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v2.1

May 2021

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Publisher:	OSPREY GAMES (2018)
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



WILDLANDS

SETUP

Choose a **map** to play on.

Each player chooses a **faction** and a colour, taking the matching **cards**, **miniatures**, **bases** and **crystal shards**.

Clip the coloured bases onto your miniatures. Put your **character cards** and **faction card** faceup in front of you, and place each miniature on the corresponding character card.

Shuffle your **action cards** and place them facedown in front of you as your personal action deck.

Shuffle the **map cards** and deal 10 to each player (each has a number matching a map space). Choose 1 card for each character by placing it facedown on that character card: this is the space where that character will first appear. You may check these at any point, but keep them secret from other players until your characters are revealed.

Once everyone has assigned a map card to each character, pass the 5 remaining cards to the player on your right. Place your **shards** on the map spaces matching these cards, then remove the cards from the game.

Once everyone has placed their shards, **draw 7 cards** from your action deck to form your hand.

The player whose shard is on the lowest-numbered space goes first, and takes the **active player token**.

YOUR TURN

On most turns, you **reveal 1 character**, **take as many card actions as you like**, and then **draw 3 cards**. The player to your left then begins their turn.

Each crystal shard you claim is worth 1 point, and each enemy character you knock out is worth 1 point.

The first player to collect 5 points wins.

1. REVEAL CHARACTER

If you have one or more characters still on their character cards at the start of your turn, you must **reveal at least one**. Flip over its assigned map card, place the miniature on the matching map space, then remove that map card from the game.

You may reveal more characters at any point should you wish.

You cannot be *interrupted* directly after revealing a character.

2. CARD PLAY

On your turn you may play as many action cards from your hand as you like, one at a time (unless climbing to high ground or collecting a shard).

Each action card has multiple ways it can be used. When playing the card, you select 1 option, and forgo the chance to use the others.

Character icons (in the scales) indicate which characters you can use to move, or to collect shards.

Flags indicate actions those characters can take *instead* of moving or collecting shards.

After you perform an action, leave a small pause to give other players the opportunity to play an interrupt card.

You can only take actions using characters who are on the board. If you wish to take an action using a character not yet on the board, you must **reveal** them first, then take the action.

Place your used action cards in a personal discard pile. If your deck ever runs out of action cards, shuffle your discarded cards to form a new deck.

3. DRAW CARDS

Once you want to stop playing cards and revealing characters, declare that you are ending your turn.

Now draw 3 new cards from your action deck, no matter how many cards you played this turn. You may only draw up to 7 cards in hand. Pass the active player marker to the player on your left, who then begins their turn.

You may be interrupted after you declare the end of your turn, but before you draw cards. After the interrupting player is finished, you may decide whether to draw cards or continue playing.

DEFAULT ACTIONS

You can take these actions with a character whose icon is on a card, regardless of any action flag beside it.

MOVE

Movement is the default action of a card. If a character's icon is on an action card, you may always use the card to move that character.

One card will move a character to an adjacent space.

There is no limit to the number of characters that can occupy a space, and other characters do not affect your movement. You can move between spaces separated by white lines, but not through walls.

CLIMB

If a white line is marked with an arrow, that points toward **high ground**, which you need to **climb** to access.

To move a character in the direction of the arrow you must play 2 cards which allow movement for that character. This additional cost only applies when moving in the direction of the arrow; moving downwards against the direction of the arrow only requires 1 card.

You may use a **wild** movement instead of a normal movement at any point.

CLAIM SHARDS

You can only claim crystal shards of your own colour.

You can claim a shard even if there is an enemy character in the same space. You must have a character in the same space as the shard, then play 3 cards displaying that character's icon as a single action.

Alternatively, you may play 3 cards with icons matching one other character who is already *knocked out*. You cannot mix the icons of different characters: it must be 3 of a kind.

When you claim a shard, place it in front of you as 1 point.

A **wild** movement can count towards any set of 3.

FLAG ACTIONS

Flag actions are usually connected to a character icon.

