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Game: **TIME OF LEGENDS: JOAN OF ARC**

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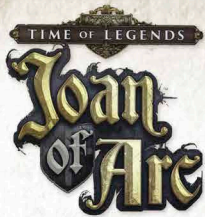
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SETUP

Choose a **scenario** and follow its instructions. Give the **first player token** to the side designated by the scenario.

Assemble the **board** with tiles, terrain elements, buildings and scenario tokens according to the scenario map.

Place the **battle board** next to the board. Shuffle these decks and place them facedown on the battle board: the **war council cards**, and the **round cards** indicated by the scenario. Shuffle and place facedown near the board the **legend cards** (green **myth** (M) or ochre **tactics** (T) type, as indicated by the scenario) and the **discussion cards** corresponding to the units specified in the scenario with bubble icons on their card.

All players take a **player board** and the unit cards and the miniatures allocated to them by the scenario. If characters can be upgraded, place their level 1 unit card on top of the level 2 card.

Attach **faction color bases** to your units and place them on the board, along with the **rally point token** indicated in the scenario.

Each player takes the **resources**, **legend cards**, and **reroll token** indicated by the scenario and places them on their player board. If specified by the scenario, each player also receives the **intrigue card** for their side.

Place the remaining resources as well as the **wound tokens**, the **legend cards**, and the **2 equipment decks** in a common pool within reach of all players.

Place **civilian** miniatures on the board as indicated by the scenario, with their unit cards near the common pool along with any necessary **building interior overlays**.

PLAYING THE GAME

The game is played over a series of **rounds**. During a round, each player takes a turn, starting with the first player and going clockwise around the table. When all players have had a turn, the fate of disrupted units is checked, then the round ends.

In a game with 3 or more players, add extra player turns after the 2nd player, corresponding to the number of additional players. In a team game, players on the same side must not sit together and the opposing sides must alternate turns.

1. COUNCIL PHASE

ROUND CARD

Flip the first card of the round deck. Each player takes the number of command orders indicated and adds them to their player board.

WAR COUNCIL CARDS

Draw the first 3 cards from the war council deck and place them in the river. If you draw a duplicate, discard it and draw another card until you have 3 different cards.

Starting with the first player, each player must choose 1 war council card from the river and apply its effect. Multiple players may choose the same card if they wish. Cards that have been chosen stay in the river.

UPKEEP

Upkeep is required if you wish to maintain an upgraded character, but not mandatory.

For each level 2 character you own that is on the board and not in the infirmary, you must spend 1 XP token. If upkeep is not spent, the character reverts to level 1: replace the level 2 card by the level 1 card (if its HPs stat decreases and its wound tokens then equal or exceed its HPs, it is immediately destroyed).

2. FIRST PLAYER'S TURN

ORDER PHASE

Choose an order from your player board and place it in an allied area of the board, then activate each unit in the area in the order of your choice. For each unit, declare the action(s) it will perform and resolve them.

Continue to activate friendly areas of your choice until you run out of orders or decide to end your turn.

RESERVE PHASE

Remove spent orders from the board and return them to the common pool. Move unused orders on your player board to their reserve areas, if there is room, and return those that cannot fit in your reserve areas to the common pool.

3. SECOND PLAYER'S TURN

4. CAMP PHASE

1. CASUALTIES CHECK

Starting with the first player, each player rolls the **doom dice** for each of their allied units in the disrupted section (state the unit each roll is for before rolling).



DEATH: Place the unit in the graveyard above the infirmary. Destroyed units may award the player who sent the unit to the infirmary XP, legend, or VP tokens.



DISRUPT: The unit stays in the disrupted section of the infirmary.



RALLY: Place the unit in an area containing an allied **rally point** if the area with the rally point is a free or allied area, and has enough capacity left to hold the unit. Otherwise place the unit in the waiting section of the infirmary. Rallyed units that have multiple hit points return to play with 1 HP.



DELAYED RALLY: Move the unit to the waiting section of the infirmary.

Any unit in the infirmary or waiting section of the infirmary at the end of the last round is considered destroyed.

Rally points can be moved using war council cards, skills, or powers. They may never be moved into an enemy area, they occupy no space in an area, and they cannot be destroyed.

Units with the **rally** skill are treated as additional rally points for their side. They cannot be moved by the effects of cards, skills, or powers that affect rally point tokens.

2. FIRE DAMAGE

Resolve the effects of the fire tokens on the board.

3. END OF THE GAME & VICTORY

If the round deck has no cards left, the game ends at the end of the round.

