

RECRUIT RULESET

(Starting game setup and game components are at the beginning)

We have been developing this game for three and a half years to create a game which can be enjoyed by different groups of people.

For that reason we have 3 rulesets and various game scenarios: the Recruit, the Veteran and the Expert ruleset.

The Recruit Ruleset is the easiest to learn and has in-depth explanations of terms that are typically known by experienced players of tactical combat, war, or “dudes on the map” games. Recruit games are also much shorter in length.

The Recruit Ruleset is perfect for introducing someone to boardgames -- or to prepare someone for a heavier version of the game. It is also well-suited for experienced gamers who want to minimize the luck factor or don't have time for a longer game.

Recruit Ruleset takes you through the rules by playing two scenarios, the starter and the advanced:

- In the starter scenario you learn the basics such as building construction, unit recruitment, unit movement, line of sight and combat.
- In the advanced scenario, the heroes, aether stone mines, and the spin dial are introduced. More information is also given about unit abilities and adventures.

Multiverse war is designed to be a dynamic, action packed game full of player interaction.

While there are many different strategies, not all conceived by me, the game is designed to reward players who take initiative.

Jasen Lakic

MULTIVERSE WAR

Game by Jasen Lakic

Art by Stanislav Sherbakov & Maciej Janik

2 – 4 Players 90 – 240 minutes

Multiverse War is a 4X area control/character progression/wargame where players conscript armies, recruit powerful heroes, explore new lands and battle for aether stones they need to construct their own Stone Portal.

Story

Legends of the Stone Portal and the incredible riches that lay in the lands beyond it have been passed down for ages. When the Portal was discovered on land already disputed by two great empires, a hunger for power pushed their leaders to conscript huge armies, enlist allies, and attempt to control the new-found legend. Only after a long war did it become clear that the only path forward was to cooperate and share the Portal's secrets. Each leader, though, still makes their own plans and dreams of controlling the Portal alone.

You are a Viceroy chosen by your Emperor (may he live forever) to explore the lands beyond the Stone Portal and expand the borders of the empire. Lead the first expedition into the unknown -- and show that you are worthy of the Emperor's trust.

Object of the Game

On your turn, you collect revenue, construct buildings or hex improvements, or recruit armies and powerful heroes. You will explore new lands and find treasures, unexpected allies or dangerous foes.

The game starts with players exploring the new world, before entering adventure hexes and battling for the aether stone mines or terrain features to secure the expansion of their empires and win the Emperor's favor.

Do you want to control the Mines and construct the Portal? Grow your hero's power through battles or collecting aether shards? Accomplish your Emperor's secret missions? Go into a bloody war? The choice is yours!

Goals (fulfill one to win the game)

1. Complete the Stone Portal by mining aether stone (capture&hold the aether stone mines found on the map)
2. Capture the opponent's founding settlement (game ends when one player loses a settlement)
3. Build all 4 of your Fortresses
4. Reach the elite status with 4 different military units
5. Emperor's agenda: complete all three missions, given to you at the beginning of the game.
6. AETHER SHARDS VARIANT:
Be the first player to accumulate 20 aether shards (carry them from aether mines with infantry units to your Settlement)

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Action points



Wounds
(damage)



Default dice roll (in this case roll 5 dice)



Dice modifier
(increase of default dice roll by 1)



Moral



Health

Glossary

- AP: Action points
- DMG: Damage
- HEX: 1 hexagonal tile on board element
- HP: Health
- LOS: Line of Sight (default is 2 hexes)
- LVL: Level
- TACTICAL: Number of unit special abilities you can use per turn
- TERRITORY: 1 game board modul (part of the map)
- COUNTER: Countering unit hits first in combat
- VP: Victory points

Dice roll icons



Cavalry
hit



Melee
infantry hit



Critical
hit



Ranged
hit

Dice Rolls

- In dice-dependant combat, each unit class has its own icon on a die, 1 is required for a successful attack.
- TO LAND A SUCCESSFUL CRITICAL STRIKE YOU MUST ROLL AT LEAST 2 x . Critical strike adds +1 damage.
- Required rolls per unit classes:

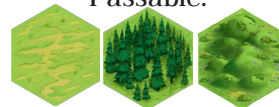


= critical strike with any unit

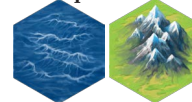
- Roll the dice following the battle initiative rules (page 7).
- Dice rolls table and other combat rules on quick reference sheet ARE NOT USED in this game version.
- Use the rules on page and the example here instead.
- **If your unit counters the enemy unit in battle:**
3 x hit roll = critical strike with that unit.
- Example: If a Horseman attacks the Pikeman, Pikeman rolls first. If he rolls , he does critical strike (+1).

Terrain

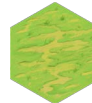
- Terrain can be:
Passable:



Unpassable:



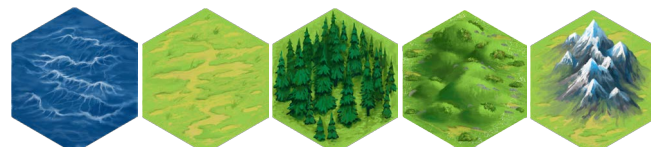
- Passable terrain can be:
Clear terrain:



Rough terrain:



- Moving into clear terrain costs 1 .
- Moving into rough terrain costs 2 .
- Terrain has different elevation, affecting your vision.