You can always use a character's flag action instead of a default action. Flags are grouped by colour: **melee** (red), **ranged** (blue), **defence** (green), and **manoeuvres** (yellow). A breakdown of which action each character can take is on your faction card.

At the bottom of some cards are **open actions**, which are not associated with a particular character symbol. Any single revealed character may take that action, in defence or attack, instead of the other options on the card. This cannot be used to take a default action.

When a character takes damage, place the matching number of damage tokens on their character card. If the number of tokens equals or exceeds the health number, they are *knocked out*. Flip the character card facedown and return the tokens to the supply. The last player to injure the character takes the miniature.

If a character is *knocked out* by other means, remove it from the game (no player earns the point).

You cannot target your own character with a ranged or melee attack.

MELEE



Deal 1 damage to an enemy character in the same space. If there are multiple enemies from the same faction in the space, the player who controls them can choose which one is being targeted. If there are multiple enemy factions present, choose one faction to attack.

When another player performs a melee or heavy melee attack against this character, **you may take this action out of turn to prevent all damage from that attack.**

HEAVY MELEE



Deal 2 damage to an enemy character in the same space. If there are multiple enemies from the same faction in the space, the player who controls them can choose which one is being targeted. If there are multiple enemy factions present, choose one faction to attack.

This action cannot be used in defence.

RANGED ATTACK



Deal 1 damage to an enemy character within LOS. If there are multiple enemies in the same space, you may choose which one is targeted.

HEAVY RANGED ATTACK



Deal 2 damage to an enemy character within LOS who is not more than 2 spaces away from the character taking this action. If there are multiple enemies in the same space, choose which one is targeted.

AREA ATTACK



Choose a space adjacent to your character, or choose the space the character occupies. **Deal 1 damage to every revealed character in that space**, including characters you control.

This is the only attack which can target high ground from lower ground.

SHIELD



When another player performs a ranged, heavy ranged, or area attack against this character, you may play this card out of turn to **prevent all damage** from that attack.

If multiple characters are being hit with an area attack you must play a separate card for each character. You may also play this card immediately after an area attack you have made, to prevent your own character from taking damage.

This action does not defend against melee attacks.

COVER



When another player performs a ranged or heavy ranged attack against this character, you may play this card out of turn to **prevent all damage** from that attack.

This can only be used if the defending character is in a space containing **cover** (the core number is a white number in a black circle).

This action does not defend against melee or area attacks.

RALLY



This symbol means you can **move both the specified character and another of your characters**, following the normal move rules.

The 2 characters must be in the same or adjacent spaces at the start of the action, but can move in completely opposite directions if you choose. You may choose to move just 1 of the characters.

If you wish to use this symbol to **climb** with either character, you must play additional cards as normal. The rally counts as a card for both characters, so 2 valid rally cards, or 1 rally card and 2 cards which allow individual movement, would allow both characters to climb. This counts as 1 action for an interrupt.

FLY



Move this character up to 2 spaces.

You may ignore the movement rules relating to high ground when flying.

WILD ACTIONS

All wild action cards are identical, and each can be used to perform 1 of the following 3 actions.

WILD MOVEMENT



This can be used as though it shows every character icon from your faction, so you may **move any of your characters 1 space**.

It can be used to pay the additional cost for climbing, and you may play any number of wild movement symbols to contribute towards claiming a crystal shard. You may even claim shards with any character by playing 3 wild movement symbols.

DRAW TWO CARDS



Immediately draw 2 action cards. If this would bring you above 7 cards, only draw 1 card.

INTERRUPT



You may play this card out of turn immediately after another player takes an action, and **declare an interrupt**.

The other player must finish their action (if they have not already done so), then you can play as many of your cards as you like, one at a time, as if it was your turn. You may choose to reveal characters at this point should you wish.

The interrupting player can also be interrupted. Once whichever player interrupted last is finished, play returns directly to the active player – any players who have previously interrupted do not get to play additional cards. **You do not get to draw cards when you are finished with an interrupt.**

You cannot interrupt immediately after a character has been revealed or a different interrupt has been played. You must always let that player take at least 1 other action. However, if another player declares the end of their turn, you may interrupt immediately, before they pass the active player marker and draw 3 cards. Once play returns, that player may choose to take further actions before once again declaring end of turn.

