

Another game aid

by Universal Head



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Game: **RUNEWARS Revised Edition**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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RUNE WARS

SETUP

Shuffle the deck of Fate cards and deal one to each player; the player with the highest numbered card is the **first player**. Starting with the first player and going clockwise, choose a faction and take all of the components marked with its color and/or symbol (**faction sheet, figures, home realm map tile, activation markers, and Order cards**).

Remove all **Setup Quest cards** from the Quest deck and shuffle them. Each player is dealt 2 faceup Setup Quest cards and takes the map tiles matching these cards (assembling puzzle-fit tiles as necessary). The first player places one of his map tiles in the center of the playing area. Going clockwise, players place one of their own tiles such that at least 2 of its areas touch at least 2 areas of tiles that have already been placed, until all have placed their 2 non-home tiles. A mountain (red) or water (blue) border cannot touch another parallel mountain or water border.

The first player places a number of **home realm setup markers**, equal to the number of players, at the board edges. Each must touch at least 3 non-colored borders and have at least 3 areas between it and each other marker.

Starting with the first player and going counterclockwise, take 1 dragon rune token and 1 false rune token, look at them and place them face down in any 2 areas of your choice. They cannot be placed in an area that already contains a dragon rune or in an area adjacent to a home realm setup marker.

Starting with the player to the left of the first player and going clockwise, replace a setup marker with your **home realm map tile** (in any orientation, but so 2 areas of your home realm occupy the marker's previous space). Home realm areas may never be adjacent to each other. Place neutral units into areas as indicated on each area. Shuffle the **city tokens** and place one faceup on each **city space**.

Remove all **Quest cards** from the deck that refer to areas not being used, then add each player's Setup Quest cards to the deck and shuffle it.

Set the **resource dials** on your faction sheet to mark your starting resources (the red highlighted number), then take the amount of **influence tokens** and **Tactics cards** indicated on the bottom of your sheet.

Starting with the first player and going clockwise, place one of your **stronghold tokens** in any area of your home realm, then recruit units using your starting resources and place them in any areas of your home realm.

Take 2 Quest cards as your card hand, then take one random Hero card matching your faction's alignment (shuffle the *good* and *evil* Hero cards separately and take your Hero from the appropriate deck). Then place your matching figure in any area of your home realm.

Shuffle all unassigned Hero cards into a deck. Shuffle the **Fate, Quest, Reward, Tactics, and Hero decks**, the 2 **Objective decks**, and the 4 **Season decks** separately and then place them next to the board. Place the 3 **Title cards** faceup next to these decks.

Place the **defeated hero markers, battle marker, and damage, influence and training tokens** in piles; then place all **rune tokens** faceup in 2 piles: **false runes and dragon runes**.

Take 1 random **Objective card** matching your faction's affiliation (Good or Evil), look at it, and place it face down in front of you. The first player begins with the first season (round) of the game.

GAME SEASONS

1. Resolve a Season Card

Draw the top card of the current **Season deck** and resolve the card's **primary ability** (text), then its **secondary ability** (icons). Resolve Secondary abilities in standard play order. Place the card faceup on a discard pile to show the current game season.



Spring: Remove all activation tokens from the board; stand up all **routed** figures. Players return all Order cards to their hand.



Summer: Quest Phase: each hero may heal, train or move (after moving, the hero may start a duel or attempt a Quest).



Fall: Shuffle Fate card discards back into the deck. Each player chooses to receive 2 influence tokens or draw 1 Tactics card.



Winter: The maximum number of units (not heroes) you may have in each area is equal to your food dial's current space. Choose excess units to be destroyed.

2. Choose Order Cards

Each player chooses 1 Order card from his hand and places it face down as his **active Order card**. Resolved Order cards remain faceup and cannot be used again until returned to your hand.

3. Resolve Order Cards

Turn all the Order cards faceup. Each player then resolves his Order card, starting with the **lowest numbered** card (in a tie, the tied player with the most **influence** goes first).

First resolve the **primary ability**. If the card is the current player's highest numbered card used this year, he may use the **supremacy bonus ability** as well.

MOVEMENT

When you move units into an area containing enemy units, you must **battle**. When you move units into an area containing only neutral units, you must either battle or attempt **diplomacy**.

Moving Units with the Strategize Order

You may move your units and/or heroes to or from any number of empty or friendly adjacent areas.

Units starting in an activated area may not move out of it. This order does not activate any areas (the figures will be able to move again during this year as long as they did not move into a previously activated area).

Heroes may also be moved up to 2 areas during the Quest Phase. They may move through enemy and neutral areas and do not start battles as a result (although they can support battles or start duels). Heroes may also freely move out of areas containing friendly activation tokens. **Routed** heroes and units may not move.

Moving Units with Mobilize and Conquer Orders

You may place an **activation token** in an area, then move any of your units *through empty or friendly areas only* into the area as long as the units started 2 or fewer areas away (or 3 areas if the units have the **fast** trait).

If there are enemy or neutral units in the activated area, then you must **battle** or attempt **diplomacy**.

You may never move units out of an area that contains one of your activation tokens (except when *retreating*). Heroes are unaffected by activation tokens. You may recruit and move units into an area containing one of your activation tokens (eg, with a **Strategize** Order card). You may not activate an area that already contains a friendly activation token.

Movement Restrictions

Blue (water) or red (mountain) borders are impassable. However any **flying** unit may ignore mountain and water borders, but may not move over enemy or neutral areas; and during each **winter**, all water (blue) borders are ignored. Units may never move over 'holes' (missing hexes) in a game board (even if flying).

