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

Game:	RUNEBOUND (3rd Edition)
Publisher:	Fantasy Flight Games (2015)
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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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RUNEBOUND

SETUP

Place 1 **adventure gem** faceup on each of the matching hexes on the board (purple is **social** , green is **exploration** , and orange is **combat** ). Sort the remaining tokens by type to create the token bank.

Choose a **scenario**. Shuffle the corresponding **story deck** and return the other story cards to the box. Read both sides of the scenario card and follow any setup rules.

Separate the 60 non-scenario **adventure cards** into 3 decks based on their card backs. Shuffle in the adventure cards that match the chosen scenario and return the adventure cards from any other scenarios to the box. This will result in 30 cards in each deck.

Randomly determine who is **first player**. Starting with the first player and going clockwise in **turn order**, each player chooses a **hero card**. Each hero card starts the game with the side that has a setup ability faceup.

Each player takes **gold** equal to their starting gold and the **combat tokens** that match their hero.

Shuffle the **skill deck**. In turn order, each player draws skill cards equal to their hero's maximum hand size.

In turn order, players place their heroes on a **shrine**, **stronghold**, or **town** (as shown on their hero card) of their choice.



Shrine Stronghold Town



In turn order, players resolve the **setup ability** on their hero cards (Laurel of Bloodwood cannot use *Pathfinding* during setup, but can exert to reroll the terrain dice rolled by her setup ability). Then each player flips their card over to the opposite side, which is used for the rest of the game.

Shuffle the **asset deck** and deal 3 cards faceup into each of the 4 markets on the side of the board.

Place the **time token** on the first space of the time track along the edge of the board.

GAME TURN

Players take turns in clockwise order, starting with the first player. **After all players take a turn, move the time token 1 space down the time track.**

You have 3 **actions** () to spend during your turn. You can spend actions to do the same thing multiple times. Card abilities that require an action are prefaced by . After you have spent all of your actions, your turn ends and the next player takes their turn.

Many special abilities require a hero to **exert** in order to use them. **To exert, discard 1 skill card from your hand.** There is no limit to the number of times you can exert other than the number of skill cards you have.

MOVE

Spend 1 action to move. You can either move into an adjacent hex or roll terrain dice equal to your **speed**.

For each hex you want to move into, you must spend 1 die that has a symbol on it that matches that hex's terrain. Wilds match all terrain.

You can always exert (discard 1 skill card from your hand) **to reroll 1 of your terrain dice.**

Each hex on the board is one specific type of terrain (ignore small patches of other terrain).

You can use any terrain symbol to move into a city hex (Dawnsmoor, Forge, Riverwatch, or Tamalir). If you are already in a hex with a road or bridge, you can spend any die to move into an adjacent hex along the road or across the bridge (you do not have to match the terrain of the hex you are moving into). To cross a river (blue line), you must spend a die with a water or wild symbol.

SHOP

If you are in a city, spend 1 action to shop.

Each city's market has 3 asset cards. First draw the top card of the asset deck and add it to your city's market. Then you must either buy or discard 1 asset card.

To buy an asset, pay gold equal to its cost and take the asset card. If the asset comes with a combat token, also take the matching token.




While shopping, you can also sell any assets you already have before purchasing. To sell an asset, discard its card and gain gold equal to its cost.

You can have only 1 asset of each type (weapon, clothing, equipment, movement, and goods) at the same time. If you gain a second asset of the same type, immediately discard one of the two.

If the asset deck is empty, shuffle the discard pile to create a new facedown deck.

ADVENTURE

If you are in the same hex as a faceup adventure gem, spend 2 actions to adventure.

Flip the adventure gem facedown and draw 1 adventure card from the matching adventure deck (**combat** , **exploration** , or **social** ).

There are 3 types of cards: **event** cards are primarily in the social deck and provide you with a choice between 2 options; **quest** cards are primarily in the exploration deck and are resolved in specific hexes; and **enemy** cards are primarily in the combat deck. If an adventure deck is empty, it is not reshuffled.

When the time token reaches a **gem refresh space** (the 6th and 12th spaces of the time track), refresh the adventure gems on the board by flipping them faceup. Do not refresh any gems in the same hex as a hero.

REST

Spend 1 action to rest. If you rest in a city, town, shrine, or stronghold, heal all damage. If you rest in the wilderness (any hex outside of a city, town, shrine, or stronghold), roll 5 terrain dice and heal 1 damage for each result with a terrain symbol matching the hex you are in.