To make sure other players have a clear opportunity to interrupt, mentally count to 3 between each action. Never declare multiple actions at once.

If multiple players wish to interrupt at the same time, the player closest in turn order to the active player interrupts first. Other players must then let that player take at least 1 other action before deciding whether to interrupt them.

LINE OF SIGHT

To make a ranged attack, you must have **line of sight** (LOS): trace a line between the core numbers of the spaces the attacker and defender are in. If that line passes through a wall, or a space with **cover** that is not the attacker's or defender's space, you do not have LOS. You always have LOS to the space you are in.

If you are on high ground, you may make a ranged attack on any other high ground you have LOS to, and to any lower ground you have LOS as long as that LOS is not traced through another space with high ground.

If you are on low ground, you cannot trace LOS into or through any high ground.

COMBAT REFERENCE

ATTACK	DEFENDED BY
	
	
	

ENDING THE GAME

As soon as 1 player has 5 points in front of them, in the form of crystal shards, **knocked out** enemy characters or any combination of both, the game immediately ends and that player wins.

If 1 player loses all of their characters, the game immediately ends and the surviving player with the most points wins. On a tie for most points, continue playing until any surviving player has 1 more point than the others. That player wins.

The number of points you have should always be visible to the other players.

WILDLANDS

YOUR TURN

Each crystal shard = 1 point, and each enemy character you knock out = 1 point. The first player to 5 points wins.

1. REVEAL CHARACTER

If you have one or more characters still on their character cards at the start of your turn, you must reveal at least one. You may reveal more characters at any point.

You cannot be *interrupted* directly after revealing.

2. CARD PLAY

On your turn you may play as many action cards from your hand as you like. Select 1 option on the card, and forgo the chance to use the others.

3. DRAW CARDS

Once you want to stop playing cards and revealing characters, declare you are ending your turn.

Draw 3 new action cards, up to a maximum hand of 7 cards. Pass the active player marker to the player on your left, who then begins their turn.

You may be interrupted after you declare the end of your turn, but before you draw cards.

DEFAULT ACTIONS

You can take these actions with a character whose icon is on a card, regardless of any action flag beside it.

MOVE

One card will move a character to an adjacent space.

CLIMB

To move a character in the direction of the arrow onto high ground you must play 2 cards which allow movement for that character. You may use a **wild** movement instead of a normal movement.

CLAIM SHARDS

You can only claim crystal shards of your own colour. You must have a character in the same space as the shard (there can be an enemy in the same space), then play 3 cards displaying that character's icon as a single action.

Alternatively, you may play 3 cards with icons matching one other character who is already *knocked out*.

A **wild** movement can count towards any set of 3.

FLAG ACTIONS

Flags are grouped by colour: **melee** (red), **ranged** (blue), **defence** (green), and **manoeuvres** (yellow).

Open actions at the bottom of some cards are not associated with a character symbol. Any single revealed character may take that action, in defence or attack, instead of the other options on the card. This cannot be used to take a default action.

MELEE



Deal 1 damage to an enemy character in the same space. When another player performs a melee or heavy melee attack against this character, you may take this action out of turn to prevent all damage from that attack.

HEAVY MELEE



Deal 2 damage to an enemy character in the same space. This action cannot be used in defence.

RANGED ATTACK



Deal 1 damage to an enemy character within LOS.

HEAVY RANGED ATTACK



Deal 2 damage to an enemy character within LOS who is not more than 2 spaces away.

AREA ATTACK



Choose a space adjacent to your character or the one it occupies. Deal 1 damage to every revealed character in that space. This is the only attack which can target high ground from lower ground.

SHIELD



When another player performs a ranged, heavy ranged, or area attack against this character, you may play this card out of turn to prevent all damage from that attack.

COVER



When another player performs a ranged or heavy ranged attack against this character, you may play this card out of turn to prevent all damage; but only if the defending character is in a space containing cover (white number in black circle).

RALLY



Move both the specified character and another of your characters, following the normal move rules. The 2 characters must be in the same or adjacent spaces at the start of the action.

