



# Multiverse War

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2-4 Players • 120-240 minutes

## Storyline

The Stone Portal was found on land disputed by two great empires. We all heard the legends about the Portal and incredible riches in lands beyond it. Hunger for power pushed both leaders to conscript huge armies, find allies and head for the Portal, trying to control it. After an extended war it became clear there was no other choice but to cooperate and share the Portal's secrets. Each leader still made plans of his own, each leader dreamed of having the Stone Portal only for himself because, knowledge is power after all.

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### Glossary

- 3 AP: Action points (for units/heroes)
- 4 S: Strength (for units/heroes)
- 5 H: Health(for units/heroes/buildings)
- 6 DMG: Damage (for units/heroes)
- 7 HEX: 1 hexagonal tile on board element
- 8 LOS: Line of Sight (default is 2 hexes)
- 9 LVL: Level (Hero level)
- 10 AGE: Units or buildings of 3 ages
- 11 VP: Victory points
- 12 TRUMP: Trumping unit hits first in combat
- 12 TACTICAL: Number of unit special abilities you can use per turn

## Game description

Multiverse War is an area control/character progression/wargame where players conscript armies, recruit powerful heroes, explore the new lands and battle for better strategic positions to secure more space for development. The only way to advance through the ages is by killing enemy units or destroying buildings so players must do their best to outmaneuver their opponents and earn those valuable kills.

## Game object

You are a Viceroy chosen by the Emperor, may he live forever, to lead one of the first expeditions through the Stone Portal to colonize the new worlds. Explore the new world; push the new Empire's border by constructing new Fortresses. Hire mighty heroes, train powerful armies and defeat all enemies, old and new! Show that you are worthy of your Emperor's trust, may he live forever.

On their turn, players collect revenue, construct buildings or hex improvements and recruit units. Then they move all units they wish to until all their action points have been depleted or until the player decides to stop the action phase.

## Turn order



Revenue phase



Build phase



Action phase

## Starter game setup:

1. Shuffle the neutral territories and place them face down (in pattern for the starter game). Experienced players can set up the game board in any way they want but we still give recommended settings and additional rules for more than 2 players on pages 12 & 13.
2. Place your cities as indicated bellow, place age 1 unit cards on one side of the board and buildings on the other side.
3. Take your unit strength chart, your unit battle record, your unit rack and all building tokens.
4. Choose ANY three age one units and set them within your first settlement territory (it occupies 5 hexes). It's recommended to start with 1 Builder.

Always place your units in such a way that your opponents cannot see the unit's face.  
**ONLY 1 BUILDER OR 1 ENGINEER CAN OCCUPY THE SAME HEX AS ANOTHER MILITARY UNIT, 2 MILITARY UNITS CANNOT END THEIR TURN ON THE SAME HEX.** (passing through other units is allowed)

5. Roll the 10 sided dice, lower roll wins. Winner chooses if he wants to be the first player in build phase or in action phase. (revenue and build phase can be played simultaneously)

**(Cannot play first in both phases unless players specifically agree on that.)**

Everything else should be set up as on page 3. Hero sheets can be placed anywhere.  
(maybe set them in a certain order and increase price by 1 per hero if player wants to buy the 2nd, 3rd etc)





## Start the game:

### First turn:

In first turn players skip revenue and build phase (choosing the 3 starting units was build phase)



1. Action phase: moving all your starting units (revealing the neighboring territories since all map is unexplored)

### MAP EXPLORATION:

To reveal an unexplored territory you must have a unit adjacent to it and spend 1 action point to reveal it. You flip the territory face up, roll a dice and turn the side with that number towards the explorer's unit side.

WHEN YOU SEE ASTERIX (\*\*\*) THAT MEANS YOU HAVE THE IMAGE EXAMPLE FOR THAT RULE DEFINED BY COLOUR AND NUMBER OF ASTERIX.

\*\*Each unit has AP (action points). You can see your unit's AP on unit cards or on unit icons on the evolution tracker. \*\*

Exploring an unexplored territory always costs 1 AP.

