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Game:	<b>DUEL OF AGES II</b>
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# DUEL OF AGES II

## SETUP

Divide into 2 teams and shuffle all the decks.

Choose a character selection method and hand out **characters**.

The team with the character with the highest **Respect** 🗡️ is **Team White** (on a tie, reveal the next highest ratings until the tie is broken). The other team is **Team Black**. Keep your unrevealed characters secret.

Choose a map building method and build the map. If **encounters** and/or **flags** are used, place them.

Reveal characters and draw **cards** and **henchmen**:

♠ Common   ♣ Secret   ♦ Elite   ♥ Henchmen

Draw 1 Common and 1 Secret card for your team's **vault** and place them near your **team base**.

If you are using the **Challenge** decks, give the white deck to Team White, and the black deck to Team Black. If using dice, give each player a d10.

If using an immediate character entry method, place the characters.

Team White begins their first turn.

## MISSION METHODS

### Character Count

A mission's **character count** shows the number of characters per team. If any team has 3 players, use the number *after* the slash if there is a split number; otherwise, use the number before it.

### Character Selection Methods

#### Standard

Each team deals the number of characters needed, plus 4 additional, from the bottom of the deck, keeping the cards secret from the other team. Teams huddle to decide which characters each player will play, discarding the 4 characters not chosen. Characters are kept secret until the map is complete.

#### Pure

As Standard, but deal the exact number of characters, no extras.

#### Draft

Deal half of the needed characters to each team, keeping the cards secret from the other team. Then deal faceup on the table a number of characters equal to the number to be played by a team plus 4. Choose a first team randomly. The first team takes one character. The second team takes 2, and the teams continue selecting 2 until they have full character count.

### Adventure Methods

#### Adventure Keys

Each mission lists which **adventure keys** are used. If a mission states a number of keys of a type, half are selected by White and half by Black.

#### Encounters

If a Mission uses encounters, the number is the distance that each encounter must be placed away from all other encounters. You can use either gold or the blue encounters.

Mix the encounter markers facedown. Starting with Team Black, each team alternates placing encounters facedown on the map without looking at them. They cannot be placed in a dome space or a space containing a character, and must be placed at least the designated number of spaces away from all other encounters. Continue until there are no more spaces where an encounter could be placed.

If during the game, the map contains no more encounters, immediately restock the map with encounters.

### Map-Building Methods

#### Platters and Dome Keys

Symbols show the number of platters used and number of dome keys. Some key slots on the map might be empty. If the dome symbol states FULL then continue placing keys until all key slots are full.

#### Standard

One platter is chosen by Team White, one platter by Team Black, and the rest are random. Team White begins by adding 3 pieces (platters and keys) to the map; Team Black then does the same. Continue to alternate 3 pieces until the map has no empty slots on the edges, or there are no keys left to place.

You must include your chosen platter in your first placement, and each piece must be hooked to the rest when it is placed. Adventure keys must have their entrance facing a platter. You can add the enemy team base.

#### Halves

Team White begins by taking their chosen platter and additional random platters to reach the listed. They then build these platters with the keys of their choice, joining the platters as if they were making a final map and filling in each key slot.

Team Black takes their selected platter and any random platters and finishes what Team White started.

#### Split

Map build is as per Standard. However, the map is split into 2 separate sections, each of which must have at least one of the chosen platters, 2 adventure keys and 2 dome keys. Characters cannot move normally between the sections, but can be dismissed/banished between them.

### Character Entry Methods

#### Reinforce

Characters do not start on the map. Use the standard **Respect**-based method.

#### Distance and Double Distance

No Reinforce phase. Instead, the Mission identifies a line or ring of starting spaces for each team. Team Black places its characters a distance from any starting space that depends on the character's Respect. Respect 0 characters are placed in a starting space. Respect 1 characters may be placed one space away from a starting space, and so on.

Characters – enemy or allied – cannot begin in the same space, unless they have no choice. They can be placed in a dome, but not a space containing prohibited terrain. Ignore terrain in the way, so a character can appear inside a labyrinth or base.

Once Team Black is done, Team White places characters.

**Double Distance** doubles a character's Respect for the purposes of defining how many spaces they start from the starting spaces.

#### Dome Color

Beginning with Team Black and alternating with Team White, place one character in an empty dome.

Team White is only allowed to place characters in gold and blue domes. Team Black goes to red, green and black.