Terrain: Water Grassland Forest Hills Mountain
Elevation: 0 0 1 2 3

Common Components

30 x wound tokens



6 x 6-sided dice



8 x frost tokens



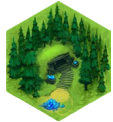
5 x building cards



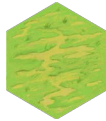
18 x unit cards



6 x aether mines



8 x chop & plant hexes



8 x secret missions



24 x adventure cards



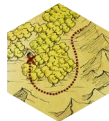
combat cards



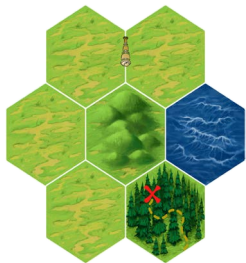
18 x adventure hexes



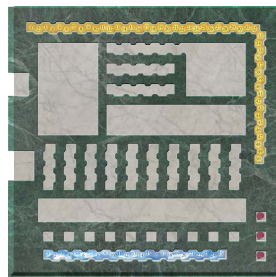
12 x permanent event hexes



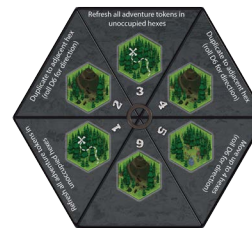
18 x territories



4 x player boards



1 x event dial



5 x hero sheets



Recruit rulebook

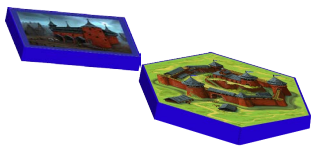
Veteran rulebook

30 x roads

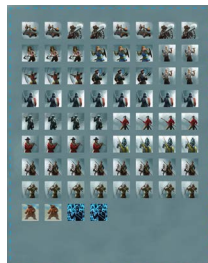


Faction-Specific Components

20 building tokens



unit stickers



quick reference sheet



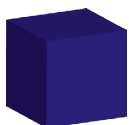
starting settlement



unit battle track



20 tracking cubes



unit blocks

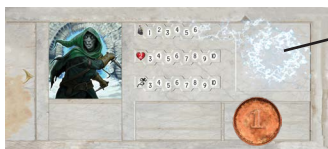


Game Setup

1. Shuffle the territories and place them face down as on the example bellow.
2. Place your cities as indicated. Next, place the unit cards to one side of the board and the buildings to the other side.
3. Give each player his faction-specific components
4. Take 9 gold and recruit a hero or any Tier 1 units. Place them within your first settlement zone (it occupies 5 hexes). It's recommended to start with 1 Builder, A MUST FOR THE STARTER GAME SCENARIO.

Each player should place his units facing him so no other player can see them (see page 9 for explanation).

5. Everything else should be set up as in the image bellow. Hero sheets are shuffled and placed face up next to the board. A player can recruit the top hero for free; to recruit others, the cost is 1 coin per hero skipped.



Recruiting the Assassin would be free

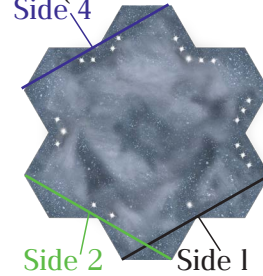


Recruiting the Sharpshooter would cost 2 coins

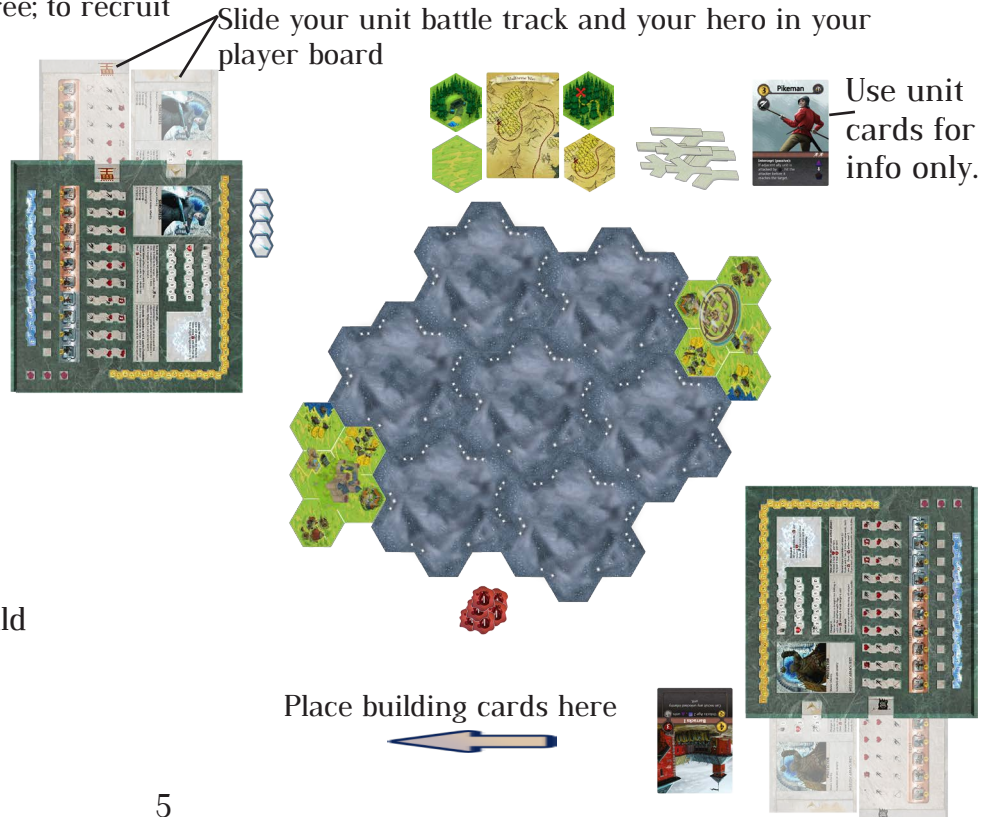


Map Exploration

- Each time you spend 1 with your unit to reveal an adjacent territory, you ask a player to your right to say a number from 1 to 6.
- You rotate the territory side with the said number of stars towards the exploring unit's territory side. Flip it face up so the same side stays orientated towards the explorer's side.
- (UNIT DOES NOT MOVE INTO THE TERRITORY).



- Each unit has action points, (AP or). You can see your unit's AP on unit cards, on the unit battle track or quick reference sheet. (see next page)
- required to enter a hex can be found on your quick reference sheet (in movement cost for all terrain table).












