
Refresh (rotate to original orientation) all cities and strongholds under your control.

2. Perform Actions
Perform **actions** in any order and any number of times, as long as you have sufficient resources.

3. Discard Hand
Discard remaining cards in hand. Retain cards by spending 1 influence per card retained.

4. Draw Up to 5 Cards
All players draw cards from their own decks until they have 5 cards in hand.

Actions

Combat Action
Play unit cards from your hand to the combat area. Combat is either **battles** (a single player) or **sieges** (2 players).

Secure a stronghold/city

Lay siege to a player-controlled city

Lay siege to a home realm

Attack an Enemy event card (scenario-dependent)

Only attack each target once per round.

Unit Card Action
Play a card from your hand or *exhaust* (rotate sideways) a card in your play area with the keyword **Action**; then discard it.

Unit card actions cannot be used during combat.

Spend Gold Action
Discard gold cards from your hand to purchase the following cards from your barracks.

Units (place faceup in your discard pile);

Strongholds (place refreshed above your home realm);

Special cards (scenario-dependent).

Spend Influence Action
Exhaust cards that generate influence to aquire the following cards from the central area:

Neutral cards (place faceup in your discard pile);

Gold (place faceup in your discard pile).

Event Phase

After each player has taken his turn for the round, the first player draws an **event card**. An **Enemy** is left it in play until defeated. An **Instant** is resolved, then discarded.

After the card is resolved, **all players draw back up to 5 cards in hand**.

Conduct a Battle

1. Declare Target

2. Assault
Play unit or tactic cards one at a time from your hand.

3. Attrition
Roll the **attrition die** if the target has an attrition die icon. *Destroy* that many participating units of your choice.

4. Resolution
Apply Resolution abilities, then resolve the battle based on which side has the highest total **strength**. On a tie, your army wins.

5. End of Combat

Conduct a Siege

1. Declare Target
Strongholds cannot be chosen as a target.

2. Assault
Both players alternate playing one unit or tactic at a time, starting with the attacker, until both pass.

3. Resolution
Apply Resolution abilities. If the target is a city, add the **auto-defense bonus** to the defending army's strength. Then resolve the siege based on which side has the highest total **strength**. On a tie, the defender wins.

4. End of Combat

New Components

New Races: You may select the *Dwarves of Dunwarr* or the *Orcs of the Broken Plains* when choosing a race during setup. The game is still limited to 4 players.

New Faction Units: When you build your barracks during setup, use the new faction units matching your race *in addition* to your core game units, creating a barracks of 6 units. You are not required to purchase these units during play, though they are always available for purchase when playing this expansion.

New Event Cards: Each scenario in the core game is expanded with 2 new Event cards: add these to the Event deck and Stage matching the card's back.

New Scenarios: The expansion includes 2 new scenarios to choose from during setup.

Mythic Units

One new unit in each faction is a **mythic unit**, marked with a gold shield and a white strength numeral. It functions like a normal unit, but when it is destroyed it is *discarded* instead of returned to its place of origin.

Resolution Abilities

When you have more than one card in a battle with the **Resolution** keyword, you may use the abilities of those cards in any order. The attacking player resolves all of his Resolution abilities first, then the defender.

Friendly and Opposing Units

During combat, the participating units in your play area are your **friendly** units. The participating units in your opponent's play area are **opposing** units.

Optional Rules

Resurgence of the Dragonlords Cooperative Variant

Special Setup: Replace the scenario's original Stage I Event cards with the 4 Variant Event cards (brown card backs). These are *only used in this variant*; do not mix them with the original Stage I cards.

After factions have been chosen, randomly choose one Home Realm and place it in the central play area. No other Home Realms are used.

Neutral Cards: *Battle Cry, Forced March, Demon.*

Special Rules: All players share a single Home Realm; all damage dealt to your Home Realm is dealt to the shared Home Realm. You cannot attack the shared Home Realm.

If an Event card targets each player, it instead targets only one player. The first player *always* chooses the targeted player.

Players may attack each other's cities. When a player secures a player-controlled city, it enters his play area *exhausted*.

Victory Conditions: If the players' shared Home Realm sustains 20 points of damage, all players lose. If any player defeats the objective, all players win.

Mercenary Cards

Mercenary cards are used in addition to scenario-specific neutral cards and are treated as neutral cards. They are separated into 2 categories, marked by wax seals.

During setup, take one copy of each mercenary card for **category I** and randomly choose two of them. Repeat this step for **category II**, choosing only one card.

The 3 selected cards are the mercenary cards available this game.

For each selected mercenary card, collect the correct number of copies (as indicated by the **Each Neutral Pile** column of the setup table) and place the card pile in the central play area below the scenario-specific neutral cards. Arrange the piles in order of ascending cost.

Some mercenary cards are marked with the **Siege icon** and are only of use in competitive scenarios.

These cards must be removed before choosing cards when playing *The Cataclysm* scenario and the cooperative variant of the *Resurgence of the Dragonlords* scenario.