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Game: **RUNEBOUND 2nd Edition**  
Pub: **©2005 Fantasy Flight Games**

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**v2.1**  
**Nov 2008**

For best results, print on card, laminate and trim to size.

# RUNEBOUND

## Second Edition

### Setup

- 1. Choose Heroes** Each player takes a Hero card, places their figure on **Tamalir**, and takes 3 gold.
- 2. Board Setup** Place a faceup **adventure counter** on each space marked with an adventure jewel of a corresponding colour. Place the six **undefeated challenge counters** on their spaces and the **Market deck** and **Adventure decks** on their spaces.

Place one faceup Market card on each town space except for Tamalir.

Randomly choose a starting player.

### Turn Sequence

Each player completes his entire turn and play passes to the left.

- 1. Refresh**  
Refresh *activated* cards by turning them faceup.
- 2. Movement**  
Roll movement dice and move Hero.
- 3. Adventure**  
Draw adventure card(s) if able and desirable.
- 4. Market**  
If in a town space, may buy and sell.
- 5. Experience**  
Exchange adventure counters for experience points.

### Movement

**Roll movement dice**

**Roll 5 dice normally.**

**Roll 4 dice** if there any Wound or Exhaustion counters on your Hero or any of his Allies.

For each terrain symbol showing on a dice the Hero *may* enter one space of that type (only one symbol per die). Any terrain symbol may be used to enter a town.

Movement is unaffected by other figures and counters.

If a Hero chooses to **rest**, roll fewer than 4 dice—for each die you choose not to roll, the Hero may **discard one exhaustion counter** from himself or an Ally.

Instead of rolling dice the hero may move one space (unless choosing to *rest*).

If you end your move in a space with no adventure counters or towns, skip the Adventure and Market steps.

### Adventure

Heroes ending their move in a space with an adventure counter *may* choose to attempt the adventure.

Green adventure cards are the easiest, then yellow, then blue, up to red cards which are the most challenging.

**Draw the top card of the corresponding colour deck. There are 3 types:**

- 1. Challenges**  
All challenges involve combat.

- 2. Events**  
Place the Event card on the Event area on the board. If there is already a card there, only replace it (and thus make it active) if the number on the new card is *equal to or higher* than its number. Discarded cards go to the bottom of the matching adventure card deck.

Every Event card has sunburst icon to remind you to replenish adventure counters from the counter pile on empty board spaces marked with a jewel surrounded by a sunburst. The new counter must match the color of the adventure jewel on the board.

**After resolving the Event, draw a new adventure card.**

- 3. Encounters**  
After being resolved, Encounter cards are *removed from play*.

**After resolving the Encounter, draw a new adventure card.**

### Undefeated challenge counters

If there is a Challenge in the corresponding undefeated challenge counter space, you *may* choose to attempt it. Do not draw an adventure card.

If in the same space as an adventure counter of a different colour, the undefeated Challenge counter must be defeated first. If they are the same colour, you may choose which to attempt.

### Interacting with other heroes

If ending a move in a space occupied by another Hero, you *may* choose to **negotiate** or **attack**. If there is an adventure counter in the space, you may choose to attempt the adventure or interact with the Hero.

**Negotiate:** you may no longer attack that Hero for the rest of your turn. You may exchange gold, Items or Allies; all agreements are binding.

**Attack:** see *Combat Between Heroes*.

### Market

This step may only be taken if the Hero ends his move in a town space.

First draw a card from the Market deck and place it faceup on the corresponding town space. Then take, in any order, as many of the following actions as desired:

**Buy an Item** from the stack; pay the cost to the bank.

**Hire an Ally** from the stack; pay the cost to the bank.

**Sell an Item:** add the item to the town's stack and collect half its value (rounding down) from the bank. Allies cannot be sold. You cannot both buy and sell the same Item or Ally in the same turn.

**Buy Healing:** for one gold, you may discard one Wound or *all* Exhaustion counters from your Hero or an Ally.

### Ally and item cards

Item cards can be used in one of three ways:

**Activate-to-Use:** these items may be used only *once per turn* and are turned over when activated.

**Discard-to-Use:** these items are discarded to the bottom of the Market deck once used.

**Always-On:** these items provide a permanent benefit for as long as you control the card (even if *activated*).

### Card limits

You may never have more than 2 Weapons, 1 Armour, and 2 Allies.

Item and Ally cards may be *discarded* to the bottom of the Market deck at any time.

### Experience

As a Hero defeats challenges he gains adventure counters. These are worth **experience points**. In this step you may exchange these points for **experience counters**.

No. of Players	Points for 1 Exp. Counter
1-2	5
3-4	4
5-6	3

### Experience counters

Experience counters provide bonuses to a hero's attributes.

If a Hero's Life is increased by 1, the player forfeits the right to draw green adventure cards. If a Hero's Life is increased by 2, the player forfeits the right to draw green or yellow adventure cards, etc. You cannot increase a Hero's Life by more than 3.

## Skill Tests

When called upon to make a **skill test**, the Hero must roll both dice, add the value indicated by the icon, and add any indicated skill bonuses if the Hero has them.

Only Heroes can make skill tests.