FLY



Move this character up to 2 spaces. You may ignore the movement rules relating to high ground when flying.

WILD ACTIONS

WILD MOVEMENT



This can be used as though it shows every character icon from your faction, so you may move any of your characters 1 space.

DRAW TWO CARDS



Immediately draw 2 action cards. If this would bring you above 7 cards, instead only draw 1.

INTERRUPT



You may play this card out of turn immediately after another player takes an action, and declare an interrupt.

You cannot interrupt a reveal or a different interrupt. You do not draw cards when your interrupt is finished.

MAPS



THE ABYSSAL LAKE

Minions/Ancients do not trigger either of the following rules, nor can they be moved or damaged by them.

SLIPPERY SURFACE When a character enters a space, if they have taken 2 or more **move** actions this turn, they may choose one other character in the same space and move it into any adjacent space.

THIN ICE When a character enters a space with **thin ice** (cracked circle around number), every other character in that space takes 1 damage. You can block this damage by taking a **cover** action.

THE LOST FACTORY

CONVEYOR BELT There are 2 **conveyor belts** on the board. Each space on a conveyor belt shows which belt it belongs to and its direction with either a  or  symbol.

When a player scores a point by knocking out a character or collecting a shard, they may activate 1 conveyor belt. All the characters and shards in spaces on the activated belt are moved 1 space along it, in the direction indicated by the arrows on that space.

Conveyors never move characters or shards off the board. Ancients, minions, and objects are also moved in this way.

THE CRYSTAL CANYONS

THE CANYONS High and low ground function as normal, except the majority of spaces are high ground; canyon spaces are low ground.

As normal, you cannot shoot from high to low ground if your LOS is traced through another area of high ground. You cannot shoot from low to high ground, though you can make an area attack from low to high ground.

THE FALL OF THE DARK HOUSE

A BOARD IN TWO HALVES Place the 2 boards as pictured on the rulesheet, leaving a small gap between them. They function as different maps connected by 3 **stair spaces**. For the purposes of movement and area attacks, each stair space counts as adjacent to the stair space with the matching outline. Matching stair spaces do not have LOS to each other.

CORES WITH TWO NUMBERS If a space has 2 numbers, it means that up to 2 characters or shards can start the game on those spaces. If this results in a tie for first player, randomise between the tied players.

THE CRYPT (2 PLAYER ONLY)

THORNS Thorns are represented by a dashed line separating 2 space. The separated spaces do not have LOS, but they are considered adjacent to one another.

Characters may move through thorns but take 1 damage doing so. You can play a card with **cover** to prevent that damage, even if the space your character is on does not have cover. If your character is *knocked out* because of moving through thorns, give it to the opposing player (it counts as a point for them).

THE MAZE (2 PLAYER ONLY)

CURSES During setup, place a shard belonging to an unused faction on each of the 5 **tomb spaces**: these are **curse**s. If a character moves onto or is revealed on a space with a curse, that character is cursed. Take the shard and place it on the character cards, and then draw an action card. If you already have 7 cards in your hand, do not draw a card.

Whenever a character gains a curse, every other character with a curse takes 1 damage for each curse on their character card. If your character is *knocked out* because of a curse, give it to the opposing player (it counts as a point for them).

THE WARLOCK'S TOWER

PORTAL SPACES All 4 **portal spaces** (sunburst around circle around number) count as adjacent to each other for the purposes of movement and area attacks. Portal spaces do not automatically have LOS to one another.

NUMBERLESS SPACES If a space has no number it means that no character or crystal shard will start the game in that space. They are normal spaces in every other respect.

THE TOWER The central space is the **tower**. No character or crystal shard will start the game in the tower, as it has no number. It is also a portal space.

A character in the tower space has LOS to every space on the board.

HIGH GROUND AND COVER When determining whether a high ground space has LOS to another high ground space, you can ignore cover in any low ground space.

COMBAT REFERENCE

ATTACK



DEFENDED BY



WILDLANDS

THE ANCIENTS

THE AWOKEN

SETUP

Choose any board in your collection to play on, except the *Hedge Maze* or *Crypt*.