You may not have more than 8 of your units in an area (including allied neutral units). If you exceed this limit, destroy units over the limit. The exception is when you are starting a battle in an enemy or neutral area. If you win, any excess units must **retreat** to a single area.

Units may only move through friendly or empty areas and may never move through enemy or neutral areas.

DIPLOMACY

When you attempt **diplomacy**:

1. **Spend Influence:** You must spend 1-6 influence tokens.
2. **Draw Fate Cards:** Equal to the amount of influence spent.
3. **Resolve Fate Card:** Choose one and resolve the **destiny symbol**:



All neutral units in the area **ally** with the player. Your units and the neutral units remain in the area and you may use the neutral units as your own.



All neutral units immediately retreat to one adjacent area and are **routed**. If multiple areas apply, the player to the left decides. If the neutral units have nowhere they can legally retreat to, they are **destroyed**.



You must either start a battle in the area or retreat all friendly units from the area into one adjacent area.

Neutral Units

Allied neutral units are treated as if they were units of your faction. If your last unit is killed during a battle and you have allied neutral units present, they remain allied until the end of the battle, and may even retreat into a friendly area if you lose.

Allied neutral units may move without player controlled units, as long as they end their move in a friendly area.

Any decision about neutral units is always made by the allied player. If the units are not allied, the decision is made by the player sitting to the current player's left.

If **neutral units** ever end up in a player controlled area, they are considered allied to him. If allied units are ever moved into an empty or neutral area, they are no longer considered allied.

BATTLES

A player moving units into an enemy area must start a **battle**:

1. **Place Battle Marker:** Place the battle marker in the area.
2. **Place Units Next to Faction Sheets:** Each participating player takes all of his units from the contested area and places them to the right of his faction sheet matching their **initiatives**.

Routed units remain in the contested area and may not participate; they are destroyed if forced to retreat.

If the defending units are unallied neutral units, the player to the left of the current player acts as their controller (however, he may not play Tactics cards).

3. **Start of Battle Abilities:** If the attacker wishes to use any 'start of battle' Tactics cards or abilities, he must use them now. Then the defender may use his abilities and cards.

Starting with the attacker, each player may take any number of his standing heroes in the contested area and place each adjacent to a different type of friendly unit. When he draws Fate

cards for that unit, he may draw one additional card, look at the cards, and choose one to discard without effect.

If you lose a battle which one or more of your heroes supported, they are routed and retreat with your retreating units (if there are no retreating units, they still retreat, all to one area).

4. **Rounds of Combat:** Resolve 5 rounds of combat, starting with all initiative 1 units, then all initiative 2 units and so on. During each round, each unit of the proper initiative attacks once.

5. **Tally Strength:** After each unit has attacked once, both players tally their strength as follows:

a. **Fortifications:** If the defender has a fortification in the area, he may use it now.

b. **Count Units:** Each player totals his number of *standing* units in the battle to result in his **strength**. **Routed hexagon-based units count as standing units**.

c. **Add Stronghold Strength:** If the defender has a stronghold present, he adds its strength.

d. **Damage Stronghold:** If standing enemy units are present, the defender flips the stronghold so that its damaged side is faceup. If it was already damaged, it remains so.

6. **Resolution:** The player with the highest total strength wins; in a tie, the defender wins. Then perform the following steps:

a. **Retreat:** The loser must immediately *retreat* all of his participating units from the area and *route* them. Any units that were already routed at the start of the battle may not retreat and are instead *destroyed*. Units that were just routed may *retreat* (this is the only time routed figures may move).

b. **Destroy/Conquer Stronghold:** An attacker who won against a stronghold may replace it one of his own (damaged side faceup). If all of his are already in play, he may destroy one from the board in order to replace the enemy stronghold.

c. **Heal:** Both players remove all damage tokens from their units involved in the battle.

d. **Replace Units:** The winner takes all of his surviving units and places them in the contested area. Any *routed* units remain routed. Remove the battle marker from the board.

Rounds of Combat

Each battle has up to 5 **combat rounds**:

1. **Attacker Draws Cards:** The attacker chooses one of his unit types with the proper initiative that he has not drawn cards for yet (if able); draws a number of Fate cards equal to that number of units and checks the section matching his units' base shape.



2. **Defender Draws Cards:** Defender does the same.



3. **Resolve Special Abilities:** Both players reveal Fate cards that have **special ability icons** in the section. Attacker first, each player resolves his units' **special abilities** a number of times equal to the number of icons on cards he drew.



4. **Resolve Routs:** Both players reveal Fate cards that have **rout icons** in the section. Attacker first, each player deals a number of **routs** to his opponent equal to the number of routs on cards he drew.



5. **Resolve Damage:** Both players reveal Fate cards that have **damage icons** in the section. Attacker first, each player deals **damage** to his opponent equal to the number of damage on the cards he drew.

All drawn Fate cards are then discarded. If there are any standing units of this initiative that have not drawn, repeat these steps.

After all units of that initiative have had cards drawn for them, a round of combat starts for figures on the next initiative row.

Routs and Damage

Fate cards already drawn for a unit type will all be resolved regardless of whether those units are later destroyed or routed.

A **routed** figure is tipped on its side; it may not move or draw cards during battle. For each **rouT** dealt during combat, you must rout one of your undamaged standing units (regardless of its health). If all of your remaining standing units are damaged, then you must choose one of them to rout.

You must always choose a standing unit, if able, when forced to damage or destroy one of your units.

For each point of damage your units are dealt, place 1 **damage token** next to one of your participating units, assigned one at a time. When a unit has a number of tokens equal to its **health value**, the unit is **destroyed**: immediately remove the tokens and return the unit to your pile of unused units.