Each scenario has its own victory conditions. Some trigger the end of the game as soon as the conditions are met, others are checked during this phase by the first player. If any player has fulfilled the victory conditions of the scenario, the game is over and that player is the winner.

ORDERS

You must use at least 1 order on your turn, if you have one. Each must be resolved before the next. Playing an order activates all allied units in the selected area, regardless of whether they were activated earlier that turn.

Orders can be kept in reserve from one round to the next. The maximum number of orders that can be stored on the player board is 3 of each type.

ORDER TYPES

A **charge**, **reactivation**, or **interrupt order** may be played to activate all allied units in an allied area as if it was a normal command order (however you cannot perform a command bonus action with an order other than the command order).

A command, charge, or interrupt order cannot be placed in an area that already contains an order.

■ Command

Play this order to activate an area. If used to activate units with a command value, they can perform a **command** bonus action.

■ Charge

Play this order to activate all allied units in an allied area. Units with the **charge** skill can perform a **charge** action to move 1 area (infantry) or up to 2 areas (cavalry) and (if desired) perform a melee attack as a single activation. Units in the same area without the **charge** skill are activated as normal.

Units within a building interior cannot perform the charge action.

■ Reactivation

Play this order to activate all allied units in an allied area that already contains one order (and only one), thus allowing the same area to be activated twice in the same turn.

■ Interrupt

This order may be played during an opponent's turn to activate all allied units in an allied area, after the active player has resolved an order and before they play another. A player must always complete an order before an interrupt order can be played in their turn.

Between activations, a player must ask their opponents (starting with the first player, then in turn order) whether or not they want to play an interrupt order. The first player to play an interrupt order is the only one allowed to do so.

After resolving an interrupt order, return it to the common pool.

ACTIONS

Before activating units, declare all the actions that units in the activated area will perform. Multiple units can participate in the same action. Each unit can take part in only 1 action per activation, plus as many possible bonus actions as desired.

A **bonus action** is performed in addition to a unit's normal action, either before or after the normal action. Each unit can only perform each bonus action once per activation (in any order), but can perform as many different bonus actions as desired.

UNIT ACTIONS

These actions are available for all units:

MOVE

A unit may only move from one area to another by crossing the border between 2 adjacent areas (hex tiles which only meet at a corner are not adjacent). Move all units moving to the same area at the same time. There can only be 1 movement action to the same area from a single activation.

A unit can move only to a free or allied area, and only if it has enough space left to accommodate it. Some terrain may be impassable or impose movement restrictions.

Building interiors are adjacent to the ground area surrounding them, and a unit can only enter a building if it is located in that adjacent ground area.

When a unit enters a building, replace the building miniature with its matching interior overlay. Interiors are never considered enemy areas, and can hold units from opposing sides as long as the building has enough capacity (these units count as being located in adjacent areas).

Recruit civilians

When a player's unit moves into an area where there is at least 1 civilian, the player **recruits** all civilians in that area. For each civilian recruited, take the corresponding unit card: the civilian is now a unit belonging to you.

If a recruited civilian is no longer in an area with an allied unit, it is no longer an allied unit and becomes a civilian again; place its card back near the common pool.

When a civilian receives a disrupted result, it is destroyed.

ATTACK

There are 2 types of attack: **melee** and **shooting**.

Declare which enemy area is targeted by the attack (you can only designate an area and not a specific unit in the area).

There can be only 1 attack resolved per target area during a single activation. All activated units designated to attack this area must take part in this single attack. You cannot attack an area with some units, and then decide to attack it again with more units that were activated as part of the same order.

All attacking units add their attack dice to the attack roll, then all units in the target area add their defence dice to the defence roll.

Units in a building can only attack or be attacked by units in the same building or in an adjacent ground area.

Melee



Only units with the **melee attack icon** can perform a melee attack. Melee attacks are declared against an adjacent enemy area and are never blocked by terrain.

Shooting

Only units with **arcing** or **direct shooting attack icons** can perform a shooting attack.

A shooting attack is declared against an adjacent area, or an area up to a maximum number of hexes away, as determined by the range stat above the icon.

The type of terrain in the target area may modify the rolls, and some terrain types may block shooting attacks completely.



Arcing shots can target any area within range.



Direct shots can target any area within range, up to and including the first blocking area (forest with a tree element, village with a building, hill and rocks).

Resolving an attack


All attacking units add the **attack dice** listed on their stat card to the attack roll. Roll all these dice together.