Recruit Game Ruleset & Starter Game Scenario

Players already experienced with wargames or tactical combat games can go to Veteran Ruleset now

Changes from the veteran ruleset




- *Do not use dice charts on quick reference sheet*
- *Combat dice is used for encounters and unit abilities*
- *Event dial is not used*

1. Heavy armoured trait = all melee units roll  to hit.
2. All ranged units must roll  to hit.
3. Ranged units attacking from hills/buildings always hit if attacking lower terrain (high terrain are hills).
4. Ranged units attacking a forest always roll .
5. Mounted units roll  when attacking buildings.
6. Dice modifier table on quick reference sheet not used.
7. Combat cards are not used in starter game.
8. If one player has +2 unit support bonus in melee combat then the other player must roll  to hit.
Example: If you attack with a Pikeman and have 3 units in support, while your opponent has 1 unit in support, 3-1=2.
Your opponent will have to roll . If your unit has heavy armour as well, your opponent's rolls . The result must be at least 1  (if melee infantry unit) or  (if cavalry unit) to hit. See the graphic example on page 10.

Recruit Game Components

*Use the side with  for Recruit game *

Turn Order

-  Revenue: collect revenue from your starting settlement and all buildings.
-  Build: construct buildings and hex improvements; recruit hero, military, or civilian units.
-  Action: move all units you wish and activate their special abilities; rest the damaged units you wish to heal.

6


Starting the Game

First Turn

1. *Revenue phase:* Each player begins with 9 gold for the first turn.
2. *Build phase:* At the start, players can only recruit units or heroes in this phase.
DO NOT PLAY WITH HEROES YOUR FIRST GAME
3. *Action phase:* Move your starting units to begin revealing unexplored neighboring territories.

Each player takes revenue and builds at the same time, only the action phase is not simultaneous.

ROLL ALL 6 COMBAT DICE

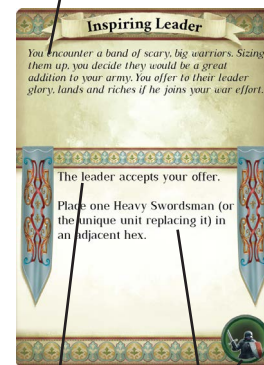
First player is the one with more  rolled, player order is in clockwise direction.

Adventure Cards & Encounters

Each time you explore an adventure hex, draw a card.

- If you are successful in your adventure, apply the reward and discard the card to the discard pile.
- If you are unsuccessful, return to the hex you came from, assuming you survive. Discard the card to the discard pile.
- Once the adventure deck is empty, take the discard pile and shuffle the cards again to form a new adventure deck.

Story



Resolution

Reward



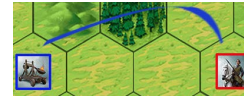
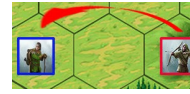
Adventure token: place on the identical hex you discover when revealing the unexplored territories.

Unit Actions

- You can activate each unit on the game board during the action phase of your turn.
- There are 5 possible unit actions:
 1. Move unit (more details bellow)
 2. Explore adjacent territory
 3. Shoot
 4. Activate ability
 5. Rest unit
- First 3 actions require actions points (🏃) to be done.
- Activating an ability requires 🏃 only when it is specified in the special ability description.
- Heroes have special rules for activating abilities
- Resting a unit means you spend no 🏃 with that unit during the action phase.
- Rest** = you can decide to take no actions with a unit this turn. In case your unit is damaged, to show you want to rest it just turn the wound token on the heal side (🍀) if you did no actions with it this turn. At the start of the action phase in your next turn, remove up to 2 wound tokens from your unit.
- You must start an attack or explore events/territories from an unoccupied hex.
- Attacking an enemy or exploring an adventure hex always ends your unit's action phase, unless specified by the unit's special ability.
- Only a Builder can occupy the same hex as another military unit.

Unit Movement

- Units spend action points to enter a hex or attack.
- The number of action points required to enter a hex can be found on your quick reference sheet . (1 🏃 for grassland and 2 🏃 for all other terrain)
- You cannot do an attack move if you don't have enough action points to enter the enemy unit hex.
- All ranged attacks cost 1 🏃 .
- Action point cost on terrain is also visible on your quick reference sheet.



Attack Move:

Move into a hex occupied by an enemy unit (melee unit attack).

Swap Move (2 units swap positions):

possible if both units have enough 🏃 to complete their movement.

Shoot:

- Attacking with a ranged unit always costs 1 🏃 .
- Siege weapons must set up prior to shooting (setting up costs 1 🏃).

- The only way to put two military units on the same hex is by building a Fortress/Castra/Castle or Ring Fortress. Each Fortress built enables a creation of one unit formation.
- Formations are not used in the starter scenario. I recommend using formations after playing 2-3 games.

Second Turn:

- 1. Revenue phase:** Your starting settlement gives you 5 gold per turn; this is your income for the moment.
- 2. Build phase:** conscript another unit for your army. Military units are recommended, especially when you play on a smaller map.
- 3. Action phase:** Move all units. You might move your builder into position to construct a building and increase your revenue.



Mission One: Build The Barracks!

Designer's note: *don't forget to protect your builder! He is a civilian unit: he cannot fight & only has 1 health. Your Settlement occupies 5 hexes, marked by the dashed blue line.*

Third Turn:



1. **Revenue:** Collect 5 gold from your settlement



2. **Build:** Build the Barracks if your Builder is at least on the 3rd hex from the Settlement (gain +2 gold/turn from Barracks). All buildings except Guard Towers must be built at least on 3rd hex from your Settlement or another building (can be further).
****Cannot build in hexes adjacent to an unexplored hex or an unexplored adventure hex****



3. **Action:** Move any units that you like.