You must assign damage to a previously damaged unit (if able). If you do not have any, you must assign it to any one of your standing units; otherwise, to a routed unit.

Retreats

When your figures are forced to **retreat**, you must move all retreating units to one adjacent area as follows:

Player Controlled Units must always retreat to an adjacent friendly area. If there are none, they may retreat to an adjacent empty area. If there are still none, they are destroyed.

Unallied Neutral Units must always retreat to an adjacent uncontrolled area chosen by the player to the left of the current player. If there are none, the units are destroyed.

Heroes: Heroes may retreat to any adjacent area.

When a figure retreats, it is always routed. Units must follow all movement restrictions when retreating. After retreating, destroy any units that exceed the area limit of 8 (routed *and* standing units always count toward this limit).

HEROES AND QUESTS

When you gain a hero, place the **Hero card** faceup in front of you and the corresponding figure at one of your strongholds. You may control no more than 3 at a time; if you gain control of another, you *must* choose one to **desert** you.

By resolving Quest cards, a hero can receive Reward cards. You may have a maximum of 3 Quest cards in your hand; if you ever have more, discard cards of your choice to the limit.

Quest Phase

Starting with the player with the lowest numbered Order card (from the previous season), each player may do one of the following with *each* of his heroes (multiple heroes controlled by the same player may perform different actions).

Move: The hero may move up to 2 areas and then may start a duel or attempt a **quest**. These actions do not activate the destination area. Heroes may move into and through enemy and neutral areas. *Routed* heroes may not choose this option.

Heal: If the hero is in a friendly area, remove all his damage.

Train: Place **training tokens** on the hero's card to increase 2 of his attributes by 1, or increase 1 attribute by 2. Each attribute may have a maximum of 1 training token.

Using heroes during the Quest Phase is not considered part of any player's turn. When your hero is present in a specified area during the Quest Phase (if you chose the **move** option), you may reveal your matching Quest card and follow its instructions. Each hero may only attempt 1 quest per Quest Phase.

When a hero's **attribute** is tested, draw a number of Fate cards equal to the hero's appropriate attribute, choose one of the cards, and resolve the Quest card using the Fate card's **destiny icon**.

If the result is to **receive reward**, the quest is completed and the hero receives a Reward card. Discard the completed Quest card and draw a new one. Draw and look at the top card of the Reward deck and place it facedown under the Hero card. When you wish to use its ability it is turned faceup and remains so.

You may trade Reward cards between your heroes if they are in the same area during your turn or when moving during the Quest Phase. They do not need to remain in the same area and may trade items when moving through a friendly hero's area.

During a **duel**, each hero may use any number of his Reward cards, but not more than 1 *Weapon* and 1 *Armor* card during a single duel (unless specified otherwise, you may use the same one multiple times during a duel).

DUELS

When you move your hero into an area containing an enemy hero during the Quest Phase, you may start a **duel**.

- 1. Declare Defender:** The player who is starting the duel chooses a single enemy hero present in his hero's area.
- 2. Use Start of Duel Abilities:** If the attacker wishes to use any *'start of duel'* Tactics cards or abilities, he must use them now. Then the defender may use his cards and abilities.
- 3. Rounds of Duel:** Resolve 4 rounds of combat, each consisting of the following steps in order:

a. Draw Fate Cards: Starting with the attacker, each player draws and reveals 1 Fate card.

b. Resolve Fate Cards: Starting with the attacker, each player resolves the icon in the **circle** section of his Fate card.

Special ability: the hero may either deal 1 damage or use the ability of one of his Reward cards.

Rout: the hero may prevent damage this round equal to the number of **flags**. This does not *rout* the opposing hero.

Damage: the opposing hero is dealt the listed amount of damage (place damage tokens on the opposing hero's card).

Blank: nothing happens.

All damage dealt is resolved simultaneously (both heroes may be defeated at the same time).

4. Resolution: After 4 rounds have been resolved, or a hero has been defeated, the duel is over. All damage dealt to a hero remains on his Hero card (unless he was defeated). Each hero not defeated in the duel remains in the area (he is not forced to *retreat*).

A hero that starts a duel may not attempt a Quest during the same Quest Phase.

If a hero is defeated, the duel ends after finishing the current round of the duel. The surviving hero then claims all of the defeated hero's Reward cards.

Routed heroes can be forced into a duel by an opponent's hero, but may not start a duel. Defending heroes that are routed act as if they are not routed during a duel.

Duel Quets

If a Quest card requires a hero to travel to a specific area and then duel a certain type of neutral unit, the unit is never placed on the board and only exists for the Quest.

Once the hero is in the area during the Quest Phase, follow the steps for a duel, with the player to the left controlling the neutral unit. If the neutral unit draws a card with a special ability icon in the section matching the unit's base shape, it triggers its special ability.

If the hero defeats the unit, he completes the Quest card and receives his reward. Return the neutral unit to the unused pile.

Damaging and Defeating Heroes When a hero has damage tokens equal to or greater than his health, he is **defeated**: remove the figure from the board and place it and its Hero card back in the box.

If a hero is defeated in a duel, then the controller of the victorious hero may assign all of the hero's Reward cards to any of his heroes present in the area. They remain facedown (unless already faceup) and may be looked at by their new owner at any time.

If a hero is defeated at any other time, his Reward cards are placed next to the board (remaining faceup or facedown). A defeated hero marker is placed in the area, and the corresponding defeated hero marker is placed on top of the hero's Reward cards.