TRAIN

Spend 1 action to train. Draw skill cards equal to your max hand size from the skill deck and add them to your hand. Then discard down to your maximum hand size.

THE TIME TOKEN

Whenever the **time token** reaches a **story space**, draw the top card of the story deck and follow its instructions. Then, if it is not labeled as a *Story Quest*, discard it. If it is a *Story Quest*, it has ongoing effects. You must be in the hex outlined in red in order to interact with it.

Place the card in the lowest-numbered empty space at the top of the board, and place the **story quest token** that matches the numbered space in the indicated hex.

The time token moves through the time track twice over the course of a game. The first time through the track is **Act 1**. After the token reaches the end of the track, the next time it moves, **Act 1 ends**. Return the time token to the first space of the track and flip it over to the side showing **2: Act 2** has now begun. When the time token reaches the end of the time track for the second time, follow the instructions on the scenario card.

ADVENTURE CARDS

Trophies

Facedown adventure cards are **trophies** and can be spent to learn skill cards in your hand.

You can **learn a skill** before or after spending an action on your turn. Spend trophies equal to its cost: 1 trophy per orb, matching the trophy to the orb. You can spend any type of trophy for a gray orb.

Place a learnt skill faceup in front of you. You can now use its abilities and bonuses.

You can have only a number of learned skills of each type (**body**, **mind**, **spirit**) equal to or less than your current attribute values. If you ever have more learned skills than an attribute, immediately discard learned skill cards of that type until you have an equal number.

Event cards

When you draw an event, read the card aloud and then choose 1 of the 2 options to resolve. You can always pick either option, even if one of them will have no effect. You must resolve as much of the effect as possible.

Many cards require you to pass an attribute test to take the card as a trophy.

Quest cards




When you draw a quest, place it faceup in front of you. There is no limit to the number of quests you can have.

Each is tied to 1 or more hexes on the map, outlined in red on the quest card. To complete the quest, you must go to one of these hexes and follow the instructions listed in bold above the map.

Each quest has multiple outcomes. To resolve an outcome, fulfill 1 of the requirements listed under the map and then match that requirement to its outcome using the Roman numerals. Some outcomes instruct you to discard the card; you do not take the card as a trophy. Other outcomes read *No bonus*, which means you only take the card as a trophy.

Many quests require you to **explore**: roll terrain dice equal to your speed. Like moving, each die can only be spent to match a single terrain symbol. Treat a wild result as any terrain type; only a wild result can match a wild requirement. If you spend enough dice to match all of the terrain symbols on the desired outcome, you resolve that outcome and take the quest as a trophy.

ATTRIBUTE TESTS

Many events, and some quests, enemies, skills, and assets, require you to test one of your 3 attributes: **body** , **mind** , or **spirit** .

To test an attribute, reveal a number of cards from the top of the skill deck equal to your stats in that attribute, plus or minus any listed modifiers. If you reveal at least 1 **success symbol** (star), the test succeeds and you continue resolving the card.

If you do not reveal any successes, the test fails. If it is an event card, immediately stop resolving the card and discard it.

After revealing cards for the attribute test, but before applying the results, you can **exert to reveal 1 extra card from the skill deck**. You can continue to exert as long as you have skill cards to spend, resolving each exertion one at a time.

After resolving the test, discard all skill cards revealed from the deck. If the deck is ever empty and you need to draw or reveal cards from it, shuffle the discard pile to form a new deck.

You cannot have more skill cards of each type than your current attribute values. An attribute can become negative; treat negative values as 0 when resolving card abilities, unless a comparison to that value is being made.

ENEMY CARDS

When you draw an enemy, you engage it in combat. The player to your right controls the enemy, casting tokens and making all choices for it.

Before combat, you and your foe each collect your own **combat tokens**. This includes the combat tokens from your hero plus any extra tokens you have from assets. Each enemy uses these combat tokens:



At the start of Act 2, enemies become master enemies and also use this token for the rest of the game.

Villains are master enemies, and they each have a unique seventh token that they always use, as shown in the lower-left corner of their scenario card.

To **recast** a token, you cast and randomize it like normal. To **flip** a token, you turn it over to its opposite side.