If all domes are filled for your color, you can place a second character in a dome with one character, and so on.

#### Dome Selected Platter

As Dome Color, but you can only place characters in empty domes that are attached to your selected platter.

#### Dome Region

As Dome Color, but place characters only in domes in a certain region of the map, as identified by the mission.

## ACHIEVEMENTS

### Game Length

#### Specific Time

For games played for a certain amount of time, set a specific clock time to end, but the game must always end on a Team Black turn. Time starts when Team White begins their first turn.

Also select a **fast**, **medium** or **epic** game length.

#### Variable Rounds

For games played for a certain number of rounds, you may use a **variable end method** if all players agree. Take 5 Common cards, choose one of them to trigger the end of the game, shuffle the cards and set them aside.

Before you begin the second-to-last round, draw a card. The game ends immediately if the trigger card is drawn. Continue to draw at the start of each round until the trigger card is drawn.

### Achievements

Teams win by having more **achievements** at game end than the opposing team.

**Combat** The team with more **combat points** wins the achievement. Count through your team's characters in the following order. Set aside characters as you score them, so you do not score them again.

1. Each imprisoned character: -1
2. Each killed character: 0
3. Each escaped character: 2
4. Each wounded\* character: 1
5. Each unwounded character: 2

\* A wounded character is one with less Current Health at the end of the game than at the beginning.

**Team Base** The team that has the most **destroyed enemy team base sites** wins the achievement.

**Lith's Lair** The team providing the most **Lith tribute** wins the achievement.

**Labyrinths** The team with the most **team markers in a labyrinth** wins the achievement for that labyrinth.

**Alliance** The team that has **progressed their team marker farthest along the path** wins the achievement. If your team marker is stuck in a henchman space, it is as if your marker was on the starting space and you cannot win the achievement.

**Encounters** The team **passing the most encounters** wins the achievement.

**Escaping the Map** A character that begins their Adventure phase in an escape space (as designated by the mission) can escape the map. Remove the character permanently. He counts as a living and unwounded character, but no longer affects the game.

An escaped character provides points, as listed in the mission. The listing shows numbers separated by dashes. The first character of either team to escape the map provides the first number of points, the second provides the second number, and so on. The team with the **most points of escape** at the end of the game wins the achievement.

**Flags** If the missions uses flags, after building the map, each team—starting with Team Black and alternating—places flags equal to half of the mission character count, rounded down. Use any unused markers for flags and a different marker type for each team.

Flags are placed like Encounters, but can only be placed in clear, woods, water, rough, swamp and building spaces, on a map platter or dome key (not on an adventure key or team base), and on a space not containing a character. They must be placed at least 6 spaces away from both enemy and allied flags.

A character can pick up a flag during their Free Action phase, even if an enemy is in the space. A character can have only one flag at a time. Characters cannot pick up enemy flags. If a character is killed or imprisoned, the flag is left in the space where this occurred.

A character that is on their HQ base space or on Lith's Chamber in the Adventure phase can score the flag. Place the flag near your team base, off-map.

The team with the **most flags at game end** wins the achievement.

#### Immediate Victory

Unless the mission excludes them, a team can win an immediate victory in one of 2 ways:

**Valor Win** If at any moment you have more than twice as many living, unimprisoned characters as the enemy, you win.

**Glory Win** If at any moment you have more team markers on the map than the enemy, equal to the mission team character count, you gain a glory win.



# DUEL OF AGES II

## GAME ROUND

Each **round** has a Team White turn, followed by a Team Black turn. Each turn consists of a number of **phases** that are completed in the following order. You must finish one phase before going on to the next.

## 1. FREE ACTION

Treasure cards may be **traded** between characters in your team that are in the same space (but not if an enemy is in the space).

You may pick up cards from the ground (but not if an enemy is in the space). You must pick up all the cards in the space; distribute them among allies in the space then discard excess or unwanted cards. Unrevealed cards remain unrevealed.

You may destroy cards during this phase (or whenever you receive new cards).

You may take cards from or add cards to the vault (enemies in your space do not prevent you).

You may use cards and special abilities that say **Free Action:** (enemies in your space do not prevent you).

## 2. FIRE

Characters on your team (only) may shoot, if they have ranged weapons. **A character that shoots in this phase cannot move in the Move phase.**

No enemies may be in your space. You may only use one weapon, but may fire at up to 4 different targets in **line of sight** (LOS) and **range**. Announce how many targets before firing, though you do not have to name the specific targets. You suffer -2 to hit on *all* shots for each extra shot.