\*You can see the action point cost to enter a hex by one unit on the quick reference sheet bellow. \*

\*Entering a hex also costs action points (AP)\* \*\*Unit AP is indicated unit icons on the evolution tracker\*\*

Melee units strength chart for all terrain and city/buildings				Attacking this tile for ranged units				Tier 1	Tier 2	Tier 3
Attack on this tile	Defense on this tile			Archer defense vs mounted units						
Melee infantry	10	8	7	7	5	4	9	7	6	9
Melee cavalry	10	8	7	5	4	9	7	6	9	7
Action point cost for all terrain (mountains and lakes are impassable)										
Action points	1	2	2	1	1	1	1	1	1	1
<b>Terrain combat modifiers</b>				<b>Starting Hand</b>						
+1 for attacker -1 for defender				3 Tier 1 units of your choice						
-4 for ranged attackers -3 for mounted unit attackers or defenders				2 Adrenaline points (Third point received when unlocking first tier 2 unit and fourth received with first tier 3 unit)						
+2 for ranged units attacking from the hill +2 for all attacking the hill				<b>Turn Order</b>						
Can be attacked by range only +1 for all attacks				1. Revenue phase 2. Build phase (Construct buildings/tile improvements or cut/plant forests and recruit armies) 3. Action phase (Move all your units)						
Unpassable terrain, no attacks possible				<b>Revenue</b>						
All units and heroes have a default starting strength of 9. All combat is resolved on the defender's tile				Starting city: 2 Experience/turn Barracks: 2 Experience/turn Academy: 3 Experience/turn Siege Workshop: 4 Experience per turn						
				Green=adjacent Orange=2 hexes away Red=3 hexes away						

\*\*Unit price in gold\*\*

When you eliminate first enemy unit you place a counter on the first position of your unit's battle record bar. 2 enemy unit kills are needed for your unit class to learn its special ability.

### Second turn:



1. Revenue phase for turn 2 follows: Starting settlement gives you by default 5 gold per turn so that's your income at the moment



2. \*\*Build phase: Conscript another unit for your army. Military unit is recommended when you play on a small map. \*\*



3. Action phase: Move all units, now you could probably move your builder in the position to construct a building and increase your revenue.

### Possible actions:

**Move** = your unit must start and end your turn in unoccupied hex (with no other units in it)

**Rest** = you can decide to take no actions with a unit for this turn. In case your unit is damaged just turn the damage token to heal if you did no actions with it this turn. Next turn you remove the heal token from your unit.

OTHER ACTIONS ARE EXPLAINED IN MISSION 2.

**-Attack move    -Swap move    -Ranged attack    -Special ability activation**

You must start a melee attack or explore events/territories from an unoccupied hex.

ATTACKING ALWAYS ENDS YOUR UNIT'S ACTION PHASE, UNLESS SPECIFIED BY A UNIT SPECIAL ABILITY.



# Mission one: build Barracks!

*Author's note: don't forget to protect your builder! He is a civilian unit.*

*(he cannot fight and he has only 1 health)*

*Your Settlement occupies 5 hexes, marked by dashed blue line.*



## Third turn:



1. Revenue phase for turn 3: It's still 5 gold from your settlement only



2. \*\*\*Build phase: Build Barracks if your Builder is at least on the 3rd hex from the Settlement\*\*\* (gain revenue +2 gold/turn).

All buildings except Guard Towers must be built at least on 3rd hex from your settlement or another building (can be further).



3. Action phase for turn 3: Move all your units (you move all newly conscripted units and the Builder who constructed the Barracks).

You cannot build in hexes adjacent to an unexplored hex or adjacent to an unexplored random event.

# Mission two: reveal the enemy army!

*Author's note: Scouts and Horsemen are great explorers, use their speed to learn about your opponent's army composition without losing your unit.*

## Fog of war concept: line of sight (LOS) rules:

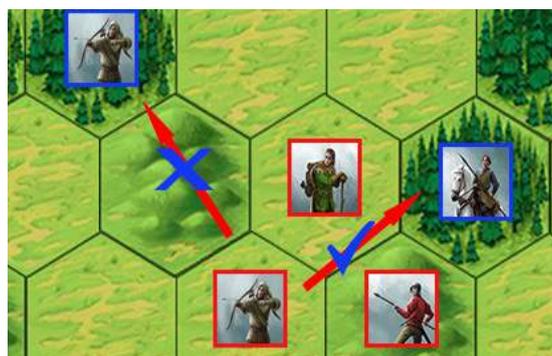
When you identify an enemy unit he turns it face up for all players to see. Once he is out of your LOS he flips the unit back so only he can see its identity.