Rounds of combat




Each round of combat begins by **casting** combat tokens (shake them like dice or toss them like coins). After tokens are cast, you and your foe alternate taking combat actions by spending the large combat symbols on your tokens (the small symbol is only a reference for what appears on the other side).

The combatant with **initiative** takes the first action. Initiative goes to the player who has the most tokens with faceup gold symbols. If tied, the attacker (the hero that initiated combat) goes first.




Once all tokens are spent or both players pass, that round of combat ends. If neither combatant was defeated during the round of combat, both players collect all of their tokens and start a new round.

Combat actions






Hero only. Deal physical damage. Spend any number of  to deal physical damage equal to the total value of  spent. The  can be spent from multiple tokens.




Hero only. Deal magic damage. Spend any number of  to deal magic damage equal to the total value of  spent. The  can be spent from multiple tokens.




Enemy only. Deal enemy damage. Spend any number of  to deal enemy damage equal to the total value of  spent. The  can be spent from multiple tokens.






Use agility. Spend 1  symbol to either flip 1 of your unspent tokens to its other side or force your foe to recast 1 of his unspent tokens (your choice).





Trigger a surge ability. Spend a number of  symbols equal to the cost of a surge ability to resolve it. Each surge ability can be used only once during each round of combat.




Double a symbol. Stack 1 of your unspent tokens on top of 1  symbol. The symbols stacked on top of the  are considered to be doubled. When the symbols on top are spent, the  token is also

removed. You cannot stack more than 1 token on another.

You cannot recast or flip a  token that has another token on top of it. If you recast or flip the token on top, it returns to the top of the  token.

Shields



Whenever you are about to take damage during combat, you can spend any number of  symbols to block an equal amount of damage. This does not take a combat action and can be used against any type of damage.

Defeat


Track damage with **damage tokens**. When a combatant has damage equal to its health, they are defeated and combat ends.

If you defeat an enemy, resolve the **reward** listed on the bottom of the card and then take it as a trophy. When a villain is defeated, the hero who defeated it wins the game.

If you are defeated, discard the enemy without taking it as a trophy or resolving its reward. While defeated, you may only spend actions to **rest**. If you are able to heal at least 1 damage from your hero, then you are no longer defeated and can perform any action you wish.

If you are defeated by a villain, your hero is eliminated from the game. Remove all damage from the villain and flip the scenario card back to its front side.

Passing

If you do not wish to perform a combat action, you may **pass**. You cannot perform any more combat actions during this round of combat, but you can still spend  symbols.

If you have no tokens left to spend, or all of your unspent tokens are dashes which have no inherent ability (marked with the - symbol), then you must pass.

Retreating

After you and your foe finish combat actions, before the next round of combat begins, you have the option to **retreat**. You cannot retreat from a villain. To retreat, roll 1 terrain die. You may spend that die to move, if able. If you move out of the hex you are fighting in, combat ends and the enemy is discarded. If you do not or cannot move out of the hex, then the retreat fails and a new round of combat begins.

ADDITIONAL RULES

Bartering: If heroes are in the same hex, they may exchange gold or assets during either of their turns at no cost in actions.

Challenges: Some abilities allow heroes to challenge each other in combat. The hero who initiated the challenge is the attacker, and follows the same rules as fighting an enemy, except both heroes have the option to retreat each round (starting with the attacker).

Delayed: When you become delayed, set your figure on its side. You must spend your next action to stand back up and become undelayed.

Exerting: The only limitation on the number of times you can exert is the number of skill cards in your hand.

Goods: Goods are a special type of asset that have a trade value. Whenever a goods is traded, discard it; the hero who traded it gains gold equal to its trade value.

RUNEBOUND

EXPANSIONS

INCORPORATING EXPANSIONS

Add the **scenario**, **story**, and **adventure cards** to their supplies. These components are used as a part of the particular scenario. Add the **hero sheet** and **combat tokens** to their supplies.

Separate all your available **asset cards** into sets (identified by icon). Choose 3 sets to shuffle together to make the asset deck.

Separate all your available **skill cards** into sets (identified by icon). Choose 6 sets to shuffle together to make the skill deck.

Fall of the Dark Star

Shuffle all **corruption cards** into a deck and place it within reach of all players. Whenever the deck is empty, shuffle its discard pile to create a new facedown deck.

The Gilded Blade

Add asset set D to your available asset cards. Add the *Power of Profit* skill set to your available skill cards.