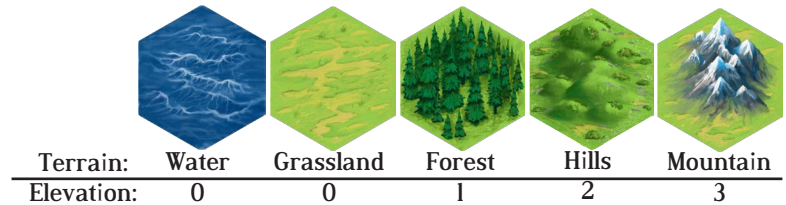
Cost: 4
 Age and name: Barracks I
 Revenue per turn: +2
 Health: 3
 Repairs per turn: +1
 Effects: Unlocks Age 2 units, Can recruit any unlocked infantry unit.

Mission Two: Reveal the Enemy Army!

Designer's note: *Scouts and Horsemen are great explorers. Use their speed to learn about your opponent's army composition without losing your valuable soldiers.*

Fog of War & Line of Sight (LOS) Rules:

- All units and buildings have a LOS of 2 hexes (they identify units or buildings from 2 hexes away).
- 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 facing him so only he can see its identity.
- A unit cannot see over higher terrain (Except Scouts, who can see through or in the forest).
- Enemy units in a forest can be identified only by moving your unit to the adjacent hex (with the exception of Tribal Scout).
- Terrain heights from lowest to highest are: grassland, forest, hill, mountain. You cannot see across hills even if you are standing on a hill.



Unit Types & Attributes

Each unit is defined by its type, attack, and attributes.

Unit Types:

- Melee specialist
- Ranged unit
- Siege weapon
- Cavalry
- Anti cavalry

Attack Types:

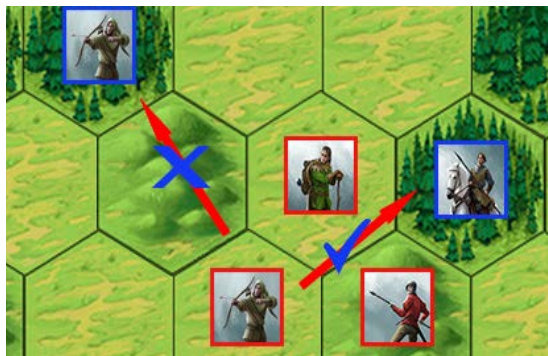
Melee (hand to hand) Ranged (shoot from distance)

Attributes:

Unit attributes are always in effect.

Combat

- Combat starts when one player moves into (or shoots at) a hex with an enemy presence (occupied by enemy unit, building or settlement). Following unit countering rules, first one unit hits, then the other retaliates. (PAGE 7)
- Siege weapons retaliate ONLY against other siege weapons and against Guard towers or Fortresses.
- ONLY ranged infantry and ranged heroes retaliate against other ranged attacks if in range.
- If the ranged attacker is not revealed by the defender's units or is not in LOS, the defender will not retaliate (the attacker must still show the unit he uses to attack).



As a red player, even though the enemy target is in your LOS, YOU CANNOT SHOOT AT THAT ENEMY UNIT if it's not identified by a friendly (your or your ally's) unit. In this example the red player can shoot at the blue horseman since he is revealed by the red Tribal Scout or Pikeman. Also in this example: Your Archer cannot shoot at the blue Archer in the forest because the hill between them breaks your Archer's line of sight (LOS).

A hex is in the LOS if you can draw 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.

Fourth Turn:

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

Rock, Paper, Scissors Mechanism

Battle Initiative

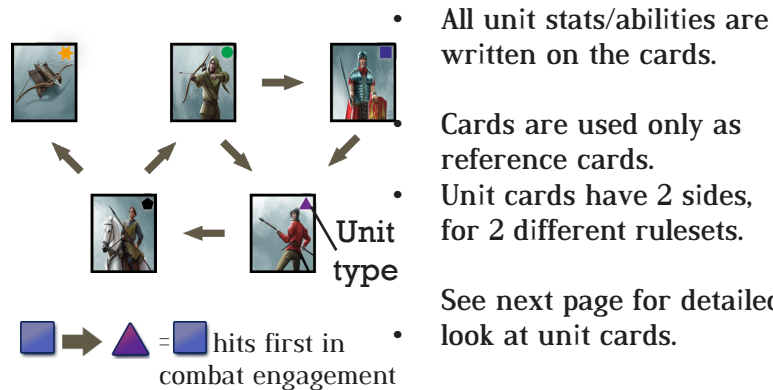
In combat, the attacker always has battle initiative (rolls dice first), unless he is being countered by the defender.

Examples:

If a Heavy Swordsman attacks an Archer, that Archer will shoot first. If the Swordsman stays alive (considering the Archer's strength at close range), then the Swordsman will strike back.

If a Horseman is attacking a ranged unit he will always hit first because he counters all ranged units.

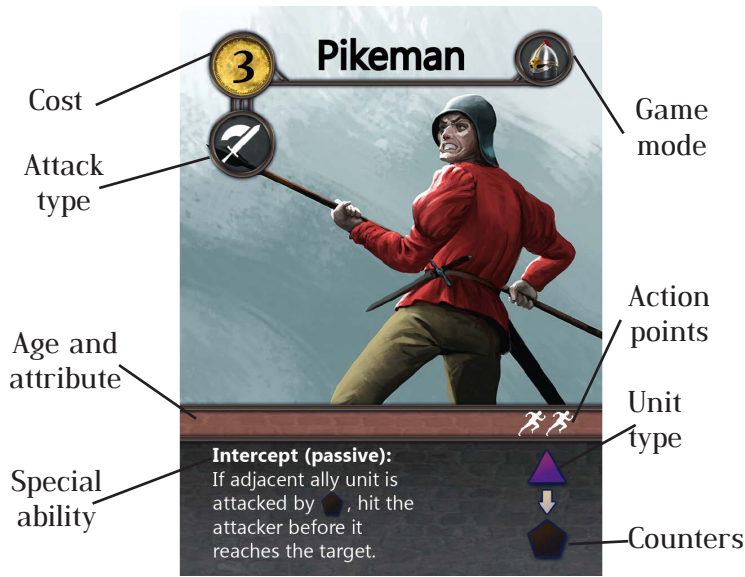
If a Pikeman attacks a Heavy Swordsman, the defender will have the battle initiative and inflict damage first.