By default all units have a LOS of 2 hexes (identify units or buildings 2 hexes away).

A unit **cannot see over higher terrain** (Except Scouts, they can see through the forest).

Terrain height from lowest to highest: grassland, forest, hill, mountain. You can see across hill if you are standing on a hill.

Enemy unit in a forest can be identified only by moving your unit to the adjacent hex (with the exception of Scouts).



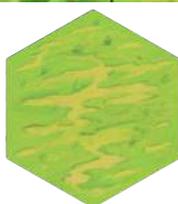
Even though the enemy target is in your range, YOU CANNOT SHOOT AT THAT ENEMY UNIT with your ranged attacks if it's not identified by a friendly unit. **This example:** red Bowman cannot shoot at the blue Bowman in forest because the hill between them breaks the Bowman's LOS.

A hex is in LOS if you can pull a straight line from the center of your unit's hex to the center of the hex your unit is looking to without crossing higher terrain.



Type: Water

Height: 0



Type: Grassland

Height: 0



Type: Forest

Height: 1



Type: Hills

Height: 2



Type: Mountain

Height: 3

Type:  
Height:



### Fourth turn:

1. Revenue phase: take 7 gold if you built Barracks on the previous turn, +5 gold for Settlement and +2 gold for Barracks
2. Build phase: you can conscript units for all your gold, you will need army to explore the map or protect your newly discovered lands from enemies. (NOW YOU CAN BUILD 1 INFANTRY UNIT PER TURN IN BARRACKS).
3. Action phase: Move all available units you wish to move

### Facing your first enemy:

Combat starts when one player moves (or shoots) at the hex with enemy presence (occupied by unit, building or settlement).

Each military unit has 2 health (H) and does 1 damage (DMG) if it lands a hit.

Unit's strength (S) indicates its chance to hit the target.

**\*\*\*Use quick reference sheet above to see unit strength after terrain modifiers.\*\*\***

**Attack move** if you want to move into a hex occupied by an enemy unit (melee units attack).



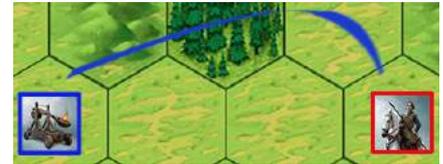
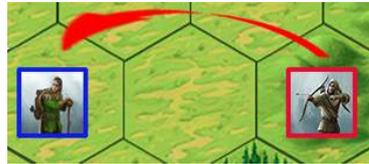
**Swap move** (2 units swap positions): it is possible if both of your units have action points to complete their movement.



**-Shoot** (attacking with a ranged unit, always costs 1 AP)

-All ranged infantry has 2 range

-All siege weapons have 3 range



## Mission three: gain enough battle experience to unlock the ability for one unit!

*Author's note: Building more units of the same type will enable you to make more kills and speed up that unit's evolution.*

**\*\*\*Use counters on unit battle record sheet above to keep track of your unit evolution.\*\*\***

Advance for one on your unit's battle record track each time you kill an enemy unit or a building with that unit.

Once you reach any age 2 unit you put your counter at the beginning of the unit battle record track (on age 1 unit icon).

You again need 2 kills with the age 2 unit to unlock its special ability.

Once you unlock higher age units you can still keep building lower age units if you want.



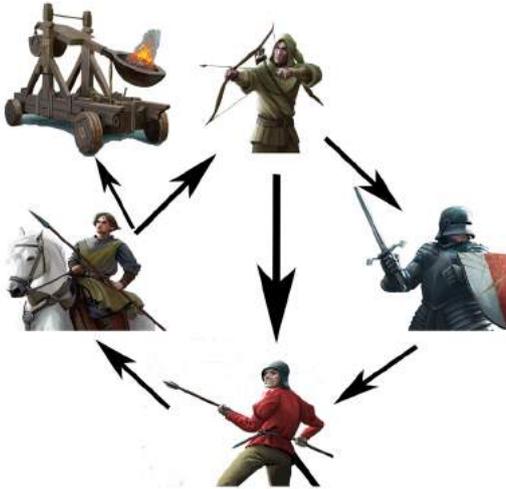
## Combat mechanics (support bonuses, terrain and range modifiers):

Attacking requires enough action points to move on that hex for all except ranged units, ranged cost is always 1.