The Mountains Rise

Add asset set E to your available asset cards. Add the *Song of the Mountains* skill set to your available skill cards.

There are 5 new non-scenario cards for each adventure deck. During setup, shuffle all non-scenario cards for each type, then deal cards out from each of those into decks of 20 non-scenario adventure cards. Then, shuffle in the adventure cards associated with the chosen scenario, to leave 30 cards in each adventure deck.

Unbreakable Bonds

Add the *Battle Pilgrim*, *One with the Land*, and *High Society* skill sets to your available skill cards.

After creating the asset deck, shuffle the **twist cards** into the deck.

Cooperative or solo game only: Place the combat boards and their enemy token sets within reach of all players.

Cooperative game only: After creating the skill deck, shuffle the 10 party skill cards into the skill deck and place the envelope cards near the board.

NEW COMBAT SYMBOLS

CHARGE

As a combat action, you can spend X ⚡ to deal X unblockable damage to your foe. During a combat round, after you have spent ⚡, you cannot block damage.

TACTICS

As a combat action, you can spend 1 ⚡ from your combat pool as a copy of a symbol showing on any other token in any combatant's combat pool.

Additionally, when you are about to take damage, you can spend 1 ⚡ from your combat pool as a copy of a symbol that would allow you to block or prevent that damage.

Tactics cannot be spent in conjunction with other tokens.

A hero cannot spend ⚡ to copy ☠ and an enemy cannot spend ⚡ to copy ♀ or ♂.

⚡ is spent when used and cannot be used to copy the effect of a ⚡.

When ⚡ is spent to copy a symbol with a number modifying it, the number is also copied.

PREPARE

When you take a prepare action, place a **prepare token** on your hero sheet. On a future turn, you can spend a prepare token to take 1 additional action during that turn. You cannot have more than 1 prepare token on your hero sheet.

MULTI-HERO COMBAT

During the *Fall of the Dark Star* scenario, heroes enter into a multi-hero combat.

This follows the same rules as normal combat, however during the Cast phase, if 2 or more heroes tie for initiative, the hero earliest in the turn order goes first.

During the Action phase, instead of alternating actions between 2 players, play begins with the player with initiative and proceeds clockwise to each player in turn.

When a hero is defeated, combat does not immediately end. Instead, combat immediately ends when all heroes except 1 have been defeated.

When a rule or ability used by a hero states to be used against their foe, that hero must choose 1 foe in the combat.

SOLO RULES

When playing solo, follow all of the normal cooperative rules, but do not shuffle the party skill cards into the skill deck, and do not use the envelope cards.

When you draw an adventure, skill, or asset card that refers to another hero, discard it and draw a replacement.

UNBREAKABLE BONDS

ENEMY TOKENS

Each enemy has a primary **trait**. Cast the corresponding set of tokens when fighting as that enemy.

The enemy combat tokens that appear in the base game make up the token set for the **Warrior** trait. The expansion contains a 6 token set for the **Mystic** trait (purple), the **Savage** trait (red), and the **Trickster** trait (green).

TWISTS

Whenever a twist is drawn, the player shopping in that city resolves it and then discards it before drawing a replacement asset.

If a twist card is drawn during setup, set it aside and continue to deal asset cards to set up the markets. Once the markets are ready, shuffle all drawn twists back into the asset deck.

If an asset is removed from a city outside of a shop action and a twist is drawn, discard the twist and draw another card from the asset deck.

If you draw multiple twists in a row while shopping, resolve each one.

PLAYER NUMBER

When you see ♣ in text, replace it with the number of players in your game. If a player is eliminated, ♣ does not change.

CIVILIZED HEX

A hex is considered **civilized** when it contains a city, a town, a stronghold, or a shrine.

COOPERATIVE RULES

Trading

During a cooperative game, bartering is prohibited. Instead, heroes may trade items of equal value, based on their gold cost. This does not require an action.

Trading can only happen between 2 heroes who share the same hex. A hero can give another hero gold to make up the cost difference between 2 items, or even buy an item from another player outright. Additionally, once per turn, you may give 1 gold, 1 skill card from your hand, 1 quest, or 1 rumor to a hero in your hex.

Envelopes

Once per turn, when you are in a city or town, you can take an available envelope card, place 1 gold, 1 skill card from your hand, 1 quest, or 1 rumor onto it, and hand it to a hero of your choice.