Any hero in an area containing a defeated hero marker during his controller's turn may take all Reward cards from under the marker and place them under his Hero card. The player then removes the defeated hero marker from the board.

Deserting Heroes

When a hero **deserts**, his figure is removed from the board, and his Hero card is shuffled back into the deck of Hero cards. All of his Reward cards are discarded faceup next to the deck of Reward cards.

INFLUENCE BIDS

When an **influence bid** starts, perform the following steps:

1. Declare Influence Totals: Each player verbally declares how many influence tokens he has. Players may then discuss the bid and promise (or lie) about how much they intend to bid.

2. Hide and Select Influence: Each player takes all his influence tokens in hand, selects the amount of tokens that he wishes to bid and secretly places the selected tokens in his closed fist above the table.

3. Determine Winner: Each player opens his fist to reveal how much influence they bid. Each Season card specifies how to determine the outcome of the bid.

4. Discard Influence: All influence tokens bid by *all* players are discarded to the pile of unused influence tokens.

If multiple players bid the same amount, the player with the *Primarch of the Wizards' Council* Title card chooses which tied player wins. If no player has this card, the tied player with the most unspent influence chooses amongst the tied players. If still tied, the tied player with the highest starting influence chooses among the tied players.

CARDS

Fate Cards Anytime you are instructed to draw Fate cards, you must draw the full number of cards. The Fate card discard pile may be looked at by any player at any time. If the Fate deck runs out when drawing cards, shuffle the discards to create a new deck and draw any remaining cards.

Objective Cards A player fulfilling his **Objective card** at any point during his turn, *may* discard it to receive 1 dragon rune, following the rules for gaining a dragon rune.

Tactics Cards Cards that read *'Play during your turn'* may be played immediately before, during, and after you resolve your current Order card.

You may not use a Tactics card during the same season you draw it. Tactics cards that can be played during battles or duels can only be played if you have friendly units or a hero participating in the battle or duel.

You are limited to 10 Tactics cards in your hand. If you ever have more than 10, you choose cards to discard down to 10.

DRAGON RUNES

Whenever you are instructed to *'receive 1 dragon rune'*, you may optionally discard up to 2 false rune tokens from areas you control. Then take 1 dragon rune token and 1 false rune token, randomize them, look at them, then place each facedown in a friendly or uncontrolled area that does not contain a rune token.

If there is no legal area to place them, then unplaced tokens are discarded faceup to the pile of unused tokens. A rune token can never be placed in an area that already contains a rune token.

You may look at rune tokens in areas you control or have a hero in at any time (even enemy areas with a friendly hero in them). You may never show rune token faces to other players, although you may tell (or lie about) what type of token is in an area. During the game Rune tokens are never turned faceup for everyone to see.

If a card instructs you to reveal a rune token, reveal one in an area you control faceup. If you are required to reveal a dragon runes, you cannot reveal a false rune. Revealed Rune tokens remain faceup unless you resolve a *Fortify* Order card, when you only flip facedown the tokens in the areas affected by the card.

WINNING THE GAME

The game ends at the end of the seventh year or after a player reveals 6 dragon runes and controls them one year later to win.

At any point during a player's turn, he may reveal his dragon runes to prove he has 6 (these tokens remain faceup), then place an unused unit of his faction on top of the current season's deck. This cannot be removed from the deck until the next season, and while it is there he cannot place further units on top of Season decks.

If there is a unit on top of the current Season deck at the start of the Resolve Season Card step, the player who owns the unit immediately wins if he has 6 dragon runes (reveal tokens as necessary). Otherwise he takes his unit back to his supply; resolve a Season card as normal.

A maximum of one unit can be on top of each Season deck. If a player has already placed a unit on top of the current deck, any other player must wait until his turn in the following season to reveal his runes and place his own unit on top of the deck. Players cannot place units on the season deck during the seventh year of the game.

OTHER RULES

Each player is limited to controlling 1 Objective card, 3 Hero cards, 3 Quest cards, and 10 Tactics cards at once.

Component Limitations Use proxies if you run out of defeated hero markers, activation, damage, influence, or training tokens. All other components are limited. If a deck of cards runs out, shuffle the deck's discard pile to create a new deck.

If you wish to recruit a unit but they are all in play, you may destroy one in any friendly area before recruiting. If you wish to build a stronghold or development but do not have any, you may destroy one to build it elsewhere. A development left in an area without a stronghold is destroyed.

Player Elimination If a player ever controls zero areas, he is eliminated: removes all his heroes, shuffle his Tactics, Quest, Reward, and Hero cards into the appropriate decks, and return any Title cards. Any influence on Title cards remain on them until another player takes the card.

Play Order and Ties Resolve Order cards or abilities in this order:

1. Lowest Order Card > 2. Most Influence > 3. Highest Starting Influence

RUNEWARS

GAME SEASONS

1. Resolve a Season card



Spring: Remove all activation tokens; stand up all *routed* figures. Players return all Order cards to their hand.



Summer: Quest Phase: each hero may heal, train or move (after moving, may start a duel or attempt a Quest).



Fall: Shuffle Fate card discards into deck. Each player chooses to receive 2 influence or draw 1 Tactics card.



Winter: The maximum number of units (not heroes) you may have in each area is equal to your food dial. Choose excess units to be destroyed.

2. Choose Order cards

Each player selects 1 Order card facedown as his **active Order card**. Resolved Order cards remain faceup and cannot be used again until returned to your hand.

3. Resolve Order cards

Turn Order cards faceup. Each player resolves his Order card, starting with the *lowest numbered* card.