## Special Abilities & Card Effects

Any card effects preceded by **Before Combat**, **Ranged**, **Melee** or **Magic** can only be used during combat and only at the specific time indicated.

You may **activate** a single Activate-to-Use card during your Movement step and a single card during your Market step. During your Adventure step you may activate a single card *before combat* and a single card during each round of combat.

The special abilities of Heroes and Allies can only be used by themselves, unless indicated on the card.

Special abilities may be used multiple times, but a card may only be *activated* (turn it face down) once per turn, and a *before combat* ability only used once per combat.

You may decide to use bonuses to skill or combat rolls after rolling the dice. If forced to discard any cards you used during an attack or defense roll, you must decide whether an **Always-On** card is being used before you roll.

An ability that with the + symbol only works when a Hero makes a successful attack.

Items that give a bonus to an attribute do not affect the *damage* of attacks made using that attribute unless specifically stated.

## Wounds and Exhaustion

When the number of Wound counters equals or exceeds the Hero, Ally or Challenge's **Life** value, the Hero, Ally or card is defeated (Heroes are **knocked out**, Allies and Challenges are **killed**).

When the number of Exhaustion counters exceeds the Hero or Ally's **Stamina** value, the excess is immediately converted to Wounds.

A special ability cannot be used that would cause a hero to take exhaustion in excess of his Stamina.

## Combat

### Before combat

**'Before combat' effects and abilities** are resolved before the *first* round of combat begins. This is **not** considered a phase. Resolve card *before combat* effects first, then each of your Hero and Ally *before combat* abilities once. You may also activate a *single* item with a *before combat* effect.

### Combat values

Mind Value = **ranged** combat value.

Body Value = **melee** combat value.

Spirit Value = **magic** combat value.

Rolling dice to attack or defend is called a combat roll.

## Combat round

### 1. Escape

May make an **escape** test.

Roll dice and add **Mind** value.

*Succeed:*  $\geq$  to enemy's Mind value.

Move the Hero back one space the direction he came. Remove all W from the Challenge card, place it on the next open position on the undefeated challenge track, and place the corresponding marker on the board location. This ends your turn.

*Fail:* -1 W and try again or move to Ranged phase.

**You may attack only in one phase during each combat round; in each phase you do not attack, you *must* defend.**

### 2. Ranged Combat

Must **attack** or **defend**.

**Attack:** Roll dice and add **ranged** value.

*Succeed:*  $\geq$  than enemy's ranged value.

Enemy takes W equal to your ranged damage.

**Defend:** Roll dice and add **ranged** value.

*Succeed:*  $\geq$  than enemy's ranged value.

Nothing happens.

*Fail either:* take W equal to enemy's ranged damage.

### 3. Melee Combat

Must **attack** or **defend**. If you attacked during the ranged phase, you may only defend.

**Attack:** Roll dice and add **melee** value.

*Succeed:*  $\geq$  than enemy's melee value.

Enemy takes W equal to your melee damage.

**Defend:** Roll dice and add **melee** value.

*Succeed:*  $\geq$  enemy's melee value.

Nothing happens.

*Fail either:* take W equal to enemy's melee damage.

### 4. Magic Combat

Must **attack** or **defend**. If you attacked during either the ranged or melee phases, you may only defend.

**Attack:** Roll dice and add **magic** value.

*Succeed:*  $\geq$  enemy's magic value.

Enemy takes W equal to your magic damage.

**Defend:** Roll dice and add **magic** value.

*Succeed:*  $\geq$  enemy's magic value.

Nothing happens.

*Fail either:* take W equal to enemy's magic damage.

If you have not defeated your opponent and your Hero has not been knocked out, begin a new round of combat **beginning with the escape phase**.

### Defeating a challenge

If a Challenge takes W equal to our greater than its **Life**, it is defeated. Take any reward listed on the card and the adventure counter from the space. Discard the card to the bottom of the matching colour adventure deck.

## Allies in combat

An Ally may attack in a phase in which the Hero does not. With two Allies a player could thus attack in each phase of the combat round.

Use the Ally's attributes if it attacks. Once it takes W equal to its life, it is **killed** and discarded face down to the bottom of the market deck.

Allies may never defend in combat.

### Combat between heroes

The **defender** performs 'before combat' abilities first, followed by the **attacker**.

The defender may not try to escape during the combat phase, the attacker may.

On each combat phase, the defender rolls first and adds his appropriate attribute, then any appropriate modifiers by activating (one per round) or discarding cards. The total result is the attacker's target number.

At the end of each round of combat the attacking and defending roles are exchanged.

The combat ends when a Hero is defeated or the attacker escapes. If a Hero is defeated, the winner may take an Item, Ally, all of the Hero's gold, or an adventure card of his choice from the loser. The loser is then **knocked out**, but does not have to discard an Item/Ally or remaining gold.

### Knockouts

If a Hero takes W equal to our greater than its **Life**, he is **knocked out**:

Discard Wound and Exhaustion counters, and all gold to the bank.

Discard your highest-cost Ally or Item face down to the bottom of the Market deck.

Move the Hero to the nearest town space.

Remove all W from the Challenge card, place it on the next open position on the undefeated challenge track, and place the corresponding marker on the board location.

If an attacker and a defender are both knocked out at the same time the defender wins the battle.