Aether Stone Mines

- Once you reveal the territories which have Mines assigned to them, place the correct (hexes with appropriate terrain) mine hexes on those positions.
- If the assigned hex is water, place grassland mine hex.
- If the assigned hex is mountain, place hill mine hex.

Mission Three: Unlock a Unit's Ability!



Designer's note: *Building more units of the same type will enable you to gain more experience and speed up unit type evolution on the unit battle record sheet.*

*****Use tracking cubes on your unit battle track to mark your unit's evolution.*****

- Advance by one square on your unit's battle track each time you slay an enemy unit or destroy a building with that unit.
- Once you reach the special ability mark with any unit, you can use the unit's ability described on its info card or quick reference sheet.
- (YOU CAN USE SPECIAL ABILITY WITH MAXIMUM 2 UNITS AT THE START OF THE GAME).
- Each time you reach Elite rank with a military unit, you increase ability use per turn by 1.

Unit Veterancy & Upgrades

- Advance by 1 on unit battle track for each slain enemy or destroyed building.
- All units unlock their special ability after slaying 2 units.
- Example: All active Archers contribute to the same unit track and all new Archers built automatically start with the unlocked perks.
- To mark a unit has used or has an active special ability, rotate the unit block so the arrow faces the enemy player (1).
- You can also mark which unit has finished moving this turn by rotating the arrow towards yourself (2).

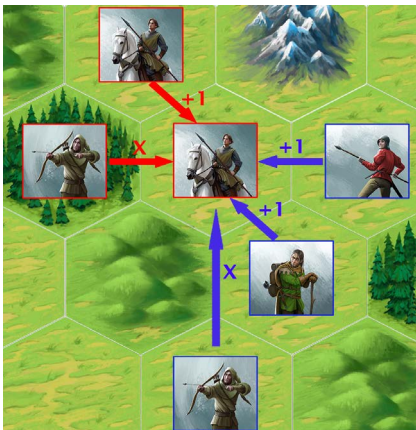


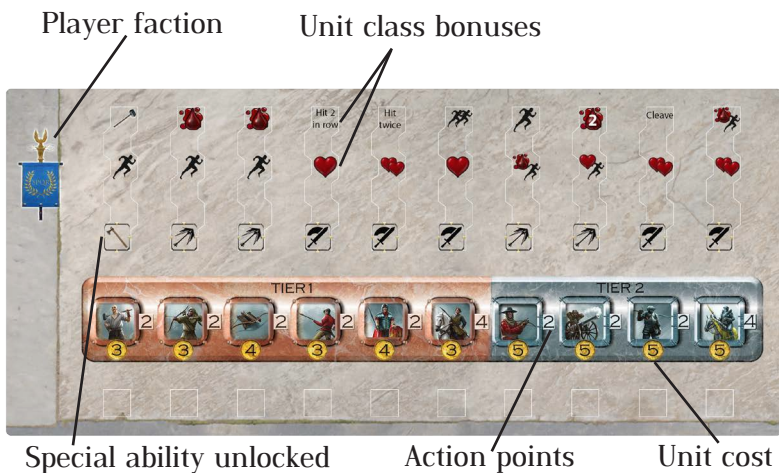
Combat Moral & Flanking

- The Battlefield is the hex in which combat takes place (in melee combat it is always the defender's hex).
- If any player has 2 more allied units in hexes adjacent to the battlefield, opposing player is considered to be flanked. Flanked players have a reduced chance to hit in combat (they have per enemy has on them).

This Example:

If the blue player here attacks the red player, nobody has overwhelming majority that would give them a moral bonus. The battle plays out as usual and no dice are rolled.





Player Board

Gold track, always update your total gold at the beginning of your turn



Aether stone track, always updated at the beginning of your action phase.

Secret missions track, nobody knows your missions but you should still mark when you complete one.

Bonus missions:

1. Connect 3 buildings to your settlement with roads/bridges!
2. Build 2 Guard Towers
3. Build 1 Fortress
4. Reach Elite rank with one unit

Victory condition: Be the first to complete all 4 missions

Designer's note: *Check the next page for more info about builders and tile improvements*

Rock, paper, scissors: Countering unit always has battle initiative (HITS FIRST). Example: Pikeman counters Horse.

Damage: Heart icon

Health: Heart icon

Action points: Sword icon

Moral: Heart icon

Total dice rolled: Dice icon

Dice modifier: Dice icon

Supporting units needed: Dice icon

All melee units are affected by moral modifiers. +1 for each adjacent ally, -1 for adjacent enemy unit. Supporting units modifiers: 1 per +2, 1 per -2.

Cleave: 'X' adjacent units as well

Manoeuvrability: can move after attacking

Heavy Armour: for all

Agility: for all

Piercing Shot: +1 to heavy armor

No firing arc: Cannot shoot over friendly units if on the same elevation

Set up: Siege weapons must spend 1 before shooting

	Infantry melee	Cavalry	Infantry ranged	Siege
(attack)	[Icons]	[Icons]	[Icons]	[Icons]
(defence)	[Icons]	[Icons]	[Icons]	[Icons]

When one unit counters the other (hits first), always roll the higher values are for 2 range, 1 when shooting from 1 range and 1 when shooting from 3 range.

have 1 when shooting from a hill or a building

use 1 when retaliating to other attacks.

Only ranged infantry units retaliate to ranged infantry attacks. (in ranged combat retaliation you use attack dice values as well)

Use defence dice values when defending in hand to hand combat. Siege weapons retaliate only to siege weapon and buildings attacks.

Hit and run: Can move after attack if you have any buildings.

Active move start: +1 for 1 turn

Heavy Armour: attacks have 1 for 1 turn

Passive ability: for each unit a unique special ability.

Passive ability: for all mounted units attacking you.

Hit 2 in row: Has 1 FP. Constructs buildings and tile improvements. Chop forests to gain 1 buildings.