Resolve the ranged attack like a melee attack, with **Aim** ☺, **Point** 📍 or **Throw** 📍 as the attack and **Stealth** 📍 as the defense.

Check LOS by drawing a line between the centers of the two spaces (using sight markers if necessary). If the line touches any terrain images (not the space, or a terrain's shadow), the target receives a **Stealth** 📍 bonus for *each* space where the line touches one of these terrains, including the target space.

Ignore terrain in the shooter's space (except domes, cavern walls or gates). Characters and all other markers never affect LOS. If a LOS touches small slices of two sibling spaces, use only the worst LOS effect of spaces the same distance from the attacker.

If you shoot a target that is in a space with one of your allies and miss, your enemy chooses one of your allies in that space. You must attempt the same attack against that ally. This does not happen if the space contains other enemies only.

## 3. MOVE

Your team may **move** any and all of your characters. A character may move up to his **Speed** 🐾 in move points. Unused points may not be saved for a later turn.

Each terrain hex costs a number of move points to enter. You may always move 1 space, even if that space's cost is more than your Speed (but you may not enter impassable terrain).

If you move into a space with an enemy character you must stop. If an enemy cannot attack you in melee due to a restriction (eg, a hunter that is not targeting you), you are not restricted in movement, trading, etc by its presence.

If you are in a dome *must* leave it. You cannot enter a dome space.

## 4. OPFIRE

The non-current team may **shoot** with ranged weapons at enemies that spent move points during the Move phase. Name the target, select the space where you want to take the shot, and resolve the ranged attack.

The opfire may use only 1 weapon, and the weapons **OpFire** 📍 rating determines how many opfire shots may be taken with it. Only one shot can be taken against any one target, and only one shot can be made in any one space. Multiple shots do not yield a penalty to hit as they do in the Fire phase.

You cannot opfire at an enemy in your space, or if an enemy begins their move in your space and remains there (unless they spend move points). You may attack a moving target in any space that it moves into, but not a space in which he began his movement. You may not attack a target that does not spend move points.

## 5. MELEE

When characters are in the same space **melee** (hand-to-hand combat) occurs. In each melee, each character (from both teams) may make one melee attack against one enemy of their choice in the space.

**Melee attacks are resolved in order of highest to lowest Wits** 📍. The team whose turn it is attacks first if there is a tie. Every character may fight hand-to-hand without a Melee card (natural melee attack).

1. **Choose an enemy** in your space.

2. **Compare your Melee** ✂ **vs. your target's Reach** 📍  
Note which is better and by how much.

3. **Draw a Challenge card** Refer to the *Attacker is Better or Defender is Better* section as appropriate and check the 📍 column. 📍 = Miss, 📍 = Hit. Discard the card.

4. **On a hit, compare your Power** ➡ **vs. your target's Armor** 📍  
Note which is better and by how much.

5. **Draw a Challenge card** Refer to the *Attacker is Better or Defender is Better* section as appropriate and check the 📍 column. A number is added or subtracted from your damage (this may reduce your damage to 0). X = no damage. Discard the card.

6. **Subtract the damage from your target's Health** 📍  
If the target's health falls to 0, he is killed.

## 6. ADVENTURE

You may challenge **encounters** or **adventures**. You are never required to do either, and you may do so even if there is an enemy in the same space. You may adventure more than once if moved into a space with an adventure.

### Encounters

A character on the same space as an **encounter counter** may **challenge** it by revealing it to all players. If your matching rating equals or exceeds the rating shown on the encounter, draw the number of Treasure cards indicated (these must go to the character that passed the encounter). Then remove the encounter from the map. If your rating is less than the encounter's rating, flip the encounter back facedown.

When encountering the *Workshop* and the *Black Market*, you must pay a card to pass the encounter.

The box color on the encounter indicates its **age**. If this matches your age, add +1 to your rating. If the encounter requires a card payment, you may choose not to pay a card, but must draw 1 less card as a reward.

### Adventures

Resolve an adventure challenge with a Challenge card draw, but check the 📍 column for the level of success.

## 7. REINFORCE

Find the enemy not yet on the map with the highest **Respect** 📍. All your off-map characters with a Respect equal to or greater must enter the game. To bring on a character, **dismiss** him. If a character has 2 Respect ratings, use the rating on the left.