Resolve the **primary ability**. If the card is the current player's highest numbered card used this year, resolve the **supremacy bonus ability**.

BATTLES

1. Place battle marker

2. Place units next to Faction sheets

3. Start of battle abilities and Hero support

4. Rounds of combat

5. Tally Strength

- Fortification developments
- Count standing units = Strength
- Add stronghold Strength
- Damage stronghold

6. Highest total Strength wins

- Loser retreats**
Any units that cannot retreat are destroyed.
- Destroy/conquer stronghold**
- Remove all damage tokens**
- Replace units**

COMBAT ROUNDS

During each combat round, each player chooses a unit types of the appropriate initiative to fight:

1. Attacker draws Fate cards

2. Defender draws Fate cards

3. Resolve special abilities



Attacker first, each player resolves his units' **special abilities** a number of times equal to the number of special ability icons on cards he drew.

4. Resolve routs



Attacker first, each player deals a number of **routs** to his opponent equal to the number of routs on cards he drew.

5. Resolve damage



Attacker first, each player deals **damage** to his opponent equal to the number of damage on the cards he drew.

DUELS

1. Declare Defender: Attacking player declares target hero.

2. Use Start of Duel Abilities: Attacker, then the defender, may use any 'start of duel' cards and abilities.

3. Rounds of Duel: Resolve 4 rounds of combat:

a. Draw 1 Fate card each

b. Resolve Fate cards (attacker first):

Special ability: 1 damage or use Reward card ability.

Rout: prevent damage this round equal to the number of flags. This does not *rout* the opposing hero.

Damage: opposing hero dealt damage tokens.

4. Resolution: After 4 rounds of a duel have been resolved, or a hero has been defeated, the duel is over.

DIPLOMACY

When you attempt **diplomacy**:

- Spend 1-6 Influence Tokens
- Draw Fate Cards equal to the amount of influence spent.
- Choose 1 Fate Card and resolve the **destiny symbol**.



Neutral units in the area *ally*. You may use the neutral units as your own.



All neutral units retreat to one adjacent area and are *routed*; otherwise they are *destroyed*.



Either start a battle or retreat all friendly units from the area into one adjacent area.

RUNEWARS

GAME SEASONS

1. Resolve a Season card



Spring: Remove all activation tokens; stand up all *routed* figures. Players return all Order cards to their hand.



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Fall: Shuffle Fate card discards into deck. Each player chooses to receive 2 influence or draw 1 Tactics card.



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Each player selects 1 Order card facedown as his **active Order card**. Resolved Order cards remain faceup and cannot be used again until returned to your hand.

3. Resolve Order cards

Turn Order cards faceup. Each player resolves his Order card, starting with the *lowest numbered* card.

Resolve the **primary ability**. If the card is the current player's highest numbered card used this year, resolve the **supremacy bonus ability**.

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Attacker first, each player deals **damage** to his opponent equal to the number of damage on the cards he drew.

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When you attempt **diplomacy**:

- Spend 1-6 Influence Tokens
- Draw Fate Cards equal to the amount of influence spent.
- Choose 1 Fate Card and resolve the **destiny symbol**.



Neutral units in the area *ally*. You may use the neutral units as your own.



All neutral units retreat to one adjacent area and are *routed*; otherwise they are *destroyed*.



Either start a battle or retreat all friendly units from the area into one adjacent area.

ORDERS

Strategize (#1)

Move any of your units and/or heroes into adjacent friendly or empty areas.

Supremacy Bonus: Draw 1 Tactics card for each Tactics card image on each of your resource dials' current space or lower.

Mobilize (#2)

Activate an area and move any of your units (including heroes) there from up to 2 areas away.

Supremacy Bonus: Activate and move again.

You can only start one battle with a single *Mobilize* Order. You may attempt diplomacy as well, but may not move into an area if it would cause a second battle during this turn.

Conquer (#3)

Activate an area and move any of your units (including heroes) there from up to 2 areas away.

Supremacy Bonus: Reduce the strength of your opponent's strongholds by 3 during a battle.

Harvest (#4)

Tally the amount of food, wood, and ore provided by areas you control, then set your resource dials to match.

Supremacy Bonus: Receive resources, influence, or Tactics cards from all developments you have on the board. You may then reduce your wood resource dial by 1 to place 1 development token in a friendly area with a stronghold.

Developments provide one of the following abilities:

Resources: Increase one of your resource dials (a type provided by the area) by 1, when using the Supremacy Bonus ability of his future *Harvest* Order cards.

Diplomat: Gain 2 influence each time you use the Supremacy Bonus ability of future *Harvest* Order cards.

Training Ground: Draw 1 Tactics card each time you use the Supremacy Bonus ability of future *Harvest* Order cards.

Defensive Bonus: Defender receives a bonus that he may use during the resolution phase of a battle in this token's area. Each faction has a different Defensive bonus:

Cursed Tomb (Undead): Discard to force your opponent to rout 3 of his figures (before calculating final strength). The token may be built again later.

Hungry Spawn (Uthuk): Discard to deal your opponent 4 damage (before calculating final strength). The token may be built again later.

Protective Wards (Elves): Force the opponent to retreat one of his standing units (before calculating final strength).

Reinforced Walls (Human): +2 strength when determining the winner of the battle.

Each player is limited to 1 development token in each area. If a stronghold is destroyed or taken over, any development tokens in the area are destroyed.

Recruit (#5)

Choose a resource type (food, wood, or ore) and gain a unit matching the image of the dial's current space and each space lower than it. Place all of these units in any areas containing friendly strongholds.