Set up: HIT 2 in row. Active since start. +1 for 1 turn





Heavy Armour: Roll 1 to gain melee attacks this turn.

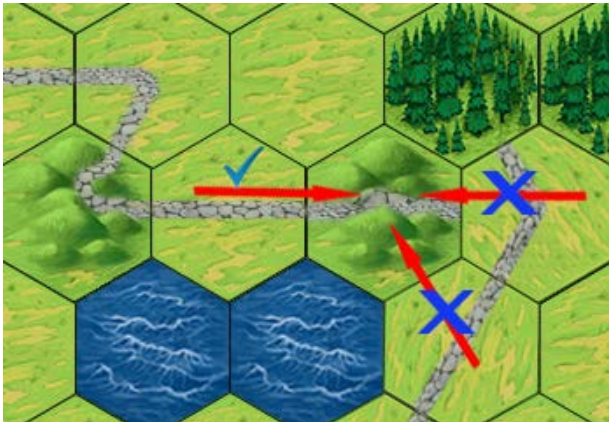
Manoeuvrability: when attacking mounted units.

Some units have different unit abilities, for recruit ruleset. Check the unit cards.

Designer's note: *Unit cost, type and action points are marked on many game elements (cards, quick reference sheet and unit battle track) so you don't have to look through the rules.*

Builders & Roads

- Builders can build or upgrade buildings and hex improvements ONLY on hexes they are standing on.
- All buildings EXCEPT FORTRESSES are constructed instantly. Fortresses stay in construction for 1 turn.
- Builders must stay on the Fortress construction site until it is finished.
- if the Builder working on the Fortress is killed, that Fortress is destroyed.
- Builders cannot be attacked if they are protected by a military unit. They die if military unit is killed in melee fight.
- Builders can also build roads, reducing the units  cost to 1 on hexes like forests or a hills.
- Road cost = unit  cost to enter that hex paid in gold, crossroads cost one gold more.
- Each constructed building or road advances you on a builder experience track.
- Units gain 1  if they use all default  for moving on the road. Default AP are marked on the unit cards & the unit battle track (all buildings and Settlements are considered road hexes in all directions too).
- If your building is connected to your settlement by road, you improve your supply lines.




Buildings

Valid and Invalid Roads:

Roads have to be continuous (placed both on the hex from which you move and the hex to which you move in order for your unit to benefit from road bonuses).
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 SETTLEMENT COUNT AS ROADS IN ALL DIRECTIONS AS WELL.

Playing with Aether Stone Mines

- A building repairs after 1 FULL TURN (if it was damaged during your action phase, it will repair for 1  at start of your action phase next turn).
- Settlement and Fortresses have 5 health and always repair 1 damage per turn.
- FORTRESSES REQUIRE 1 FULL TURN TO CONSTRUCT (it is completed BEFORE the revenue phase next turn). Builder must stay on the construction site for 1 turn. It is destroyed if the Builder working on it is killed.
- Units in a building cannot be attacked but if a building is destroyed all units inside die.
- If there is a unit in a building, that unit will fight & retaliate following the usual combat rules and battle initiative.
- Buildings can be upgraded to Age 2 with a Builder (can be done in the same turn when constructed).
- When you explore the map, put the Aether Stone mines exactly in the central hex of the central territories.
- The recommended number of mines is equal to the number of central territories. Check page 15 for map configurations.
- Make sure to use tokens with the terrain matching the hex. If the central hex is water, use the grassland aether mine token. If the central hex is a mountain, use hill aether mine.
- You could also put any number of mines you agree upon with other players (make sure to place them at the equal distance from players contesting them).
- This game is designed to give you freedom of choice and high replayability so be creative and have fun!

Advanced Game, Mission One: Discovering heroes!

Authors note: *You have learned troop movement, building construction, combat and line of sight. Time has come to discover heroes. You can have only one Hero in your army so choose very carefully!*

Heroes are unique units. Anyone can recruit them but once a hero has been recruited he is bound to that player. Heroes become very powerful as they gain experience in combat, but beware! Their cost increases with their level! In a standard game it is favorable to get the hero early enough but you can win without it as well.

Heroes

- Put one tracker cube on 3 HP; one on 3 AP; one on any ability you can unlock at LVL 1. In total that is 8 skill points used. Recommended hero starting skill setup is marked by *.
- Heroes have a limit of 1 regular attack per turn; each of their special abilities can also be used just once per turn.
- Heroes gain experience when they slay enemy units. Use the hero battle record track to mark their progress.
- When you recruit a hero, you are granted 8 skill points. Distribute these as you wish.
- Each HP and AP cost 1 skill point.
- Each ability costs 2 skill points to pick **AND ONE ACTION POINT TO USE**.
- If number of dice to roll is not specified in the hero ability, all usual combat modifiers apply.
- Heroes follow the usual countering rules; a hero's attack is not retaliated against only when that hero's ability specifies it.
- Hero cost increases with his/her level. At level one, the price is always 7 gold. To resurrect a higher level (anything beyond level one) hero, pay in gold the amount equal to their current level times 4.
- The level tracking cube is the only one with numbers, you start by putting it at the icon marking the hero battle experience track (number 1 facing up). Each kill will advance his experience by 1. Each new LVL requires the number of kills equal to it. requires 2 kills. When you make 2 kills, place the track cube back to the starting icon and flip it to display the number 2. Now you require 3 kills to reach LVL3 etc.

Hero Battle Experience Track

SORCERESS
Ranged Infantry

Counters all melee infantry

Spell strength:
1 range=5
2 range=4
3 range=3

Ice bolt (applies Frostbite):*
Deal 1 DMG to the target, reduce its by 50% (rounded to lower) for 1 turn. Hit 2 targets at hero level 4.

Frost Wave (affects allied units too):
Freeze all adjacent units for 1 whole turn
Deal if a unit is affected by Frostbite

Teleport ally:
Teleporting a unit to an unoccupied hex adjacent to you (max teleport distance is 3 hexes). Teleports 2 units at hero level 5.