However if one or more of the units have skills or powers that can affect the results, make separate rolls and declare which units they are for before rolling. Each unit in an area adds its powers individually.



The defending player then adds the **defence dice** of all units in the target area and rolls all of these dice together.

After rolling, resolve the attack:

1. The attacker checks and applies and applies any effects triggered by skills or powers from their units. After all effects have been resolved, discard any remaining blank results from the attack roll.
2. The defender does the same with their roll, checking and applying skill or power effects.
3.  For each **SHIELD** result the defender rolled, they may discard 1 of the attacker's results, first choosing from the **KILL** results, then **DISRUPT**, then **PUSH**.
4. If any attacking results remain, the defender allocates each to a defending unit starting with **KILL**, then **DISRUPT**, then **PUSH** results. Continue until dice run out, or all defending units have a result allocated to them.

If there are still unallocated results, a unit that has more than 1 HP remaining must receive an additional result per remaining HP (but never more than 1 **PUSH** result). Discard excess results.

Apply these effects:



KILL: If the unit does not have any HPs on its card, it is destroyed: place it in the graveyard.

Otherwise, place a **wound token** on its card. If the number of wound tokens on the card is equal to or greater than the number of HPs, the unit is destroyed.



DISRUPT: If the unit does not have any HPs on its card, place it in the disrupted section of the infirmary.

If a character has more than 1 HP remaining, place a wound token on their card, but if they have only 1 HP remaining they are disrupted and placed in the infirmary.



PUSH: The attacker chooses an adjacent free or defender-allied area where the unit must move, observing the capacity rules. If it cannot move to any adjacent area, the unit suffers a **DISRUPT** result instead.

A unit with multiple HPs may decide to remain in the area by receiving a wound token instead of being pushed, after resolving all attack results and before the attacker chooses the destination area. If the number of wounds on the unit's card is equal to or greater than the number of HPs, the unit is destroyed.

Retaliation

A unit with the *retaliation* skill can apply any **KILL**, **DISRUPT** or **PUSH** results from their defence roll to any attacking melee unit (chosen by the attacker). Roll the dice of the retaliating unit separately to distinguish them from other units. The attack and the retaliation are considered simultaneous.

The player suffering the retaliation cannot use **SHIELD** results from their attack roll to cancel retaliation results.

Following up after combat

After melee attack and defence rolls have been resolved, if the attacked area no longer contains enemy units, the attacker may move into that area with some or all of the attacking units.

Only units that contributed dice or bonuses to the attack roll may follow up, and they must observe area capacity rules.

WAIT

Units stay in their area and do nothing.

CHARACTER BONUS ACTIONS

These bonus actions are only available to characters:

DISCUSS

When a character is in the same area as a unit with the **discussion bubble icon**, it can perform a **discussion** action with that unit.

A character that initiates a discussion with a civilian gains its owner the number of **intrigue tokens** specified by the scenario for that civilian. If none are specified, you gain 1 token.

The character's owner shuffles the 4 discussion cards corresponding to the level 1 unit (1 star), with the **questions** side visible, and draws a card from the bottom of the deck.

From the questions side of the card, choose a question with no faction banner attached to it (neutral questions A or B), or one with a faction banner matching your character's (questions C or D). A character with the *charisma* skill can choose any question.

Questions in red imply a risk for the character, but their effects are likely to bring greater benefits.

Read the question aloud, then hand the card to your opponent, indicating the chosen option (A, B, C or D).

Your opponent reads aloud the **answer** corresponding to the chosen question from the back of the card. Any effects described by the answer apply to the player who performed the discussion action; they may trigger a test by rolling a dice.

If the effect asks you to discard a resource you don't have, disregard that effect.

The discussion action then either ends or, possibly, continues with a level 2 (2 stars) discussion card.

A character can only perform 1 discussion action per turn.

Once the discussion is resolved, remove the civilian miniature and its unit card from the game.

COMMAND

Units with a **command** value can perform the **command** action, and only if the unit has been activated by a command order. This action can be used to activate allied troops, or allied characters possessing the *mercenary* skill.

Range X: if X is an A (for adjacent), the range of command is limited to an adjacent allied area. If it is a number, it is the range of command in hexes.

Number of units X: X is the maximum number of units within the command value's range that can be activated.

Activate units designated by the command action to make them perform an action as if they had been activated by a command order (though they may not use command themselves). The activation given is separate from all activations given by orders.

A unit can only be activated through command once per order played.