First the attacker hits the defender, and then the defender retaliates  
**UNLESS ONE UNIT TRUMPS THE OTHER.**

If one unit trumps the other, it will have the battle initiative and attempt to hit first.

### Rock paper scissors mechanisms



Examples:

If a Heavy Swordsman attacks a Bowman, that Bowman will shoot first considering his strength at adjacent range, then the Swordsman will hit him if he stays alive.

If a Horseman is attacking a ranged unit he will always hit first, meaning the ranged unit will have strength reduced by 4 when retaliating because it will be in hand-to-hand combat (melee combat).

**Ranged infantry melee strength is indicated on the quick reference sheet strength chart.**

**ALL UNITS HAVE BY DEFAULT 9 STRENGTH**

(without taking into consideration terrain/flanking/ability modifiers)

All units have 2 health and all units deal 1 damage.

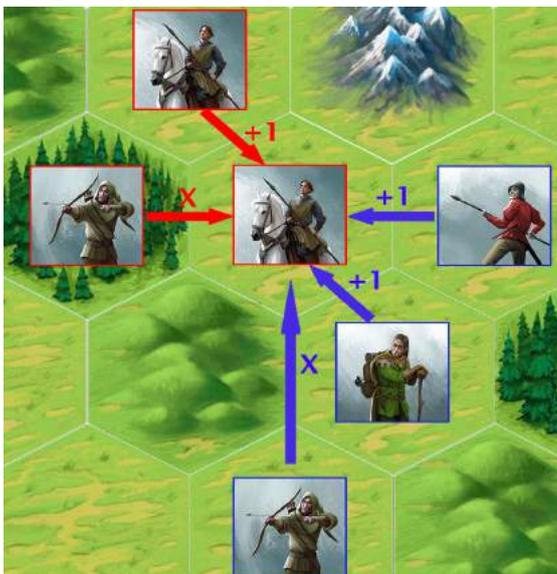
Any unit can heal 1 wound per turn by resting (not spending any action points that turn).

You announce which unit you rest this turn and flip the wounds counter to heal.

You remove the heal counter next turn at the start of your action phase.

Units have strength reduced by 3 for fighting a higher age unit. (6 for 2 ages higher).

Equally units get a strength increase of 3 when fighting lower age units. (6 for 2 ages lower).



### Melee units support bonuses

Support bonuses apply: +1 S per ally unit adjacent to the combat tile, -1 S per enemy unit adjacent to the combat tile.

**This example:**

If the red player here decided to attack the blue Horseman he will gain +1 S from support bonus from Scout if he attacks with the Pikeman. If he decides to attack with the scout then Pikeman will give him +1 S support bonus.

**Ranged units do not benefit from support bonuses nor do they give support bonuses to anyone. (Blue archer gives no defence bonus to the blue Horseman). Red archer can attack on his turn but equally gives no support bonuses.**

Ranged units have -3 strength if attacking 3 hexes away, -2 if attacking 2 hexes away and -4 strength if defending against a mounted unit melee attack.

If attacking adjacent hex they have default attack. (9 strength)

Siege weapons retaliate **ONLY** against other siege weapons.

**ONLY** ranged infantry and ranged heroes retaliate to other infantry ranged attacks or heroes.



## Builders and Engineers, roads

Builder and Engineer can also build a road, reducing unit's movement speed to 1 if that hex is rough terrain. Road cost=unit movement cost on that hex paid in gold.

Each building or road constructed advances you on a builder experience track. At 6 constructions you unlock the Engineer.

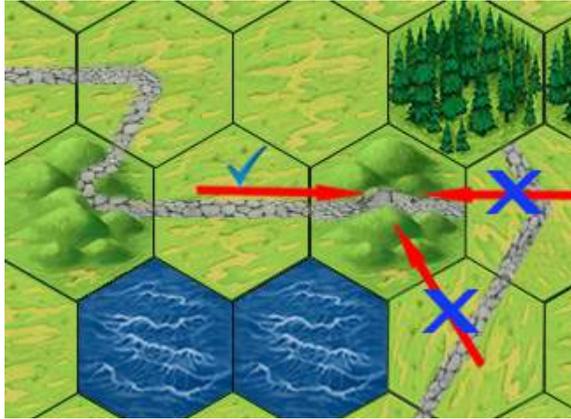
## Logistics

Units gain 1 action point if they use all default action points for moving on the road.