## TREASURE CARDS

Treasure cards are divided into **Common**, **Secret** and **Elite** decks. A character may carry a maximum of 4 cards and must immediately discard those in excess to a faceup discard pile.

When you draw a new card, keep it facedown, unrevealed to the enemy. You may choose to destroy a new card when you receive it. Once revealed (usually when used) it cannot be hidden. You may draw from the **Common** or **Secret** decks. To draw an **Elite** card, you must use 2 card draws. Elite cards are otherwise worth only one card for all purposes.

You must have **Strength** 📍 and **Intellect** 📍 ratings equal to or better than those in the bottom left hand corner of the card in order to use it. You may still carry it if he cannot use it.

If a symbol on a character matches that on a card, he ignores the card's Strength and Intellect requirements, and gains the **bonus** in the Bonus box.

A character using a weapon gains **+1 hit** if the weapon card is his age and he is in a space of his age. Labyrinth spaces are age-specific, but spaces in the team bases and in Lith are not.

A card has a **use limit**:

**P** the card remains with you until it is traded away or lost.

**1** the card may be used once, then it is discarded.

**K** the card is lost after it kills or imprisons a character.

Cards cannot be dropped voluntarily. When a character is killed, his cards remain in the space in which he was killed.

Characters may have modifiers to their card handling:

**No Cards Used** 📍 Carry any number of cards.

**Must Give a Card** 📍 Cannot give away cards in trade or place cards in the vault.

**No Trade** 📍 Cannot trade cards at all and cannot use his vault.

**Melee** cards can be used in place of your natural melee attack. Reveal a melee weapon before attacking with it.

**Ranged** cards can be used to make a ranged attack. Reveal a ranged weapon before shooting with it.

**Armor (body, helm and shield)** increase **Armor** 📍 or give a set **Armor**. You can use only one of each of the 3 types at a time (though you may carry others). Reveal armor just before an enemy makes a damage challenge against you.

**Transports (mounts and vehicles)** increase **Speed** 📍 or give a set **Speed**. Reveal transport to use it.

**Medical** cards heal your **Health** 📍. Reveal a medical card when you use it (only the card's owner may be healed).

**Gadgets, Packs and Stealth** cards provide various advantages. Reveal the card when you first wish to gain its advantage.

**Cubes** are one-use event triggers. When played, you may draw another Secret card if your **Respect** 📍 is equal to or higher than the value shown.

**Lith Secret Cards** A **Secret** is an event that occurs when you meet the card's conditions. An **Achievement** rewards an achievement if its conditions are satisfied. A **Test** make be taken in *Lith's Chamber*. You are dismissed after the test, so cannot also give tribute.

**Badges** replace a character's rating with his **Honor** 📍 rating. A character cannot get rid of it unless an enemy character causes damage to him, or enters *Lith's Chamber*.

**Monuments** cause an affect over an area. They cannot be destroyed, but placing one destroys one already in that space.

## AREA WEAPONS

An **area target** weapon attacks every enemy and ally in the target space. If the weapon has a **K use limit**, resolve the attack against every potential target before discarding the weapon (even if you draw the *Weapon Broken* challenge card).

You may not target the same space with an area weapon more than once in the same phase.

During the OpFire phase, choose a moving target and a space that it moves into. Every target that is in that space or moved into or through that space during their move is attacked.

**Grenades** can be lobbed up over domes and buildings to a space on the other side. Treat dome and building spaces as woods when determining LOS. You cannot throw a grenade into or out of a dome, but you can throw one in and out of a building.

## DISMISSAL AND BANISHMENT

**Dismissal** 📍 Draw a Challenge card and place the character in an empty dome of the color shown. If there is no empty dome of that color, choose an empty dome of any color.

When dismissing multiple characters, finish dismissing one before going on to the next.

**Banishment** 📍 The same as dismissal, but the enemy team draws a card and places the character.

## TEAM BASES

Team bases are caverns with 7 adventure sites: the 3 **Gates**, **Vortex**, **HQ**, **Vault** and **Prison**. You cannot challenge base adventures unless it is meaningful to do so.

**Gates** You may walk freely through your own gates, but must challenge enemy gates from the space in front of them to **gain entry**. On **sneak** or better, move to the gate space. On **fail** or worse, remain on the outside space. Once inside, you may exit any gate freely, allied or enemy.