A command action cannot target a unit in the area that the commander began the current activation in, nor the area the commander is currently in. If several commanding characters are activated in the same area, they cannot perform a command action on the same troop unit. The command of each commanding unit is resolved separately, and treated like an order being played.

USE EQUIPMENT

Equipment cards come in either **tactics** (blue gem) or **myth** (yellow gem) types. They may be obtained as the result of a discussion, and may be placed on the character who performed the discussion as a bonus action.

When a character receives an equipment card, place it near their unit card. A character cannot have more than 2 equipment cards at a time, but may discard cards at any time, or give them to another character in the same area.

Once placed, the equipment card provides a permanent or one-time bonus to the wearer, as described on the card.

When a character is destroyed, their equipment cards are discarded.

UPGRADE A CHARACTER

Some characters have 2 levels of experience indicated by the star level icon on their card.



To upgrade to 2nd level, spend the required number of **XP tokens**, replace the character's level 1 profile by the level 2 profile, and transfer any tokens from it to its level 2. To upgrade to level 2, flip the level 1 card.

If there is a level 2 card with two sides, choose which side to use and place it with that side faceup.

Each side is different and adds an additional **faction banner** (holy or unholy). Once you have chosen a side, even if the character drops back to level 1, you will never be able to choose the other faction of the level 2 card if it is subsequently upgraded.

At the end of the council phase, you must pay upkeep to maintain your level 2 characters by spending 1 XP token per character.

PLAYER ACTIONS

These actions are performed by the player and do not require an order.

You may exchange at any time, and as many times as you want, 1 unused **intrigue** token for 1 XP or legend token.

PLAY A LEGEND CARD



You may play a legend card from your hand by spending the number of **legend tokens** indicated. A card's description indicates when it can be played. Afterward the effect has been resolved, discard the card faceup. If the legend deck runs out of cards, shuffle the discards to form a new deck.

TRIGGER AN INTRIGUE



You may choose to trigger any of the events on your intrigue card at any time during your turn (unless stated otherwise), or as if it was an interrupt order during an opponent's turn, by spending the required number of **intrigue tokens** on the dedicated slot. Tokens remain on the intrigue card, as each effect can only be triggered once (unless stated otherwise).

USE A REROLL TOKEN



After a dice roll, discard this token to reroll some or all of your dice from a single roll (you must accept the second roll). You may only have 1 reroll token at a time.

SKILL ACTIONS

These actions are available only for units with the specific skills:

HASTE

This action is only available for units with the *haste* X skill. The unit may move through several consecutive areas. The X rating of the haste skill is the maximum number of areas that can be moved through during this action.

JUMP

This action is only available for units with the *jump* X skill. When the unit performs this action, remove its miniature from the board and place it on any allied or free area that is not full within X consecutive areas of its starting area.

CHARGE

This action is only available for units with the *charge* skill who have been activated by a charge order. When performing a charge, cavalry units can move up to 2 areas and make a melee attack, and infantry units can move 1 area and make a melee attack. Units cannot charge into or from a building interior, nor into or from a swamp area. Attacking during this action is not mandatory.

PRAYER

This action is only available for units with the *prayer* skill. When a unit uses this action, its owner may take 1 XP or legend token from the common pool and place it on their player board.

HEAL

This action is only available for units with the *heal* skill. The heal action removes 1 wound token from the card of another character located in the same area as the unit performing the action.

ENGINEER

These actions are only available for units with the *engineer* skill:

Barricade

Place a **barricade token** in the same area as the unit performing the action. This action can only be performed in a forest, village, building interior area, or in an area containing a building. There can only be 1 barricade token per area, and it has a size of 1.

When an area containing a barricade token is attacked, it provides 1 extra white defence dice against both melee and shooting attacks to each unit in its area and prevents follow up after combat. Attacking units with the *engineer* skill ignore this restriction. Remove the barricade if an enemy unit enters the area containing it.

Set fire

A unit with the *engineer* skill may place a **fire token** in its area and then perform a bonus movement action, or remove a fire token from its area. There can only be 1 fire token per area.

During the camp phase, each area that contains a fire token is affected as follows:

Remove 1 of every tree, bush, stakes, and barricade.

Each unit in the area suffers 1 red dice attack roll and cannot roll their defence dice.

Place a damage token on a building or building interior located in the area. If the number of damage tokens equals or exceeds the capacity of the building, it collapses: remove the fire token and flip the building interior to its rubble side.



At any time you may exchange 1 intrigue token for 1 XP or legend token.

1. COUNCIL PHASE

ROUND CARD Flip the first card of the round deck. Each player takes that number of command orders.