Each player chooses a **faction** and a colour, taking the matching **miniatures**, **cards**, and **bases**, and 1 matching **shard**. You cannot choose the *Ancients* faction.

Each player chooses a **scenario sheet**. You can choose any scenario. For 2 player games, use the A sides. For single player games, use the B side. You will always face as many Ancients as there are players.

Place your faction's shard in the starting space on the **event track** on your scenario sheet.

Take the **Ancient miniature**, **minion counters**, and **object counters** shown on your scenario sheet and place them to one side of the board. If there are 2 players, only take the object counters shown on the scenario with the lowest number. Return the rest of the object counters, Ancient miniatures, and minion counters to the box.

Turn the **object counters** facedown and shuffle them.

Take the **minion cards** and **Ancient cards** used in your scenario. Shuffle each type of card separately and place them in facedown decks next to your scenario sheet.

Shuffle the **treasure cards** and place them in a facedown deck next to the board.

Shuffle the **map cards** and place them facedown next to the board. Return all the other cards to the box.

Choose an object counter at random and draw a map card. Place the object counter in the matching map space, keeping it facedown. Then place the map card in a discard pile. Repeat this for all the object counters shown on the scenario sheet. Only place one scenario's objects.

Choose a character in your faction and draw a map card. Place the character's miniature in the matching map space and then place the map card in the discard pile. If there are 2 players, do this in turn. Repeat this step until all the characters have been placed on the board.

Choose a minion counter listed in the 'starting minions' section of your scenario sheet and draw a map card. Place the minion counter in the matching map space and then place the map card in the discard pile. If there are 2 players, do this in turn. Repeat this step until all the minions in the 'starting minions' sections have been placed on the board.

For an easier game, each player may draw a treasure card, which they assign to a character of their choice.

OBJECTIVE

Players win by collecting 5 ancient crystals between them or by knocking out all the Ancients they face.

If a shard reaches the end of an event track on a scenario sheet or if all the characters in one faction are *knocked out*, the players lose.

If you are facing the Automaton, you can only win by collecting ancient crystals, as it cannot be knocked out.

ANCIENTS AND MINIONS

Players face off against the Ancients (miniatures) and minions (counters). The Ancients and minions function like player characters.

When an Ancient takes damage, place the damage tokens on the scenario sheet. When the number of damage tokens matches or exceeds the **health** value shown, the Ancient is *knocked out* and removed from the board.

When a minion takes damage, place the damage tokens on its counter. When the number of damage tokens matches or exceeds the **health** value shown on the counter, the minion is *knocked out* and removed from the board.

MINION AND ANCIENT REACTIONS

When a minion/Ancient would take damage from an action or a trap, reveal the top card of the matching Ancient or minion deck.

If the **reaction** prevents damage from the attack, the minion/Ancient takes no damage. Then, discard the revealed card.

If multiple minions/Ancients would take damage from a single source, repeat this process for each one in turn.

PLAYERS' TURN

In 2 player games, players take their turn collectively, rather than individually. Once you have finished taking your turn, the Ancients and their minions take their turn. You take the first turn.

On the players' turn, you may each play as many cards as you wish, in any order, as normal. You will never have to reveal characters, as you will have placed all the characters on the board during setup.

Once you have both played all the cards you wish to, you each draw 3 cards from your action decks. You may never have more than 7 cards in your hand.

ANCIENTS' TURN

During the Ancients' turn, draw minion cards and Ancient cards. These will act against you. Once the Ancients' turn is over, it is your turn again.

Draw and resolve a minion card corresponding to the scenario with the lowest number. If the Ancient corresponding to that scenario is on the board, draw and resolve a matching Ancient card. In 2 player games, then draw and resolve a minion card corresponding to the other scenario. Finally, if the Ancient corresponding to that scenario is on the board, draw and resolve a matching Ancient card.

Never draw Ancients cards for Ancients not on the board.

Whenever you finish resolving a card, discard it. If you need to draw a card but the deck is empty, shuffle the appropriate discard pile into a new deck and then draw.