**Vortex** Only wounded allies of the vortex may use it to **heal**.

**Vault** During the Free Action phase, you may take up to half (rounded up) of the cards out of your vault if you are on the space. You may also put cards in the vault before or after taking cards. Enemies in the space do not prevent you from using it.

You may attempt to **raid** an enemy vault.

**Prison** During the Adventure phase, you may **interrogate** a prisoner that has cards. If you are in the enemy prison space and an ally is in prison, you may attempt to **break him out**.

### Destroying Enemy Sites

You may attempt to destroy an enemy base site space you are on. Challenge the space as normal (or pay a card on the Low Gate).

**Destroyed Gate** Enemies may walk freely through the gate, but it still blocks LOS as normal.

**Destroyed Vortex** You cannot use the vortex. Your team cannot gain current or max Health *in any way*.

**Destroyed Vault** You cannot use the vault; cards added or sent to the vault are lost. Cards in the vault at the time of destruction are not lost and can still be stolen by raiding the vault.

**Destroyed Prison** Current prisoners are not released, but new imprisonment results are ignored. You cannot interrogate prisoners.

**Destroyed HQ** During your Adventure phase, your first dismiss is a banishment instead. You cannot collect tribute. Special ability use of the HQ is unaffected.

### Repairing Sites

You may attempt to **repair** a destroyed base site space you are on. Challenge the space as normal (or pay a card on the Low Gate).



## ALLIES AND CHARACTERS

*Allies* and *enemies* includes characters, henchmen and creatures. *Characters* applies to characters and henchmen, but not creatures.

Specials may not apply regardless: *Allies gain +1 Hit* would apply even to creatures. *Allies draw 1 card* would not apply to creatures or henchmen, because neither can carry cards.

## Creatures

Creatures are unaffected by all mental abilities, cannot be imprisoned, can move through enemies without stopping, and cannot carry cards or conduct adventures. A **K** weapon used to kill a creature is not lost. Until unleashed, they do not exist and cannot be attacked.

## Hunters

A hunter is unleashed during your Free Action phase (or at the start of the Melee phase if you have the Pet or Bot bonus) against one specific enemy within LOS.

Name the target and reveal the hunter card, placing it separate from your character (you no longer carry the card), then place its marker on the map.

Any number of hunters may be unleashed at once, and at different targets if desired. An enemy in your space does not prevent you from doing so, and in fact may be the target.

You may move the hunter as desired; it does not have to move directly towards the target. It cannot attack any other target however, even if attacked by another enemy.

The hunter is removed as soon as it or its target is killed. It cannot be retrieved once unleashed and remains on the map even when its target is killed.

## Sentinels

Any number of sentinels may be unleashed during your Move phase. Use all your move points without moving from your space (you may therefore be opfired upon).

Reveal the sentinel card, wait until opfire is complete (you may be killed before successfully unleashing). Place the sentinel card separate from your character (you no longer carry the card), then place its marker on the map.

Sentinels cannot be unleashed if an enemy is in the space.

A sentinel cannot move. It exists until killed or it kills a character. It cannot be retrieved once unleashed and remains on the map even when its owner is killed.

## Henchmen

When a character receives a number of **henchmen** at the start of the game, reveal the card and place it near the character. He is the **master** of that henchman.

Henchmen are treated as characters, but they cannot carry cards, attempt adventures, or give tribute. They never count for victory, and a **K** weapon is not lost when killing/imprisoning them.

If a henchman kills a character (not a henchman or creature), the henchman is removed from the game. If he imprisons a character, the henchman is himself imprisoned.

If a master is imprisoned, his henchmen are imprisoned with him, and if the master escapes, do do his henchmen.

If a master is killed, his henchmen are immediately removed from the game. If he switches sides, so do his henchmen.

A henchman can switch sides, in which case he gains a new master.

A henchman in the same space as his master when the master is dismissed or banished can move with his master if desired. This also can be done if the master moves due to an adventure, such as passing through an enemy gate. Henchmen always enter the game with their master in the same dome.

## LITH'S LAIR

Stop in, or move through, your HQ to collect a **tribute item** counter. Only one may be carried at any time, it cannot be traded, and it is discarded if you are killed.

If you are in **Lith's Chamber** during your Adventure phase, you can offer a tribute item (worth 3 points) and any unrevealed cards (worth 1 point each), then be dismissed.