(All buildings and Settlements are considered road hexes too).

If your building is connected to your settlement by a road you improve your supply lines.

**Gain +1 gold per turn for each revenue building connected to your settlement.**



### Valid and invalid roads:

Roads have to be continuous (placed both on the hex **from which** you move and the hex **unto which** you move.

You can see in this example that even though there are roads on adjacent tiles (the 2 grasslands and the hill) both of those movements don't count as road movements because the road is interrupted.

**ALL BUILDINGS AND YOUR CITY COUNT AS ROADS AS WELL.**

## Mission four:

**You have learned troop movement, building construction, combat and line of sight. Now it is time to discover heroes!**

*Authors note: Heroes become very powerful as they gain experience in combat but beware, their cost increases with their level!*

### Heroes:

Heroes have a limit of 1 regular attack per turn and 2 special abilities per turn (provided they have enough AP to activate all of the above mentioned).

Heroes gain experience when they kill enemy units. Use the hero battle record track to follow hero's progress.

When you recruit a hero you get 8 skill points which you can distribute freely.

If combat strength is not specified in the hero ability, all usual combat modifiers apply.

Hero equals an age 2 unit (for combat modifiers) only upon reaching a LVL 3, or equals an age 3 unit upon reaching LVL4.

Put one counter on 3 HP; one counter on 4 AP; one counter of any ability you can unlock at LVL 1

In total that is 8 points used.

Hero cost increases with his/her level. At level one his price is always 7 gold. For resurrecting a higher level Hero you pay in gold the amount equal to his current level multiplied by 4.

Recommended hero starting skill setup marked by \*.



Battle record track				Recommended first skill				
1	2	3	4	5	6	7	8	<i>Blademaster</i>
			 <b>Cleave:</b> You swing your sword hitting 2 adjacent targets					<i>Made his reputation in skirmishes of the Final Battle, if it wasn't for him we would have lost the battle and the Emperor, may he live forever, would have executed all survivors.</i>  <i>Vulnerable to ranged attacks but unbeatable in close combat. His sword mastery increases with won battles and in combination with long sweeping attacks, Blademaster becomes the king of the hill.</i>
			 <b>Leap:</b> You jump up to two hexes away in a straight line Cannot jump across mountains and must land in an unoccupied hex.					
			 <b>Grand Master (ALWAYS ACTIVE):</b> Each battle make you stronger. You gain +1 strength vs melee units for levels (2,4,6,8) (your strength in combat is increased by 1 and theirs is decreased by 1)					
			 <b>Fury (available at level 3):</b> You unleash series of attacks, hitting all adjacent enemies with 7 strength					
<b>Melee infantry</b> <b>Hard hitter</b>		 <b>7</b> <b>Starting hero gold cost</b> <b>When he dies you can resurrect him for hero level multiplied by 4 in gold</b> To level up your hero kill the number of units equal to level you are leveling to, then put the counter back at						
 3	 4	5	6	7	8			
 3	 4	5	6	7	8			
Action points		Health					Skill action point cost	

## More details about units and buildings

### Buildings:

Settlement and Fortresses have 4 health and always repair 1 damage per turn.

All buildings have 3 HP and ALWAYS repair 1 HP per turn.

Buildings can be built with a Builder/Engineer and they MUST be constructed AT LEAST 3 hexes away from your city or other buildings on the map.

**GUARD TOWERS ARE THE ONLY EXCEPTION: ALL BUILDINGS/CITY CAN BE 2 HEXES AWAY FROM GUARD TOWERS.**

Buildings can be destroyed by units, particularly easily by siege weapons' double damage.

Each building and Fortress can make only 1 unit per turn.

Settlement can build 5 units each turn (it controls 5 hexes).

Buildings and Fortresses can be upgraded to age 2 and age 3. (You do not need a builder to upgrade your buildings)

**To construct a building age 2 you need to unlock the corresponding age 2 unit first.**

- Age 2 ranged infantry unlocks age 2 Guard Towers.
- Age 2 melee infantry unlocks age 2 Barracks.
- Age 2 mounted unit unlocks age 2 Academy.
- Age 2 siege weapons unlocks age 2 Siege Workshop.
- Engineers unlocks construction of Fortress.

You can upgrade any building to a new Age building by placing another token of a building on top of the old token. That will give you the ability to build corresponding units in the building and in your Settlement. Revenue increase is equal to that building from age 1.