If you exceed the standard limit of no more than 8 units in each area (excluding heroes), you must immediately destroy units in the area until there are 8 or less.

Supremacy Bonus: Choose a different resource type and recruit units using that resource dial as well.

Rally Support (#6)

For each area you control that contains a city, choose one of the following benefits:

1. Neutral Units: Place neutral units of the proper type and quantity in the area; they are allied with you. You may not place a figure if there are none available of the chosen type.

2. Tactics Cards: Draw a number of Tactics cards as printed on the city.

3. Influence Tokens: Gain a number of influence tokens as printed on the city.

4. Quest Cards: Draw a number of Quest cards as printed on the city. Then discard down to 3 cards in hand.

Supremacy Bonus: You may spend up to 3 influence in order to draw the same number of Hero cards. Keep one in front of you and shuffle the rest back into the deck. Place the matching hero figure at one of your strongholds.

Acquire Power (#7)

Receive 1 influence token for each influence icon at each of your resource dial's current space or lower.

Supremacy Bonus: Spend any amount of influence to take control of a Title card that has less influence on it. Remove all influence from the card and place the card in front of you with the influence you spent on the card.

All influence tokens on Title cards are considered "spent" and may not be used during influence bids etc.

Title Cards are never shuffled and can only be controlled by one player at a time. If you gain control of another player's Title card, take it from him.

Fortify (#8)

Perform any of these 3 actions in any order (only once each).

Build a Stronghold: Reduce your wood and ore resource dials by 1 each to place one of your stronghold tokens (undamaged side up) in any area you control without a stronghold or a city.

Repair a Stronghold: Reduce your ore resource dial by 1 to flip one of your damaged strongholds to undamaged.

Move Rune Tokens: Choose 2 areas you control and take any rune tokens in them, randomize them, look at their faces, and place each facedown in one of the 2 chosen areas (limit 1 rune token per area).

ORDERS

Strategize (#1)

Move any of your units and/or heroes into adjacent friendly or empty areas.

Supremacy Bonus: Draw 1 Tactics card for each Tactics card image on each of your resource dials' current space or lower.

Mobilize (#2)

Activate an area and move any of your units there from up to 2 areas away.

Supremacy Bonus: Activate and move again.

You can only start one battle with a single *Mobilize* Order. You may attempt diplomacy as well, but may not move into an area if it would cause a second battle during this turn.

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Training Ground: Draw 1 Tactics card each time you use the Supremacy Bonus ability of future *Harvest* Order cards.

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If you exceed the standard limit of no more than 8 units in each area (excluding heroes), you must immediately destroy units in the area until there are 8 or less.

Supremacy Bonus: Choose a different resource type and recruit units using that resource dial as well.

Rally Support (#6)

For each area you control that contains a city, choose one of the following benefits:

1. Neutral Units: Place neutral units of the proper type and quantity in the area; they are allied with you. You may not place a figure if there are none available of the chosen type.

2. Tactics Cards: Draw a number of Tactics cards as printed on the city.

3. Influence Tokens: Gain a number of influence tokens as printed on the city.

4. Quest Cards: Draw a number of Quest cards as printed on the city. Then discard down to 3 cards in hand.

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RUNEWARS

EXPLORATION TOKENS

During setup, place one random **exploration token** facedown in each area (excluding home realms).

One token (with the **1** on its back) is placed facedown in each area adjacent to a home realm. One token (with the **2+** on its back) is placed facedown in each other non-home realm area.

After a hero ends his movement during the Quest Phase, any exploration token in his area is flipped faceup and resolved (before the hero may duel or attempt a Quest).

If the hero is forced to retreat into an area containing an exploration token, he does not resolve it.

Token Types

Events are marked with a yellow arrow and discarded after being resolved;

Locations stay faceup in an area and have ongoing effects;

Destructible locations stay faceup in an area but can be destroyed by a player who controls the area with at least 6 units during his turn.



Defensible Area (Destructible Location)*

Keep this token face up in the area. When determining the winner of a battle in this area, the defending player gains +1 Strength. A player controlling this area with at least 6 units during his turn may discard this token.



Dragon Throne (Destructible Location)

The controller of this area is considered to have 1 additional dragon rune.



Dungeon (Location)

When a hero enters this area, he may not move any further during this season or Quest Phase.



Flooded Area (Location)*

Keep this token faceup in the area. When this token is revealed, the hero who reveals it is moved up to 2 areas by the player to his left (units are not effected).

Units and heroes that do not have *Flying* may not enter or exit this area except in winter (or when a cryomancy token is present), as if all 6 borders were water (blue) borders. This token remains in play until the end of the game.



Hall of Kellos (Location)

When a hero ends his Quest Phase in this area, his controller draws 1 Tactics card.



Magic Portal (Destructible Location)

When any player is moving units or heroes, he may spend 1 influence to treat this area as if it were adjacent to all other areas containing faceup Magic Portal exploration tokens.



Raiding Party (Event)

The hero is dealt 1 damage. If there are neutral or enemy units here, the hero must discard 1 Reward card or be dealt 1 additional damage.



Scroll of Sight (Event)

The hero's controller looks at all facedown rune and exploration tokens in one area.



Temple (Location)

When a hero ends his Quest Phase in this area, his controller gains 2 influence.



Traveling Merchant (Event)

The hero's controller *may* spend 3 influence to have this hero receive 1 Reward card.



Training (Event)

The hero may increase one of his attributes by 1.



Village (Destructible Location)

The area is treated as if it produced +1 of the listed resource type.

* the token is from the *Banners of War* expansion.