Place your team marker on the chamber and a die showing the amount of tribute given so far. If the enemy has already given tribute, deduct your amount from their total; if you gave more, replace their team marker with yours.

You also gain 1 tribute point whenever you get an **amaze** 🏰 result at the *Reflecting Pool*, *Obsidian Fangs* or *Wailing Cave*.

If you have a *Lith Test* card (from the Secret deck) and do not plan to give tribute, you can attempt the test.

## LABYRINTHS

Each **Labyrinth** contains 3 paths; if your team marker is on the last space of a path you gain the following advantage:

**Path of War** Your characters of that Labyrinth's age gain +1 Hit.

**Path of Glory** Your characters of that age gain +1 on adventure challenges.

**Path of Prestige** Your characters of that age gain +1 Speed.

To challenge a path's guardian, you must be on that path's starting circle. Reveal the top card of that age's deck and resolve either the rating test or the card-paying test. Check the symbols in the upper left of the card for the following bonuses:

**Age** +1 if you are the same age as the guardian.

**Setting** +1 if you have the same setting as the guardian.

**Circle** +1 if you have the same circle as the guardian.

Instead of challenging the guardian, you may **beg for mercy**. Remove the guardian and *banish* the character.

There can be only one team's marker on any path. On that path, you no longer go to the path circle to challenge the guardian, but to the team marker (whether that marker is yours or your enemy's).

If you defeat the guardian and it is your own team marker, move the marker to the last space, the circular dead-end. You cannot advance that marker farther and your team cannot challenge the guardian on that path.

## Alternate Labyrinths

The 4 alternate Labyrinths have their name in yellow.

**Path of Power** All allied characters of that age gain +2 Respect and Armor.

**Path of Discipline** All allied characters of that age gain +2 Strength and Intellect.

**Path of Shadow** All allied characters of that age gain +2 Wits and Stealth.

The alternate Labyrinth has a different guardian from the standard. Split the Guardian deck of that age into 2 decks.

## THE ALLIANCE ADVENTURE

Place a Team White and Black marker on the entry space of the **Alliance key**. Mix the gold or blue **encounters** facedown. If you are using encounters normally, you can use the same encounter set. Place Dingo Jake's encounter facedown on the last space.

To encounter Alliance, you must move to the space containing your team marker, not to the encounter marker. Announce the encounter and flip the encounter marker. If you pass it, you do *not* get cards as a reward. Instead, move your marker one space into the Alliance key.

Dismiss the character. Remove the passed encounter and replace it with a new one without looking at it. Only one encounter is placed on the key – this is the current inhabitant of the cavern, whom both teams are trying to impress.

If you fail the encounter, you can either be dismissed and flip the encounter back facedown, or be banished and remove the encounter, replacing it with a new one from the pile without looking at it.

## Gaining henchmen

From certain spaces, you can choose to either move your team marker along the normal path, or into one of the side **henchman** spaces.

If you choose a henchman, the passing character draws a enchman that arrives with him where he is dismissed. Once you have gained a henchman from an Alliance space, you cannot gain another from that same space.

If you do move your team marker into a henchman space, you must then move it back onto the normal path with your next successful encounter.

## Winning the key

If you move your team marker into the last space (Dingo Jake) you win the key. Draw a new character and place him on your HQ. At game end, you gain the **achievement** for the key.

Once you win, you can no longer encounter the key. The other team can continue to do so, and continue to gain henchmen and a new character, but they cannot win it.

If neither team completes the key, the team with the marker farthest along the normal path wins the achievement. If your marker is stuck on a side henchman space, it is as though your marker was still on the starting space, and you will not win the achievement.

## EXPERIENCE

### Experience Markers

During the Free Action phase, you may announce the use of an **experience marker**. Flip the marker to the active side.

Experience gives +1 to all ratings except Health and Damage. This lasts until the start of your next Free Action phase, after which the marker is discarded.

You may use only one experience marker at a time.

## Leveling

To **level up**, draw a challenge card and look at the **Level box** in the lower right. Choose one of the 2 rating symbols : you permanently gain +1 to that rating.

If the symbol is **?**, you may choose any rating except Speed, Armor, Health and Damage. A rating cannot go above 9.

## OTHER RULES

### Health

Healing increases your current **Health** ❤️, but may not increase it above your maximum Health (the amount shown on the character card).

## Special Abilities

Each **special ability** activated during the Free Action phase can only be used once in that phase.