Some scenarios include special rules. If there is ever a conflict between the rules and a scenario sheet, the scenario sheet takes precedence.

RESOLVING MINION CARDS

Each minion card lists monster actions for 2 types of minion, as well as a scenario effect.

First, all the minions matching the type shown at the top of the card take monster actions. Find the minion in the lowest-numbered space on the board and resolve all the corresponding monster actions, working from left to right. Then, the minion in the space with the next-lowest number resolves the same monster actions. Continue until all minions of the matching type have resolved their monster actions. If 2 minions are in the same space, you can decide the order in which to resolve their actions.

Repeat this step in the same way for all minions matching the type shown at the bottom of the card.

Finally, resolve any **scenario effects**:

SUMMON

Draw a map card and place a minion of the type indicated in the corresponding space. If all the map cards are in the discard pile, shuffle them into a new deck. If no minions are available, do not resolve this scenario effect.

ADVANCE TRACKER

Advance the crystal 1 space to the right on the scenario sheet, and resolve the effect shown. This may include a scenario effect (shown on the scenario sheet) or the *summon* effect.

RESOLVING ANCIENT CARDS

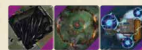
Each Ancient card lists monster actions for the Ancient. Resolve all the monster actions listed on the card, working from top to bottom and left to right.

OBJECT COUNTERS

During your turn, if a character is in the same space as a facedown object counter, you may reveal it.

In 2 player games, you must discard a card linked to a character in the same space as the object counter. For single player games, you do not discard any cards.

To reveal an object, flip the counter faceup:



If it is a **trap**, activate it.



If it is a **treasure**, remove the counter. Then reveal the top card from the treasure deck and place it next to the character card that revealed the object.



If it is an **ancient crystal**, leave the counter faceup on the map.




If it is a **blank**, remove the counter. It has no effect.

TRAPS

PIT TRAP



When you activate a **pit trap**, draw 2 cards from the action deck and place them in the discard pile. If one of them is linked to the character who revealed the object, or if it shows a  symbol, there is no effect. Otherwise, all characters in the space take 1 damage. Then remove the trap from the board.

EXPLOSIVE TRAP



When you activate an **explosive trap**, all characters, minions, and Ancients in the same and adjacent spaces take 1 damage. Minions and Ancients react to damage as normal. You can block the damage to characters by taking a **shield** action. Then, remove the explosive trap.

STASIS TRAPS





When you activate a **stasis trap**, place the trap underneath the character who revealed it. They are **ensnared** and cannot take the **move** or **climb** actions until the trap has been removed.

When all the stasis traps in the scenario have been revealed or all the characters in a single faction have been ensnared, remove all the revealed stasis traps.

When an ensnared character has been *knocked out* or a treasure card lets the character move, remove the corresponding stasis trap.

TREASURE CARDS

Characters can gain **treasure cards** by revealing object counters. Each treasure card states when it can be used and its effect. Treasure cards with the  symbol are discarded once they have been used. Treasure cards with the  symbol can be used as many times as you like and are not discarded.

ANCIENT CRYSTALS

When a character is in the same space as a revealed **ancient crystal**, you may play 3 cards displaying that character's icon as a single action. If you do, place the ancient crystal on that character's card.

Alternatively, you may play 3 cards with icons matching one other character who is already *knocked out*. You cannot mix the icons of different characters: it must be 3 of a kind.

A character is carrying an ancient crystal if it is placed on their character card, and you can carry multiple ones at once. When a character carrying one or more ancient crystals is *knocked out*, choose a character still on the board and place the ancient crystals on their character card.

CHANGES TO ACTIONS

Some actions work slightly differently in *The Awoken* than in a standard game of *Wildlands*:

CLAIM SHARD

The **claim shard** action cannot be used.

RALLY

In 2 player games, characters held by either player count as your characters when taking the **rally** action.

INTERRUPT

You can play the **interrupt** action at these times:

- After a minion card has been revealed, but before any minion actions have been resolved.
- After an Ancient card has been revealed, but before any Ancient actions have been resolved.