WAR COUNCIL CARDS Draw the first 3 cards from the war council deck and place them in the river. If you draw a duplicate, discard it and draw again until you have 3 different cards. Starting with the first player, each player must apply the effect of 1 card (multiple players may choose the same card).

UPKEEP Spend 1 XP for each of your lvl 2 characters (not in the infirmary); otherwise they revert to lvl 1.

2. FIRST PLAYER'S TURN

ORDER PHASE Choose 1 of your orders and place it on an allied area, then activate each unit in the area. For each unit, declare the action(s) it will perform and resolve them. Continue to activate friendly areas of your choice until you run out of orders or end your turn.

RESERVE PHASE Return spent orders to the common pool and unused orders to their reserve areas.

3. SECOND PLAYER'S TURN

4. CAMP PHASE

CASUALTIES CHECK Starting with the first player, each player rolls **doom dice** for each allied unit in the disrupted section of the infirmary.



DEATH: Place the unit in the graveyard. Destroyed units may award XP, legend, or VP tokens.



DISRUPT: The unit stays in the disrupted section of the infirmary.



RALLY: Place the unit in an area containing an allied rally point (free or allied, and with capacity). Otherwise, place it in the waiting section. Rallied units that have multiple HPs return to play with 1 HP.



DELAYED RALLY: Move the unit to the waiting section of the infirmary.

FIRE DAMAGE Resolve the effects of fire tokens.

END OF THE GAME & VICTORY If the round deck has no cards left, the game ends at the end of the round.

ORDERS

A charge, reactivation, or interrupt order may be played to activate an allied area as if it was a normal command order (but with no command bonus action). A command, charge, or interrupt order cannot be placed in an area that already contains an order.

Command Play to activate an area. Units with a command value can perform a **command** bonus action.

Charge Play to activate an allied area. Also, units with the **charge** skill (not in a building interior) can **charge** 1 area (infantry) or up to 2 areas (cavalry) and perform a melee attack as a single activation.

Reactivation Play to activate an allied area that already contains *one* order.

Interrupt Play during an opponent's turn to activate an allied area, after the active player has resolved an order and before they play another.

ACTIONS

UNIT ACTIONS

Move
Attack
Wait

PLAYER ACTIONS

No order required
Play a legend card
Trigger an intrigue
Use a reroll token

CHARACTER BONUS ACTIONS

Characters only
Discuss
Command
Use equipment
Upgrade character

SKILL ACTIONS

See specific skills

COMBAT

For each **SHIELD** the defender rolls, they may discard 1 of the attacker's results; first choosing from **KILL** results, then **DISRUPT**, then **PUSH**.

Attacker results:



KILL: If the unit has no HPs, place it in the graveyard; otherwise it takes a wound. If its wounds equal or exceed HPs, it is destroyed.



DISRUPT: If the unit has no HPs, place it in the disrupted section of the infirmary. If a character has more than 1 HP they get a wound, but if they have only 1 HP remaining they are disrupted.



PUSH: Attacker chooses an adjacent free or defender-allied area where the unit must move. If it cannot, it suffers a **DISRUPT**. A unit with multiple HPs may remain by receiving a wound token. If wounds equal or exceed HPs, it is destroyed.

A unit with **retaliation** can apply any **KILL**, **DISRUPT** or **PUSH** results from their defence roll to any attacking melee unit (chosen by the attacker). No **SHIELD** results can be used to cancel retaliation results.

If an adjacent target area no longer contains enemies, you may follow up with some or all of the attackers.



At any time you may exchange 1 intrigue token for 1 XP or legend token.

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PUSH: Attacker chooses an adjacent free or defender-allied area where the unit must move. If it cannot, it suffers a **DISRUPT**. A unit with multiple HPs may remain by receiving a wound token. If wounds equal or exceed HPs, it is destroyed.

A unit with **retaliation** can apply any **KILL**, **DISRUPT** or **PUSH** results from their defence roll to any attacking melee unit (chosen by the attacker). No **SHIELD** results can be used to cancel retaliation results.

If an adjacent target area no longer contains enemies, you may follow up with some or all of the attackers.

SKILLS

Big This unit has a size of 3 spaces, is immune to *terror* effects, and cannot enter a building.

A *big* unit on a ground hex that isn't a war machine may, once per round, declare a gigantic melee attack against an adjacent enemy area, using 1 gigantic dice instead of its melee attack roll. Resolve this at the same time as the attack of any other allied units initiating an attack against the same area from its area.