Age 2 upgrade cost=Age 1+2 gold, Age 3 upgrade cost=Age 2+2 gold. **No builder required!**

**Units in buildings cannot be attacked but they defend versus attacks on the building.**

**Once the building is destroyed, the unit in it dies automatically.**

### Units:

All unit stats/abilities are written on the cards; cards are used by all players and are only reference cards.

Units can be upgraded only in friendly territory. (In your Settlement and buildings or in hexes adjacent to them).

You can recruit higher age units OUTSIDE OF YOUR CITY only in the building of the same age.

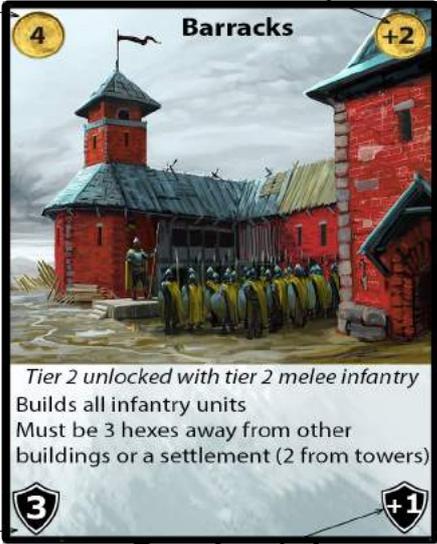
You can always recruit them in your starting settlement without any building upgrades.



## Tactical points

Each time units activate a special ability you spend 1 tactical point.

First age: 2 tactical points/turn; Second age: 3 tactical points, Third age: 4 tactical points available per turn.

<p><b>Gold cost</b></p> <p><b>Attack type</b></p> <p><b>Special ability</b></p> <p><b>Good versus (trumps)</b></p>	<p><b>Cost</b></p> <p><b>Revenue per turn</b></p> <p><b>Action points</b></p> <p><b>Required to unlock</b></p> <p><b>Upgrades to</b></p> <p><b>Health</b></p> <p><b>Repair per turn</b></p>
 <p><b>Bowman</b></p> <p>3</p> <p>2</p> <p>Unlocked at start</p> <p>Fires <b>Rain of Arrows</b> on three connected hexes in range with 4 Strength</p> <p>Melee infantry      Crossbowman</p>	 <p><b>Barracks</b></p> <p>4      +2</p> <p>Tier 2 unlocked with tier 2 melee infantry</p> <p>Builds all infantry units</p> <p>Must be 3 hexes away from other buildings or a settlement (2 from towers)</p> <p>3      +1</p>

### More details about combat, Artillery and Gatling gun gameplay:

The exception for line of sight is attacking with ARTILLERY. If enemy unit or building is in line of sight of an ally unit at the moment of attack, you can shoot at it with Artillery ignoring all obstacles except mountains.

#### Unit specific combat bonuses & attributes:

- Heavy armor:                      -2 strength (S) for all enemies attacking you in melee
- Hard hitter:                        +1 strength when attacking in melee combat
- Highly agile:                       -1 strength for all enemy units trying to hit you
- Defensive set up:                Must use 1 actionpoint to be set up before attacking

#### Terrain combat modifiers:

Terrain offers various advantages/disadvantages so it is important to plan ahead and choose your battles carefully.

All combat bonuses apply on a hex of the defender (exception for ranged versus ranged attack, where we consider combat modifiers for a hex each ranged unit is standing on).

Attacking a hill = -2 strength for all units. Attacking with a ranged unit from a hill = +2 Strength.

Attacking a unit in forest by ranged units = - 4 strength.

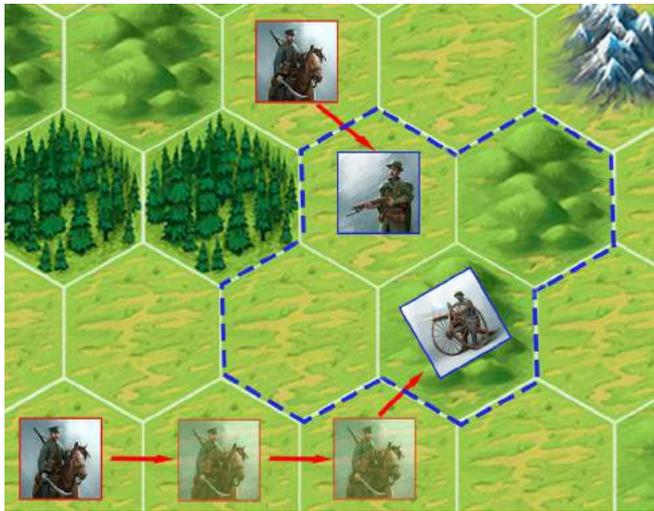
Attacking or retaliating in forest by ALL MOUNTED units = -3 strength.