MONSTER ACTIONS

Monster actions specific to one type of minion or Ancient are explained on the matching scenario sheet or on the cards themselves.

MOVE



Move the minion/Ancient 1 space towards the closest character. If multiple characters are closest, move the minion/Ancient towards the character in the space with the lowest number.

If the minion/Ancient is already in a space with a character, do nothing. Minions and Ancients ignore the normal restrictions for high ground when moving.

FLY



Take 2 **move** actions, one after the other, as described above.

REPOSITION



If the minion/Ancient is more than 1 space away from the closest character, take the **move** action. Otherwise, do nothing.

MELEE/HEAVY MELEE



If a character is in the same space as the minion/Ancient, the minion/Ancient makes a **melee** or **heavy melee attack** against that character.

If there are multiple characters in that space, you choose which character is targeted. The character can defend against the attack as normal.

RANGED ATTACK



If a character is in LOS of the minion/Ancient, the minion/Ancient makes a **ranged attack** against that character.

If multiple characters are in LOS of the minion/Ancient, the closest character is targeted. If multiple spaces containing characters are closest, the character in the lowest-numbered space is targeted. If more than 1 character is in that space, you choose which is targeted. The character can defend against the attack as normal.

HEAVY RANGED ATTACK



If a character is in LOS and within 2 spaces of the minion/Ancient, the minion/Ancient makes a **heavy ranged attack** against that character.

If multiple characters are in LOS and within 2 spaces of the minion/Ancient, the closest character is targeted. If multiple spaces containing characters are closest, the character in the lowest numbered space is targeted. If more than one character is in that space, you choose which one is targeted. The character can defend against the attack as normal.

AREA ATTACK



If a character is within 1 space of the minion/Ancient, the minion/Ancient makes an **area attack** against that space, targeting all characters, minions, and Ancients in it. The minions and Ancients react to the attack.

If multiple spaces that contain characters are within one space of the minion/Ancient, the space containing the most characters is targeted. If multiple spaces contain the same number of characters, the lowest numbered space is targeted.

If the minion/Ancient making the attack targets the space it is in, it may take damage from its own attack.

HEAL



Remove 1 damage token from a minion/Ancient in the same or an adjacent space. The card will specify which types of minions/Ancients can be healed.

If multiple minions/Ancients of the right type can be targeted, remove a damage token from the one that has the most damage. On a tie, remove the damage token from the one with the highest starting health. On a further tie, remove it from the minion/Ancient in the lowest numbered space. On a further tie, decide randomly which of the tied minions/Ancients is healed.

WILDLANDS

THE ANCIENTS

THE WRATH OF THE ANCIENTS

The Ancients may replace any faction.

SETUP

Take all the Ancient miniatures, character cards, action cards and the faction card and setup as normal. However, do not choose a colour, and do not take any bases or shards for this faction. Also, when you are handed 5 map cards by the player on your left, remove them from the game without placing any crystal shards.

ARCANE GUARDIANS

You can claim shards of any colour as normal. Place the shard you have claimed on the character card corresponding to 1 Ancient in the same space. Shards you claim do not score you points. You must knock out 5 characters to win the game.

Whenever you could play a card, you may instead spend one of your claimed shards to take the special action of the Ancient carrying it. Then remove the spent shard from the game. When you claim a shard, you must wait until your next turn to spend it.

Other players may declare that they are interrupting after you take a special action, but they must wait until the whole action is finished before they do so.

When an Ancient with one or more shards on their character card is *knocked out*, place those shards on the space the Ancient was in.

SPECIAL ACTIONS

MAGUS

Move any 2 revealed characters to any one space on the map. They can be your own or other players' characters.

AUTOMATON

The Automaton suffers up to X damage, where X is less than the Automaton's remaining health. For each damage the Automaton takes, you may take a **ranged attack** or **heavy ranged attack** action.

PHANTASM

The Phantasm takes up to 4 **move** or **climb** actions. After each one, you may make up to 1 **melee** action against each enemy character in that space. You may enter the same space multiple times during this special action, but you must make a move or climb action in order to make a **melee** action.