Bodyguard After attack results have been allocated to units in the same area as this unit, the defender can reassign 1 **DISRUPT** or **KILL** result from another unit to the bodyguard unit, even if this would exceed its HPs.

Carrier When this flying unit performs a movement action from a ground area containing an allied character/civilian without the *big* skill, this unit may carry the allied character/civilian and move with it. The transported unit follows the flying unit during its movement, and is dropped off if this movement ends in a ground area. The transported unit cannot be dropped off in a sky hex.

While transported, a unit still occupies the same number of spaces in an area as it would without being transported, but doesn't possess any skills, powers, or attack and defence dice.

If the carrier is destroyed or disrupted while transporting a unit, the transported unit is immediately destroyed.

Charge When cavalry or infantry units with this skill are activated by a charge order, perform a move action then a melee attack as part of the same activation. Infantry move 1 area and cavalry up to 2 areas.

Charisma When this unit performs a discussion action, you may choose any question regardless of faction restrictions. If the chosen answer involves a dice roll, you can reroll the dice once.

Cohesion If at least 3 units of the same name with this skill are in the same area, add 1 white die to your defence roll.

Dodge When defending, if this unit rolls a blank, it may immediately move to an adjacent free or allied area of the defender's choice. This move occurs before the attack is resolved.

Engineer Units may perform engineer actions during their activation.

Feint When attacking, this unit can reroll 1 of its dice once.

Fireproof This unit is immune to fire token effects.

Haste A unit performing this action moves through several consecutive areas. X determines the maximum number of areas that can be crossed during the action.

Heal A unit performing this action during its activation removes 1 wound from a character located in the same area.

Immortal Place this unit in the disrupted area of the infirmary when it suffers a wound that would destroy it. It treats any **DEATH** result as a **DISRUPT** result. This unit is also immune to *terror*.

Impetuous This unit must follow up after combat if possible.

Jump When this unit performs a jump action, remove it from the board and place it on any free or allied area which is not full, within X areas of its starting position.

Mercenary This unit can be activated, once per turn, through the command action of a character.

Parry When defending against melee attacks, this unit can reroll 1 of its dice.

Prayer Gain either 1 legend or 1 XP token if this unit performs the prayer action during its activation.

Rally These units are considered additional allied rally points. They may not be moved by powers or effects that can move the rally point token.

Reroll Once per game, when you activate this unit, you can choose to retrieve your reroll token.

Retaliation When defending against melee attacks, this unit can apply each **KILL**, **DISRUPT**, and **PUSH** result in their defence roll to the attacking units, chosen by the attacker.

Ruthless When attacking, you may spend a legend token to change a **DISRUPT** result obtained by this unit to a **KILL** result.

Slayer When attacking, if at least 1 **KILL** result is assigned to an enemy character, that character suffers an additional wound.

Support If at least 3 units of the same name with this skill in the same hex are attacking the same area together, add 1 white die to your attack roll.

Targeting When attacking, dice results obtained by this unit can be assigned to enemy units of the attacker's choice within the target area.

Terror When a melee attack is declared against an area containing at least 1 unit with *terror*, roll X black dice before the attack. For each **SHIELD** result, an attacking unit of the defender's choice can only roll 1 of its attack dice (chosen by the attacker).

A unit inflicted with *terror* while only possessing 1 attack dice performs a wait action instead of attacking. If several units with *terror* are in the same area, only take into account the unit with the highest *terror* value.

Attacking units with *big*, *immortal*, or *terror* of equal or superior X value are immune to *terror*: they cannot be chosen by the defender to suffer from *terror* effects.

Tough When defending, if this unit receives a **KILL** result after being attacked when having only 1 HP left, roll a black die and cancel the **KILL** if the result is a **SHIELD**.

SKILLS

Big This unit has a size of 3 spaces, is immune to *terror* effects, and cannot enter a building.

A *big* unit on a ground hex that isn't a war machine may, once per round, declare a gigantic melee attack against an adjacent enemy area, using 1 gigantic dice instead of its melee attack roll. Resolve this at the same time as the attack of any other allied units initiating an attack against the same area from its area.

Bodyguard After attack results have been allocated to units in the same area as this unit, the defender can reassign 1 **DISRUPT** or **KILL** result from another unit to the bodyguard unit, even if this would exceed its HPs.

Carrier When this flying unit performs a movement action from a ground area containing an allied character/civilian without the *big* skill, this unit may carry the allied character/civilian and move with it. The transported unit follows the flying unit during its movement, and is dropped off if this movement ends in a ground area. The transported unit cannot be dropped off in a sky hex.