1ST EDITION CARD CHANGES

The **Threatened Home Realms** Season card requires each player to move 1 rune token (not 2) out of his home realm.

The **Mobilize** and **Conquest** Order cards allow players to move heroes in addition to units.

The **Ambush** Tactics card can only be played during the Quest Phase.

RUNEWARS

BANNERS OF WAR EXPANSION

SETUP



All expansion components must be used when playing the *Banners of War* expansion. Decide whether to add one or more of the 4 **optional variants**.

Shuffle the new **Hero, Objective, Quest, Reward, Season, and Tactics** cards into their respective decks.

Each faction gains 2 extra unit types, each of which can be recruited *in place of* a unit from the base game.

Place your **reinforcement sheet** to the right of your faction sheet.

Shuffle the additional **Setup Quests** for tiles 10, 11, and 12 into the deck of Setup Quest cards.

Map Tile 12

If map tile 12 is the first tile placed, the following map tile must be placed so 2 different areas (hexes) touch two sides of map tile 12.

If map tile 12 is not the first tile placed, it must be placed so 2 sides of the tile's area touch at least 2 different areas of previously placed map tiles.

Mountain (red) and water (blue) borders cannot be placed touching a parallel yellow border. The yellow border has no game effect besides this setup restriction.

The Lost City

When you complete a Quest card that instructs you to place the lost city, place it on map tile 12 with the blue water border covering the yellow border.

If map tile 12 has a **desolation** or **cryomancy** token on it do not place the lost city; instead remove all of those tokens from the area.

The lost city is treated like any other city token. If it is destroyed, it can be found again later. The lost city provides the player controlling the area with a dragon rune, and adds additional resource icons to the area.

If a card effect instructs you to place the lost city token while it is already on the board, ignore the effect. Strongholds may not be built on map tile 12.

EXPANSION COMPONENTS

TACTICAL FATE CARDS

Tactical Fate cards (**Fate card symbols** at the bottom) may be played from your hand in order to use their text ability.

Alternatively, you may choose to play one or more of these cards during a battle or a duel instead of drawing Fate cards. Announce this before drawing Fate cards for a particular unit type, then draws 1 fewer Fate card for each Tactical Fate card you choose to play for that unit type.

The icons on the bottom of a Tactical Fate card are resolved in the same way as a Fate card, and then it is placed in the Tactics card discard pile.

When a Tactical Fate card is played in lieu of a Fate card, the Tactics ability text on the card is ignored. A Tactical Fate card may not be used in the same season it is drawn.

REVEALING RUNE TOKENS

When instructed to reveal a rune token, choose any rune token in an area you control (unless otherwise specified) and turn it faceup, revealing whether it is a dragon rune or a false rune.

If the card requires you to reveal one of your dragon runes, you may not reveal one of your false rune tokens.

Rune tokens revealed in this way stay faceup and may only be turned facedown again by resolving a **Fortify** Order card. Rune tokens moved in this way may be turned facedown before they are moved.

To trigger the effect of a card by revealing rune tokens, you must reveal rune tokens that are not yet revealed. If all of your rune tokens are revealed, you cannot trigger abilities that require you to reveal a rune token.

During the **Epic Game Variant**, any Tactics cards drawn that force you to reveal rune tokens may be discarded and replaced with a new Tactics card.

GARRISON ORDER CARD

Playing the **Garrison** Order card provides a bonus during the *Tally Strength* step when defending in battle this season.

The **Supremacy Bonus** lets you recruit 2 triangle units of your faction, which you may place at any stronghold you control.

GUILDMASTER OF MERCHANTS

If you have this title you gain 2 additional resources of any one type each time you use your **Harvest** Order card.

You may choose a different resource each time you resolve a **Harvest** Order card. In addition, you may ignore any resource loss caused by a Season card's primary ability.

DESOLATION TOKENS



When a **desolation token** is placed in an area, whoever controls the area immediately gains resources as provided by the area. The token remains in play until removed by specific game effects.

While the token is in play, the area is considered to have no resource icons. Any city present no longer provides any of the printed icons when resolving a **Rally Support** Order card.

If the city normally provides a dragon rune, it no longer does so until the desolation token is removed. Dragon rune tokens and exploration tokens in the area are unaffected.

Desolation tokens may never be placed in a home realm area or in an area already containing a desolation or cryomancy token.

CRYOMANCY TOKENS



While a **cryomancy token** is in an area, units may ignore the movement restrictions of water (blue) borders in that area as though it were winter (adjacent areas with blue borders are unaffected).

While the token is in play, the area is considered to have no resource icons. If there is a city present, the city no longer provides any of the printed icons when using a **Rally Support** Order card.

In addition, if the city normally provides a dragon rune, the city no longer provides a dragon rune until the cryomancy token is removed. Dragon rune tokens and exploration tokens in the area are unaffected.

Cryomancy tokens may never be placed in a home realm area or in an area containing a desolation token. More than one cryomancy token may be placed in a single area.

Remove one cryomancy token from each area on the board when resolving the secondary ability of a spring Season card.



BANNERS OF WAR VARIANTS

DEVELOPMENT CARDS

When you resolve the Supremacy Bonus of your **Harvest Order** card, you may purchase one of your **8 Development cards** in addition to the normal 1 development token.

You are not required to purchase any; you may build a development token, purchase a Development card, or both.

If you purchase a Development card, pay the resource cost listed on the card (immediately adjusts your resource dials).

You may not purchase a Development card if you cannot afford the full resource amount.

Place the card faceup next to your faction sheet. Until the end of the game you receive all benefits listed on the card. Abilities generated from Development cards are permanent.