LIZARDMAN

The Lizardman may take a **heavy melee** action, then a **move** or **climb** action, then a **melee** action, then another **move** or **climb** action, and then another **melee** action. Each of these actions is optional, and you may choose to take some actions but not others. However, the actions must be carried out in the order listed.

TYRANT

All other Ancients on the board take up to 2 **move** or **climb** actions, followed by 1 **melee** action.

Each Ancient takes all their actions at once. You can choose the order in which the Ancients are activated.

INFAMOUS ADVERSARIES

Each Ancient *knocked out* by another player is worth 2 points.

DESPERATE MEASURES

At the end of each turn, immediately before drawing 3 cards, the active player may discard any number of action cards from their hand. This applies to any player, not just the player using the Ancients.

ENCOUNTERS

The encounters described in the *Unquiet Dead* and *Adventuring Party* expansions cannot be used in games of *The Wrath of the Ancients*.

WAR FOR THE CRYSTALS

4 PLAYER AND 6 PLAYER SETUP

For a 6 player game, you need *Unquiet Dead* or *The Adventuring Party*. Choose a board to play on and divide the players into 2 equally sized teams. Each player chooses a faction and colour, taking the matching miniatures, cards and bases, but not the crystal shards.

Place the miniatures on the character cards, and separately shuffle the action decks.

Deal each player 1 map card for each character in their faction. Each player assigns 1 map card, facedown, to each of their characters.

Each team chooses a colour of crystal shard for 1 faction in their team. Draw 5 map cards from the deck and place those shards on the matching spaces. Draw 7 action cards each.

The team whose crystal shard is on the lowest-numbered space goes first. Each player on that team chooses one character in their faction and reveals it. Each player on the other team chooses one character in their faction and reveals it.

The team whose crystal was on the lowest-numbered space takes their first turn as normal, starting with each player revealing one more character.

5 PLAYER SETUP

Choose a board to play on and divide the players into 2 teams (one team of 2 and one team of 3). Each player chooses a faction and colour, taking the matching miniatures, cards and bases, but not the crystal shards. One player on the team of two must choose the Ancients faction, using the *Wrath of the Ancients* rules.

Place the miniatures on the character cards, and separately shuffle the action decks.

Deal each player one map card for each character in their faction. Each player assigns one map card, facedown, to each of their characters.

Each team chooses a colour of crystal shard for 1 faction in their team. Draw 5 map cards from the deck and place those shards on the matching spaces. Draw 7 action cards each.

Take the crystal shards of 1 colour currently not in use and place 1 on each of the Ancient character cards.

Each player on the 3 person team chooses one of their characters and reveals it. The 2 person team goes first.

TEAM TURNS

Players in the same team take their turns collectively. At the start of each turn, each player on the active team who has unrevealed characters reveals 1 character. No action may be taken until each player who is able to has revealed 1 character.

Players in the active team then collectively play as many cards and reveal as many characters as they wish, in any order they like. After all players on the team have played all the action cards they wish to, they each draw up to 3 cards for a maximum hand of 7.

GAME END

Players score points as a team. **The first team to score 10 points wins.** Score points for collecting shards and knocking out characters on the opposite team, as usual.

If any faction loses all its characters, add up the points scored by each team. The team with the most points wins immediately. On a tie, the team with the faction that lost all its characters loses, and the other team wins.

THE ANCIENTS

If the player controlling the Ancients faction picks up a shard, follow the rules in the *arcane guardians* section of *The Wrath of the Ancients*. Their team does not score a point. If a player on the same team as the Ancients faction picks up a shard, they score 1 point as normal.

Ancients cannot take special actions on the same turn they are revealed or on the first turn of the game.

In 5 player games, when an Ancient is *knocked out*, do not place the shards they started with on the space the Ancient was in. Instead, return them to the box.

CHANGES TO ACTIONS

RALLY

Characters from other factions in your team count as your characters for the purposes of taking this action.

INTERRUPT

You may play an interrupt card during the other team's turn immediately after any player in that team takes an action. **Only the player who played the interrupt card may then take actions.** No other player may take an interrupt action until play has returned to the active team and a player on that team has declared another action.