When that hero is next in a city or town, they may open the envelope to receive its contents and return the envelope to the supply.

Sending or opening an envelope does not require an action. You cannot send an envelope if there are none in the supply.

If an event card has the **Rumor** label, you can use an envelope to send that event to another hero; they must resolve the card as a rumor. You cannot place a skill onto an envelope during a training action before discarding down to your hand size.

Parties

On your turn, before or after any action, you can offer to form a party with 1 or more heroes who are in the same hex as you. Up to 4 heroes can be in the same party. All heroes in a party move together. You do not have to spend any extra terrain dice to move the party; if you move, all other heroes in the party move with you.

Any hero can leave a party between actions, no matter whose turn it is. To join (or rejoin) an existing party, you simply need to be in the same hex as the party and declare that you are joining before or after any hero's action. If a hero chooses to leave a 2-person party, that party is disbanded. If you are delayed or defeated while in a party, you are automatically removed from the party. Until you become undelayed or heal, you cannot rejoin the party.

Party skills

Party skills are learned like regular skills. Any hero in the game can pay trophies to learn a party skill, and multiple heroes can split the total cost among them. The hero playing the card from their hand is not required to contribute to paying the cost.

Place learned party skills in a common area next to the board. They stay in play even if no heroes are currently in a party; when a new party is formed, the heroes in the party gain access to any previously learned party skills.

There is no limit to the number of party skills you can have, and multiple parties can make use of the same party skills.

COMBAT BOARDS

Use combat boards during cooperative and solo play. Each board corresponds to 1 of the 4 primary traits of each enemy: **Warrior**, **Mystic**, **Savage**, or **Trickster**.

Each combat round, cast the enemy tokens that match the enemy's trait. Then place them on that trait's combat board, matching the symbols with the corresponding spaces on the board.

Initiative is determined as normal. If there is a tie for initiative, the hero takes the first combat action.

Whenever it is the enemy's turn to take a combat action, resolve the next space on the combat board that contains a token (from top to bottom), following its instructions. Resolve all of the tokens in that space.

If you are unable to resolve a symbol or the symbol would have no effect, skip that symbol and go to the next space instead. On your next turn, check to see if the unresolved symbol can now be resolved.

Once there are no more spaces that can be resolved, the enemy passes, and cannot perform any additional combat actions that round.

Each combat board has an ability under the board's title; this is always resolved when fighting that type of enemy.

Spending surges

Each **N** space has 3 sections to help with organization. Rather than spend all of the **N** symbols as 1 action, should spend as many as it takes to trigger the most expensive **N** ability on the enemy that has not been triggered this combat round.

If the **N** ability that would be triggered would have no effect, but there is another **N** ability that has not been triggered by the enemy that would have an effect, then trigger that other **N** ability instead by spending the required number of **N**.

If no **N** abilities would have any effect, then do not spend any **N** symbols; instead, resolve the tokens on the next space on the combat board. If there are no other tokens on the combat board, the enemy passes.

If the enemy has more than 1 **N** ability that costs the same number of **N** symbols, resolve from the bottom of the card to the top. Each enemy can still only trigger each **N** ability once per combat round.

Agility abilities

There are some enemy abilities that do not require **N** symbols, but instead require **A**.

Resolve these abilities using the **A** ability text on the enemy card rather than the instructions on the **A** space of the combat board.

+ Symbols

Some spaces increase the value of a symbol (+). This is only added if there are 1 or more tokens with that symbol being resolved, and it is added to the combined value of those tokens.

Shields

S symbols are always spent at the first opportunity in response to taking damage.

If an enemy casts both a **S** and a **T**, the **S** is always spent as a **T** to block damage first, then the **T** is used.

Moving tokens

If a token is recast or flipped to a different symbol, move it to the corresponding space on the board.

If a token on top of a **S** is removed, the **S** token returns to its original space.

If a **N** token is placed on top of a **S**, move the stack to the section of the **N** board that matches the new **N** total.

Enemy choices

If an enemy ever has an optional ability on it, it triggers that ability whenever possible.

During the resolution of an enemy ability, if a choice has to be made, make the choice in such a way as to be most detrimental to the hero.

If you do not feel like you can be unbiased enough when making a choice, instead of choosing, deal 2 damage to your hero in place of the effect.