Ice shards (available at lvl 3, applies Frostbite):
Hit a 3-hex triangle in range. Deal 1 damage and apply Frostbite to all hit. Roll for each unit.

Eternal Winter:
Each unit affected by frostbite takes extra and also has its line of sight range reduced to 1.

Suggested Starting Settings

(*)

Abilities

Hero Attributes or Spell Dice rolls

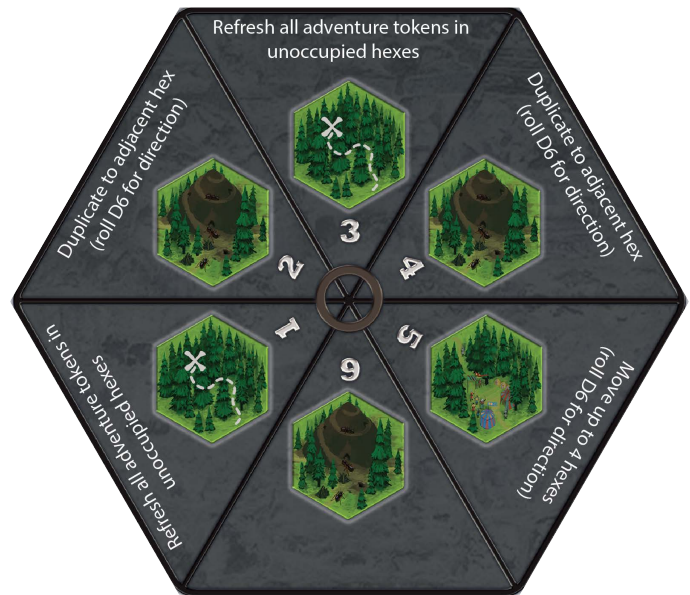
Adventures: Permanent Encounters

Permanent events are revealed in adventure hexes. These stay on the game board until the end of the game and include:

- Giant ant colony: Acts like a building, worth 3 HP and repairs for +1/turn), Has the same height as a hill and does 1 DMG to all melee attackers.
- Merchant caravan: Travels the world in the direction of D6 (6-sided die) roll. Roll at the beginning of each turn.
- Sharpshooters' Competition: Travels the world in the direction of D6 roll, see event dial bellow.
- Burning Village: Acts like a building, conquered when reduced to 0 HP.

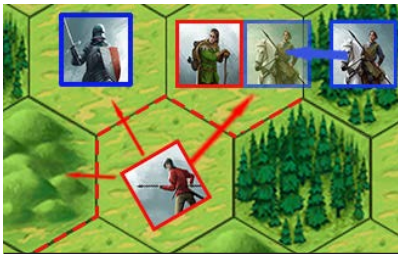
Event Dial

1. Place the event dial next to the board
2. Turn the dial to position 1 on the dial.
3. At the beginning of each turn, move the dial in a clockwise direction and resolve the effects of the section.
4. To place new adventure tokens on explored adventure hexes, roll a D10 and place the tokens on the tiles that match the number rolled. New tokens can be placed only on free hexes (no buildings or roads on them). If adventure tokens are placed on hexes occupied by units, players concerned must draw an adventure card and resolve the exploration (in player order).



Secret Missions

- Draw one at the start of the game and do not show it to anyone.
- Once you complete all 3 you win the game.



Pikeman Intercept

Red Pikeman protects all ally units from mounted unit attacks in the front 3 hexes (marked by dashed red line).

This Example: Red Scout is attacked by a mounted unit, the red Pikeman will intercept the blue Horseman attack and attempt hitting him before the Horseman can attack the red Scout.

Always roll the attack dice

Turn Limit Game:

At the start of the game, players determine how many turns will be played. Once the last player completes the final turn, stop playing and count victory points..

Recommended turns played for a short game is 12.

Recommended turns played for a full game is 20.

Victory Points for Building:

- Barracks: Tier 1=2 VP, Tier 2=4 VP
- Guard Towers: Tier 1=2 VP, Tier 2=4 VP,
- Academy: Tier 1=3 VP, Tier 2= 5 VP
- Siege Workshop: Tier 1=4 VP, Tier 2=6 VP
- Fortress = 8 VP
- Destroying a building grants you their construction VP multiplied by 2. For example: Tier 2 Academy destruction = 10 VPs
- Each building connected to your settlement = 2 VPs
- Each accomplished mission gives you 20 VP
- Each building connected by roads to the Settlement gives +2 VPs
- Each Arther Shard in your settlement at the end of the game = 3 VPs

Hero alive at the end of a turn-limit game will give victory points, as indicated in the table below.

LVL	1	2	3	4	5	6
VP	3	6	11	18	27	38

Additional Rules

Added Rules for Team Games:

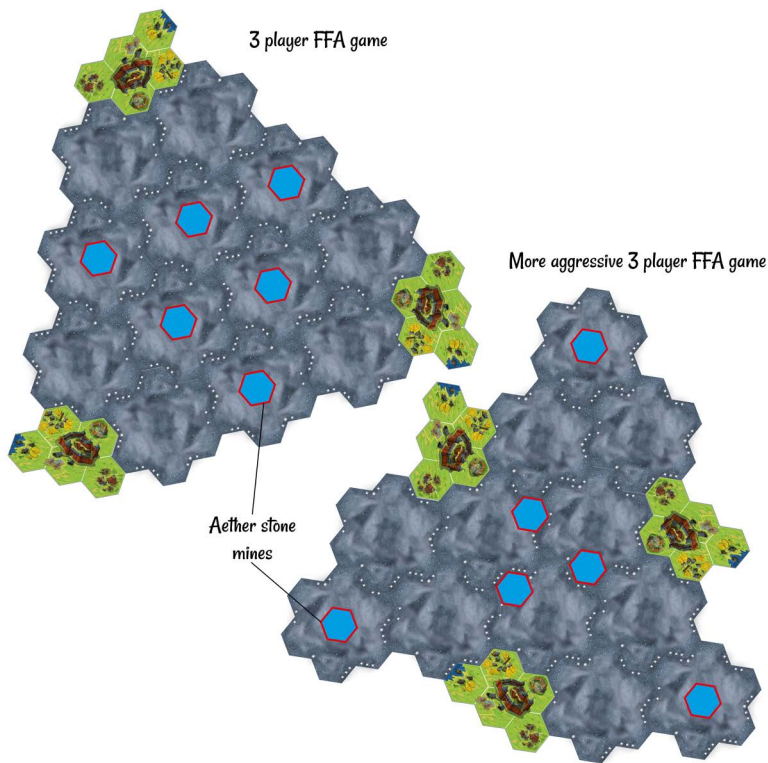
- All allied units support bonuses apply.
- A player can gift gold to his ally during the revenue phase (all players collect revenue simultaneously).
- Two different players CAN use swap move with their units.
- If playing with the Stone Portal Construction victory condition, both players contribute to the construction of the same Portal.
- A Conquest Victory is achieved when 1 player loses his Settlement.
- Domination Victory is achieved if both players combined have constructed 6 Fortresses that are still standing at the end of a full turn.