CAPITAL TOKENS

One Development card allows you to replace one of your home realm stronghold tokens with your **capital token**.


If the replaced stronghold had a development token, the token is attached to your capital stronghold. If the replaced stronghold was damaged, the capital is placed with its undamaged side faceup (at full strength).

Capital tokens can hold 2 development tokens instead of one. They also provide higher strength while defending (7 while undamaged).

If your capital token is ever destroyed, the next time you build a stronghold in your home realm using the **Fortify Order** card, you may choose to build your capital stronghold for the cost of 2 ore and 1 wood (instead of 1 ore and 1 wood for a normal stronghold).

Your capital token may only ever be placed in your own home realm. When conquering an opponent's capital, you may replace it with one of your own strongholds (not your capital).


REANIMATE TOKENS

 When the Waiqar player purchases the **Lands of Blight** Development card, he gains **8 Reanimate tokens**.

These are treated exactly like plastic Reanimate figures and must be recruited like normal units. They obey all rules and restrictions for figures.

A Reanimate token may be replaced with a plastic Reanimate at any time and vice versa, once the Development card has been purchased.

PEASANT TOKENS

 When the Daqan player purchases the **Support of the People** Development card, he gains **3 peasant tokens**.

Any time the Daqan player moves all of his units out of an area, he may place one of his unused peasant tokens in the area. The area continues to be a friendly area he controls.

If all 3 tokens are on the board, and the Daqan player moves all of his units out of an area, he may not move one of his peasant tokens from another area into this area.

Peasant tokens are removed from the board whenever an activation token (even a Daqan token) is placed in an area containing a peasant token. Removed peasant tokens may be reused.

ROAD TO VICTORY

If playing with the *Banners of War* expansion, use this *Road to Victory* variant instead of the base game victory rules.

At any point during your turn, you may reveal dragon runes until you have proven you have enough to win. Place your **Victory card** facedown *on top* of the current Season's deck. This card will resolve in that season next year.

If the current Season deck has your Victory card on top of it during the *Resolve Season Card* step, reveal it *before* drawing a Season card. If you have enough dragon runes to win the game (revealing tokens as necessary), read this card aloud and win. Otherwise, take back the card and a Season card is resolved as normal.

There may be a maximum of 1 Victory card on top of each Season deck.

If you have already placed a Victory card during the current season, any other player with enough dragon runes must wait until his turn in the following season to reveal his dragon runes and place their own Victory card.

Since Victory cards are resolved during the following year, they are not used during the final year of the game. During this final year of the game, play until the end of winter, and then determine the winner as described in the base game.



COMMANDERS OF THE BATTLEFIELD



During setup each player receives 2 **Hero cards** matching his alignment and 1 **Commander card**. Each player then chooses one of his heroes as **commander**, places his Commander card faceup next to the Hero card and one of his commander tokens underneath the matching figure on the board.

Commanders are still heroes and can use their hero abilities, receive and use Reward cards, and move, duel, train, or heal during the Quest Phase, however *they cannot attempt Quests*.

Commanders do not count toward a player's hero limit.

Commanders may move like units when resolving a **Strategize**, **Mobilize**, or **Conquer** Order card. They cannot move out of activated areas, or while routed (even during the Quest Phase).

Acquiring Commanders

You may choose to receive a new Commander card when resolving the Supremacy Bonus of a **Rally Support** Order card.

Instead of spending up to 3 influence to look at up to 3 Hero cards, you may pay up to 3 influence to draw up to 3 cards from the Commander deck, and choose one to replace your current Commander card. Cards not chosen or replaced are put at the bottom of the Commander deck.

You are not required to replace your old Commander card when drawing new ones, but you may not have more than one Commander card at any time.

You may choose a different friendly hero at one of your strongholds to become your Commander at the start of the Quest Phase. Immediately place the Commander card on the previous commander next to the new commander. The previous commander is now considered a normal hero (for

If your only commander has been defeated, at the start of the Quest Phase you may draw a new Commander card and place it next to a hero currently at one of your strongholds.

Commanders in Battle

When a standing commander is in an area in which friendly units are resolving a battle, he provides the ability listed on his Commander card.

If you lose the battle, your commander must retreat along with his retreating units (as if the hero were a unit).

When a commander is in a contested area, he cannot be targeted by unit special abilities.

Commanders only take damage during a battle if they have a Commander card ability stating they may take damage, and if you choose to let them be damaged in this way.

If the commander is defeated, he is removed from the game following normal rules for defeated heroes, and his Commander card is discarded.

Lieutenant General

The **Lieutenant General** Tactics card is used only if players choose to play with the **Commanders of the Battlefield** variant.

If you draw this Tactics card while not using this variant, discard it and draw a new Tactics card.

When played, this card remains in play and you to have a second commander in play, which means you could have a total of 5 heroes under your control.

If one of the 2 commanders is defeated, you must discard that commander's Commander card as well as the **Lieutenant General** Tactics card.

When gaining new Commander cards using the Supremacy Bonus of a **Rally Support** Order card, you may still only keep one of the drawn Commander cards. You may choose which Commander card, if any, to replace.

RISE OF THE FREE CITIES

The **alternate city tokens** replace the base game city tokens.

A player controlling an area containing a city with a dragon rune printed on it also controls 1 additional dragon rune. This dragon rune only counts towards winning the game, and cannot be targeted by effects and abilities that target rune tokens. A rune token may still be placed in this area.

Therefore an area with a dragon rune city could potentially be worth 2 dragon runes to whoever controls it.

When playing with this variant, players need 1 additional dragon rune to win the game.