Attacking buildings or a city by mounted units or ranged infantry = -3 strength.

Attacking units on grassland or water = +1 strength. Units retaliating on grassland = -1 strength.

(Units in water can only be hit by ranged units).

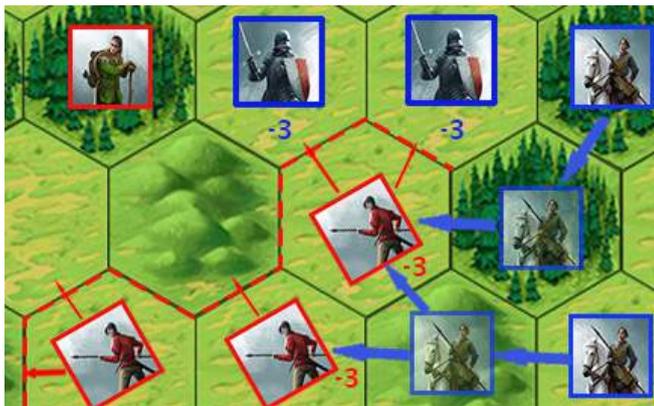




### Gatling gun example:

Gatling gun has to be set up in order to activate his special ability or attack during your turn. As you can see with the blue dash-market area, Gatling's special ability does not cover all sides. That is why you should be very careful to point your Gatling Gun in the wanted direction before setting him up.

Red player Dragoon attacking from the north will get shot at by the blue Gatling before he engages the Rifleman. The south Dragoon is doing a flanking maneuver to **avoid the deadly cover fire** and hit the Gatling Gun directly.



### Spearman ability example:

Spearmen are very strong on flat terrain, where they can keep solid formation. They are vulnerable when flanked, as is shown in this example.

Red-dashed sides show the effect of Pikeman's special ability. If he engages in combat in those directions enemy unit has -2 strength retaliating. However, if Pikemen are attacked from any other side, they get -3 strength when retaliating.

### Decoys

Wooden blocks with no unit sticker on them are decoys. They cost 1 gold and have 2 action points. As soon as your oponent reveals a decoy you must remove it from the board. They can be an invaluable asset if properly used.



## Additional rules

### Added rules for team games:

- All allied units flanking bonuses apply.
- A player can gift gold to his ally during the revenue phase.
- A player can heal all allied units with Field Medic.
- Two different players CANNOT use swap move with their units.
- Player order is: player 1 team 1, player 2 team 2, player 3 team 1, player 4 team 2
- If playing with domination mode (Stone Portal construction victory condition), both players contribute to the construction of the same Portal.
- Conquest victory is when 1 player loses his Settlement

### Added rules for free for all (FFA) games:

- Player order is in clockwise direction
- Recommended play is: each player can attack only the player to his left.
- In case you play an open game with diplomacy:
  1. any treaties last for 3 turns only and no deals can be made with the same player in the next 3 turns after that.
  2. gold can be traded or loaned during the revenue phase, with no limit to the nature of the deal

### Turn limit game mod victory:

Players determine how many turns are being played at the start of the game. Once the last player completes the final turn you must stop playing and count your victory points (VP's).

### Constructing a building:

Barracks: age 1=2 VP, age 2=4 VP, age 3= 7 VP      Guard Towers: age 1=2 VP, age 2=4 VP, age 3= 6 VP  
Academy: age 1=3 VP, age 2= 5 VP, age 3= 8 VP      Siege Workshop: age 1=4 VP, age 2=6 VP, age 3= 9 VP

Destroying a building grants you their construction VP multiplied by 2:

Age 2 Academy destruction = 10 VPs

Each accomplished mission gives you its reward in VP.

Each hero that is alive when the game ends gives you VP's:

Hero level	2	3	4	5	6	7	8
VPs	4	8	16	24	36	50	VICTORY!