While transported, a unit still occupies the same number of spaces in an area as it would without being transported, but doesn't possess any skills, powers, or attack and defence dice.

If the carrier is destroyed or disrupted while transporting a unit, the transported unit is immediately destroyed.

Charge When cavalry or infantry units with this skill are activated by a charge order, perform a move action then a melee attack as part of the same activation. Infantry move 1 area and cavalry up to 2 areas.

Charisma When this unit performs a discussion action, you may choose any question regardless of faction restrictions. If the chosen answer involves a dice roll, you can reroll the dice once.

Cohesion If at least 3 units of the same name with this skill are in the same area, add 1 white die to your defence roll.

Dodge When defending, if this unit rolls a blank, it may immediately move to an adjacent free or allied area of the defender's choice. This move occurs before the attack is resolved.

Engineer Units may perform engineer actions during their activation.

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Fireproof This unit is immune to fire token effects.

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TERRAIN

Each area on a hex tile has a **capacity** in spaces; each space can accommodate 1 point of **size** (most units have size 1). An area where all spaces are occupied is **full**.

- 1 area on the hex = 8 spaces per area.
- 2 area on the hex = 6 spaces per area.
- 3 areas on the hex = 4 spaces per area.

Plain/field

Each cavalry unit performing a charge action through only these areas may reroll 1 attack die.

Forest (area with tree)

Village (area with building)

When defending, you may reroll 1 die. Direct shooting can reach this area but not pass through.

Hill / rocks

When defending, apply the *retaliation* effect to 1 of your dice results (after the defence roll). Direct shooting can reach this area but not pass through. When shooting from this area, add 1 hex to the attacking unit's range.

Swamp

When attacking into a swamp, you may remove 1 defender's **SHIELD** result. Charge actions cannot be declared from this area. A unit charging through this area immediately ends its activation in the swamp.

Buildings

A building's **size** is the amount of spaces it occupies in an area. **Capacity** (on its interior tile) is the total size of units that can be located on that tile. **Resistance** is the amount of damage tokens it can hold before collapsing.

Terrain elements (ruins, shrine, well, tree, bush, rocky outcrop): size 1, resistance 1, no capacity.

Small house: S1, C2, R2.

Big house: S2, C4, R2.

Church: S2, C5, R3.

Small cottage: S1, C1, R2.

Big cottage, shop: S2, C3, R2.

Watermill: S3, C4, R2.

'The Good Place' inn: S3, C7, R3.

Keep: S3, C2, R4.

Ramparts, Gatehouse: S4, C3, R3.

Isolated tower: S1, C1, R3.

Rubble: S1, C variable, R N/A.

Only an infantry unit without the *big* skill can enter a building. Units in a building can only attack or be attacked by units in the same building or in an adjacent ground area. Defenders against attacks from an adjacent area add 1 black dice to their roll.

If damage tokens on a building equals or exceeds its resistance, it **collapses**. Flip the interior overlay to the rubble side. Rubble is not a terrain element but it occupies 1 space in the area it's on, and is considered a building interior area with no defence bonus.

When a building collapses, all units in that building suffer 1 red dice attack roll and may roll their defence dice. Place surviving units on the rubble overlay.

Barricade

Barricades are not terrain elements, but they have a size of 1. When defending against melee attacks, each unit gains 1 white dice.

Attacking units cannot follow up after combat into a barricaded area. Remove the barricade if an enemy unit moves into the area containing it.

Stakes

Stakes are placed on a hex edge. At the beginning of the game, take 1 stakes miniature per bowmen unit in your army. However, if a scenario shows a number of stakes for a player, only add to the reserve the stakes shown.

When defending against melee attacks performed across stakes, each bowmen unit gains 1 yellow die. Attacking units cannot follow up after combat across stakes.

Remove the stakes if an enemy unit crosses them.

Walls

Walls are placed on a hex edge. When defending against melee attacks, add 1 **SHIELD** result to your total defence roll. Attacking units cannot follow up after combat across walls.

OPTIONAL RULES

These rules can be applied to any historical scenario or free battle as desired.

FORCED MARCH

When one of your infantry units that does not have the *haste* or *jump* skills performs a movement action, you can declare it as attempting a **forced march** before moving. If you decide to do so, roll a yellow dice for each activated unit group:

PUSH: The units move 1 area.

DISRUPT: The units cannot move.

OTHER RESULT: The units can move up to 2 areas instead.