If an ability allows crossing a cliffside or cavern wall, the move cost is in addition to the cost of the space being moved into.

An **aura** is an area counting outward from the character; they pass through everything (even dome spaces) except cavern walls. During move and opfire, measure an aura's range from the space the character ended movement in. If opfiring at a target with an aura, measure his aura from the target space.

## Flight

If your character can fly, announce whether it is doing so before each move (you cannot fly and walk in the same turn). You cannot move into a cavern or end your movement in a cavern space (but you can fly over cavern spaces). You pay only 1 move point per space, can enter any terrain and pass through enemies, but cannot end your move in a space with prohibited terrain.

During the Opfire phase, you cannot fire at a flying target if you are in a cavern space or a dome. Otherwise, ignore all terrain when targeting it, including the space where it ends its move. During the Fire phase, flyers have landed: fire as normal.



## Luck

If a luck check is called for, check the Luck number on the Challenge card that was drawn. Otherwise draw a new card and check its Luck.

## Stealing Cards

The character being thieved selects the cards being stolen, not the thief.

## Imprisoning Enemies

When you kill an enemy in any way, you may choose to **imprison** him instead. Reduce him to 1 Health and place him in your team base prison space. He cannot use cards or special abilities or take actions.

If you **amaze** 🏰 on a hit, then amaze the damage, you can choose to imprison the target after applying the damage.

In any case, you still discard a **K** weapon.

## Special Terrain

**Silver Mines & Grand Tunnel** The cavern spaces are also mesa spaces. Characters can be on either the ground or mesa, but cannot move between the two.

## USING DICE

To use dice instead of the Challenge decks, the attacker/adventurer rolls 1d10 (0=0, not 10) and adds the result to his rating. The defender does the same. Compare the results:

**Equal** = Squeak

**Attacker is greater** = Pass

**Defender is greater** = Fail

**Attacker better by 6 or more** = Amaze

**Defender better by 6 or more** = FOPP

If the attacker rolls a 9 and the defender a 0, the result is automatically **amaze**. If the attacker is 0 and the defender is

9, the result is automatically **FOPP**, and, if this was a hit attempt with a Melee or Ranged card, the weapon is broken and discarded.

**Dismiss and Banish** The domes are numbered 0-9. Roll 1d10 and go to a matching dome.

**Luck** equals the attacker's die roll.



# DUEL OF AGES II

## GAME ROUND

Team White turn, followed by Team Black turn.

### 1. FREE ACTION

**No enemy in the space** Treasure cards may be traded between team characters in the space. May pick up cards in the space.

**Enemy may be in space** May take cards from or add cards to the vault. May use cards and special abilities that say **Free Action**.

### 2. FIRE

Your characters may **shoot** if they have ranged weapons. **If you shoot in this phase you cannot move in the Move phase.**

No enemies may be in your space. You may only use 1 weapon, but may fire at up to 4 different targets in LOS and range. -2 to hit on *all* shots for each extra shot.

Resolve the ranged attack like a melee attack, with **Aim** ☉, **Point** 📍 or **Throw** 🎯 as the attack and **Stealth** 🐾 as the defense.

### 3. MOVE

Your characters may **move** up to their **Speed** 🐾 in move points. If you move into a space with an enemy character you must stop.

### 4. OPFIRE

The non-current team may **shoot** with ranged weapons at enemies that spent move points during the Move phase.

The opfirer may use only 1 weapon, which make take shots up to its **OpFire** ⚡ rating. Only one shot versus any one target, and only one shot in any one space.

### 5. MELEE

Each character (from both teams) may make one melee attack against one enemy in the same space.

**Resolve attacks in order of highest to lowest Wits** 🗡️.

**Compare your Melee** ✂️ *vs. your target's React* 🛡️

**Draw a Challenge card** Refer to the *Attacker is Better* or *Defender is Better* section and check 🗡️ column.

🗡️ = Miss, 🌟 = Hit.

On a hit, compare your **Power** ➡️ *vs. your target's Armor* 🛡️

**Draw a Challenge card** Refer to the *Attacker is Better* or *Defender is Better* section and check 🌟 column. Add or subtract number from damage. **X** = no damage.

**Subtract the damage from your target's Health** ❤️

### 6. ADVENTURE

**Encounters** Reveal and **challenge** an **encounter counter** in the same space. If matching rating equals or exceeds the encounter rating, draw the number of Treasure cards indicated. If the encounter's **age** matches yours, add +1 to your rating.