### Victory conditions:

1. Complete the Stone Portal (capture and control the aether stone quarries found on the map)
2. Reach level 8 with one of your heroes
3. Capture the opponent's city
4. Reach three different units of the third age
5. Win by having more victory points upon reaching a previously agreed turn limit



Duel game



Alternate duel game



2vs2 team game



4 player free for all game



# Game components

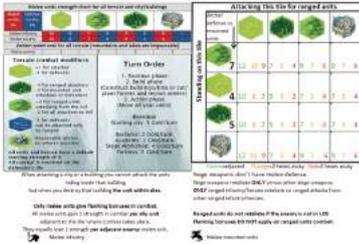
4 Building cards  
(for building information only)



19 Unit cards  
(for unit information only)



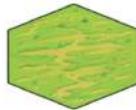
2 Quick reference/damage chart sheets



66 x each unit cubes per player  
(60 units, 5 heroes, 1 bear)



6 Grassland hexes  
(place on forest tile when cutting a forest)



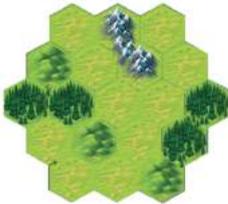
52 revenue coins



Random event tokens  
(place them face down on marked tiles upon exploring a territory)



10 territories  
(modular elements of the game board)



1 x 10 sided dice  
(for combat resolution)

1 x 6 sided dice  
(for determining territory rotation upon exploration)

1 random event sheet



Unit evolution track  
(keep track of your unit combat experience)

Tier 1	Tier 2	Tier 3

Put the marker on the first position and advance once for each kill. Draw a unit's card and advance the marker to first and second advance again for each kill. Double cutting forest with builder & engineer once you build 3 buildings or improvements. Your hero equals units tier 2 once he reaches level 5, equals tier 3 or level 1!

8 tokens per building  
(place on the board when constructing a building)



6 Forest hexes  
(place on grassland tiles when planting a forest)



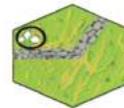
25 Damage tokens  
(place on a unit cube or building token when dealing damage)



Hero effect tokens  
(for marking a hero attack effect on a unit)



Road hexes for forest, hill and grassland, 12 of each  
(to be placed on tiles where you build your road)



5 hero sheets  
(use to track hero statistics, experience and chosen abilities)

1	2	3	4	5	6	7	8	Protector
								<p><i>Nobody knows where he came from or what his name is. He never speaks nor takes his name off. His commander named him The Protector. Reduced mobility makes him an easy catch but very few are brave enough to catch him.</i></p> <p><b>Increased expertise and a combination of defensive and offensive abilities transform the Protector into a deadly opponent.</b></p> <p><b>Evangelist: Gain 1 XP each time the Protector deals damage (even back to his regular XP at the end of his active phases).</b></p>
Charge: You can't be hit in straight line, hitting a unit on the 3rd hex with 7 AS.	Must fight a unit	Shield Wall: The closer your rival, blocking all ranged attacks for 3 full turns. At DL 4 heal 1HP per turn	Man of War (ALWAYS ACTIVE): At DL 6 heal 2HP per turn	Shield Shield (available at level 3): The shield is a wall that blocks all ranged attacks for 3 full turns. If you push 3 into the opponent or more in 1 turn. Each level 3 is equal to a tier 2 unit, level 4 is equal to tier 3 unit.	Starting hero gold cost: When he dies you can recover him for hero level multiplied by 4 in gold (to level up your hero level the number of units equal to how you are heading to, then put the amount back in gold)			
3	4	5	6	7	8	9		
3	4	5	6	7	8	9		



### **Secret missions**

Missions have 3 ages. You receive 2 age 1 missions at the start of the game. If you want to replace any mission you can buy a new one and put the old one shuffled back in the mission deck. You cannot have more than 2 missions in your hand. Can buy higher age missions only once you reach that unit age.

Age 1 missions cost 3 gold, age 2 missions cost 5 gold, age 3 missions cost 7 gold.  
Mission decks are separated by ages and placed on 1 side, face down.  
Each player draws two age 1 missions at the start of the game.  
Draw a new mission card each time you accomplished a mission.

You must show your mission to the opponent only once you have accomplished it.  
Once a mission is complete you set it in front of you, face up.