CONCENTRATED FIRE

If at least 1 unit declares a shooting attack against an area which contains 6 or more units, add 1 red dice to the attack roll.

CAVALRY BREAKTHROUGH

When a cavalry unit has just performed a charge action, if at least half of the attacked units (rounded down) are pushed, destroyed or disrupted, it can move into any free or allied area that is adjacent to the attacked area.

RANSOM

When resolving an attack, if a character suffers their final wound, the attacking player may choose to **capture** the character instead of removing it from play. Place the captured character on the attacker's player board.

At the end of the next camp phase, after the casualties check, a player can attempt to free its captured characters. For each captured character, their owner may give 3 XP to the ransoming player. Place the captured character in the delayed rally area of the infirmary.

Some scenarios reward the capture of characters.

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Some scenarios reward the capture of characters.

FLYING UNITS

If there is at least 1 flying unit in a scenario, create a second board (the **sky board**) of sky hex tiles. If the scenario does not include a plan for setting up a sky board, assemble it after assembling the ground board.

Place all the sky hexes facedown and randomly draw 2. If there are gigantic creatures in the scenario, draw 1 additional sky hex per gigantic creature. Discard the remaining sky hexes. Place the chosen hexes facedown, as per the diagram below. When all the hexes are placed, flip them faceup.



A sky hex behaves like a ground hex for capacity and adjacency rules. Only flying units can move to or from an area on a sky hex.

An area on a sky hex is considered adjacent to all areas on a ground hex for movement actions. An area on a sky hex is never considered adjacent to a building interior.

Sky hexes have their own types of terrain:

Blue sky: No effect.

Clouds: When defending against shooting attacks, gain 1 black die.

Rainbow: When attacking from this area, holy faction units gain 1 black die.

Command

Flying characters with *command* may command from a sky hex to any area of a ground hex if their command range is at least 1.

Movement

When performing a move action, instead of moving to an adjacent sky hex, flying units may move from a sky hex to any free or allied ground hex, or vice versa. Each flying unit may only do this once per turn.

Attack

Flying units activated on a sky hex can perform a melee attack against an adjacent sky hex area, but not against a ground hex area.

Flying units activated on a sky hex can perform a shooting attack against any enemy ground or sky area, if they have a range 1 or higher shooting attack.

Flying units on sky hexes can be targeted by enemy ground units in any ground hex with range 1 or higher shooting attacks.

A flying unit that is pushed back from a sky hex is placed in an allied or free adjacent sky area of the attacker's choice. A flying unit cannot be pushed back from a ground area into a sky area.

GIGANTIC CREATURES

Gigantic creatures always fully occupy all the areas and free spaces of a hex.

Orders and movement

To activate a hex with an allied gigantic creature, pay the number of orders as indicated by its **activation cost**: if this is 2, place only 1 order in 1 area of the creature's hex and discard the other order (which can be any type of your choice). If you play a special order to activate the creature, the discarded order doesn't have to be the same as the played order.

A gigantic creature cannot be activated if it is located in a hex that already contains an order, except if a reactivation order is used.

When performing a move action, a gigantic creature can only move to an adjacent hex if that hex contains no units or buildings. If a gigantic creature performs a movement action into an area containing only terrain elements, remove all those terrain elements from the board before performing the movement action.

Attack

Gigantic creatures can perform a **gigantic melee attack** targeting all units and buildings in an adjacent hex. A gigantic flying creature can perform its gigantic attack from a sky hex to any ground hex.

Roll as many gigantic dice as there are areas in the target hex, then assign each die to an area. Multiply each assigned result by the number of enemy units in the target area. Units in a targeted area may make a defence roll **unless the assigned result is TRAMPLE**.

Apply attack results that are not cancelled by a SHIELD result as follows:



A **TRAMPLE** result is an automatic **PUSH** that applies to all units in the affected area and cannot be canceled by **SHIELD** results.

KILL, **DISRUPT**, and **PUSH** results are applied as normal. **KILL**, **DISRUPT**, and **TRAMPLE** also remove 1 terrain element or size 1 building from the targeted area, or inflict 1 damage token on a larger building. After a gigantic attack, the creature may follow up if the target hex contains no units or buildings.

A gigantic creature is never placed in the infirmary. Any disrupted gigantic creature is immediately destroyed.

WAR MACHINES

Movement

A war machine can never perform more than 1 move action per turn and is not eligible for any skill or power that can move it more than 1 area.

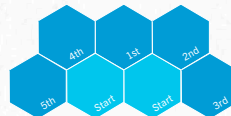
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