**Adventures** Check the 🏠 column for the level of success.

### 7. REINFORCE

Your off-map characters with **Respect** 🙏 equal to or greater to the enemy not yet on the map with the highest Respect must enter the game (dismiss them).

TERRAIN, MOVEMENT, LOS Block LOS? Move Cost 🐾

CLEAR NO 1 -

Includes **cavern** and open **mesa** spaces and **labyrinth** entrances.



WOODS NO 2 +2

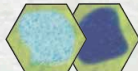


SWAMP NO 3 +3



WATER / DEEP WATER NO 2/X -

Cannot enter deep water.



BUILDING YES 3 +3

Can fire into but not past a building.

Target in building gains +3 🐾



ROUGH NO 2 +2

Target in rough gains +2 🐾



FIRE NO X +3

Cannot enter.



DOME YES X X

Cannot see into, out of or past a dome.

Cannot enter. Must leave in the Move phase.



OBSTACLE YES X X

Cannot enter.



CAVERN WALLS YES X X

Include shooter's space when checking LOS. If LOS passes directly along the edge of a space touched by walls on either side, LOS is blocked. Team base gates affect LOS like cavern walls.



CLIFF & SLOPE YES X +2

Cannot cross except at slope. +1 move point to move up a slope onto a mesa. No extra cost to move down a slope.



Shooters on **mesas** can see over lower terrain, except for the space directly in front of the low target (and vice versa).

Obstacles, caverns, and other mesa spaces block LOS downward from a mesa. Shooters on mesas cannot fire down into caverns, and vice versa. When sighting from one mesa space to another, ignore all terrain on lower ground.

When firing up at a mesa space, the target gains +2 Stealth.

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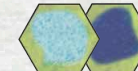


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WATER / DEEP WATER NO 2/X -

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# DUEL OF AGES II

## CIRCLE



## NATURE



## AGE AND SETTING

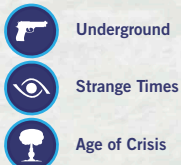
### Ancient



### Colonial



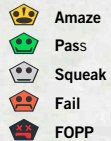
### Modern



### Future

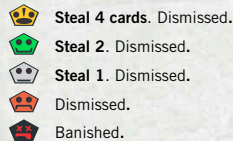


## CHALLENGE SUCCESS LEVELS

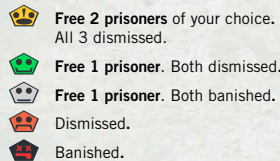


## BASE ADVENTURES

### INTERROGATE PRISONER



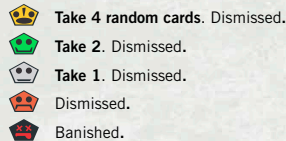
### 5 BREAK OUT PRISONER



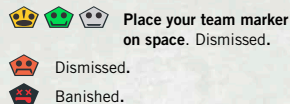
### 5 VORTEX



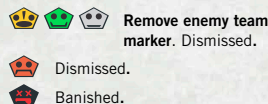
### 5 RAIDING ENEMY VAULT



### ? DESTROY ENEMY SITE



### ? REPAIR SITE



## USING YOUR VAULT

**Free Action phase:** Take up to half cards (rounded up). Can also put cards in.

# DUEL OF AGES II

## CIRCLE



## NATURE



## AGE AND SETTING

### Ancient



### Colonial



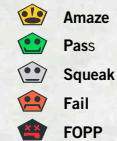
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### Future

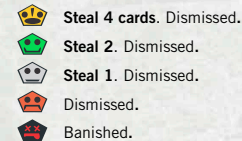


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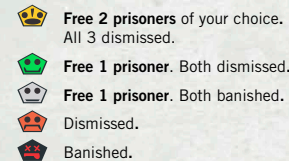


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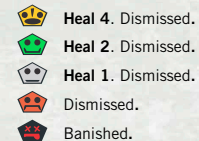
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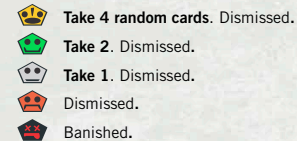
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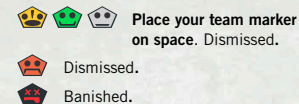
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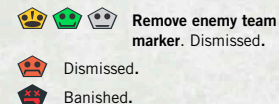
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