Added Rules for Free For All (FFA) Games:

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

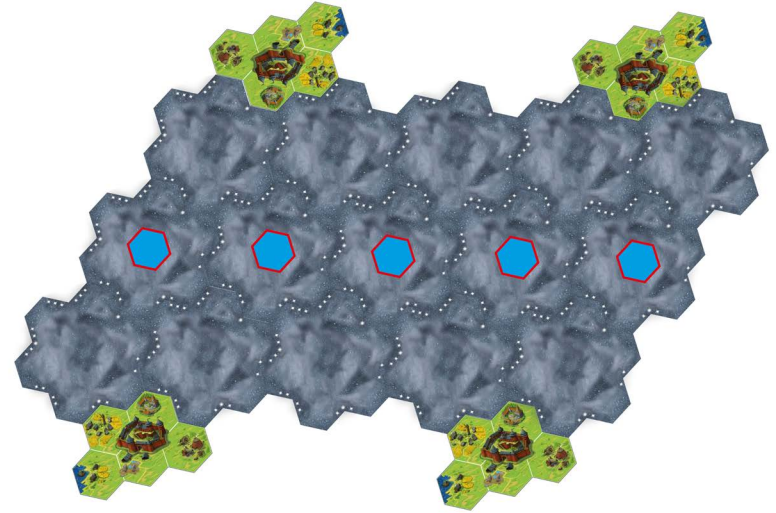
Playing with Aether Shards

- Place 2 shards (red and blue) on each aether mine.
- Move an infantry unit to the aether mine hex to pick up the shard and carry it back to your starting settlement to gain 1 shard
- Once a shard has been carried to the Settlement, place a new shard on the mine where it was picked up.
- Sell 2 shards to gain 5 gold coins
- Use 3 shards to upgrade a unit equipment
- Use 4 shards to promote a unit (from novice to veteran or from veteran to elite)
- Use 5 shards to level up a hero
- Accumulate 20 shards to win the game



Standard 4 player team game setup

Place the starting settlements any way you want for variety
 Team up in any way you want, map setup is well balanced
 even for cross teams



Decoys

Wooden blocks with no unit sticker on them are decoys.

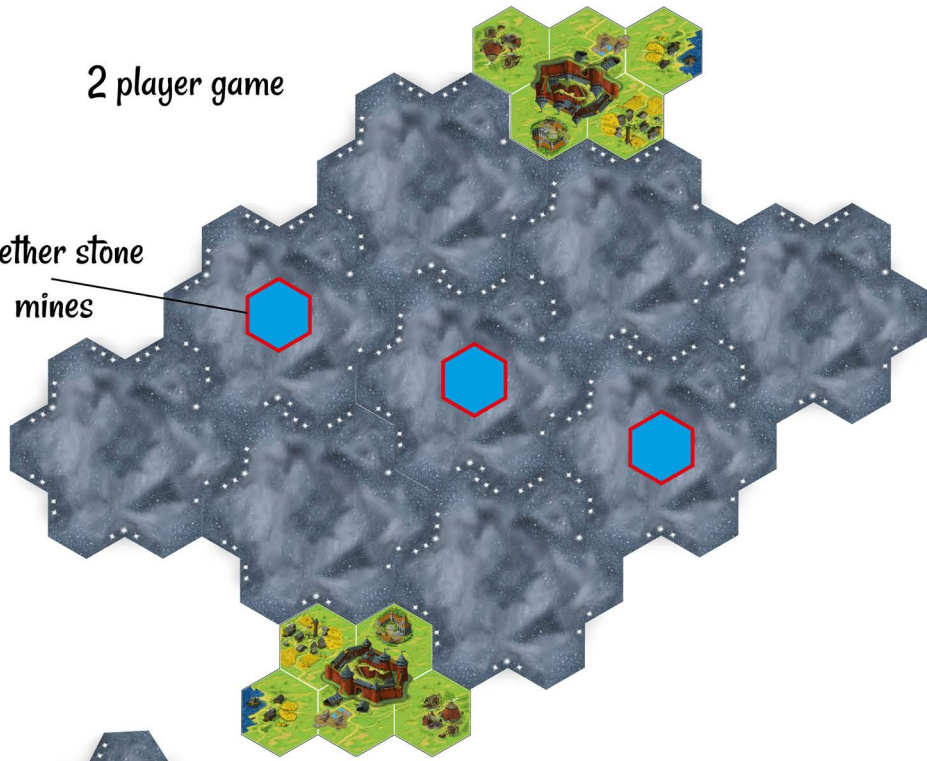
You may place 1 decoy per turn for free during your build phase. You may have a maximum of 2 decoys in play at a time. Decoys have 2 action points. Decoys may be used as military infantry units or Builders. They do not offer support to units exploring adventure hexes and cannot explore them. They also cannot collect aether shards or control aether mines. Decoys CANNOT reveal unexplored territories.

As soon as your opponent reveals a decoy, you must remove it from the board.

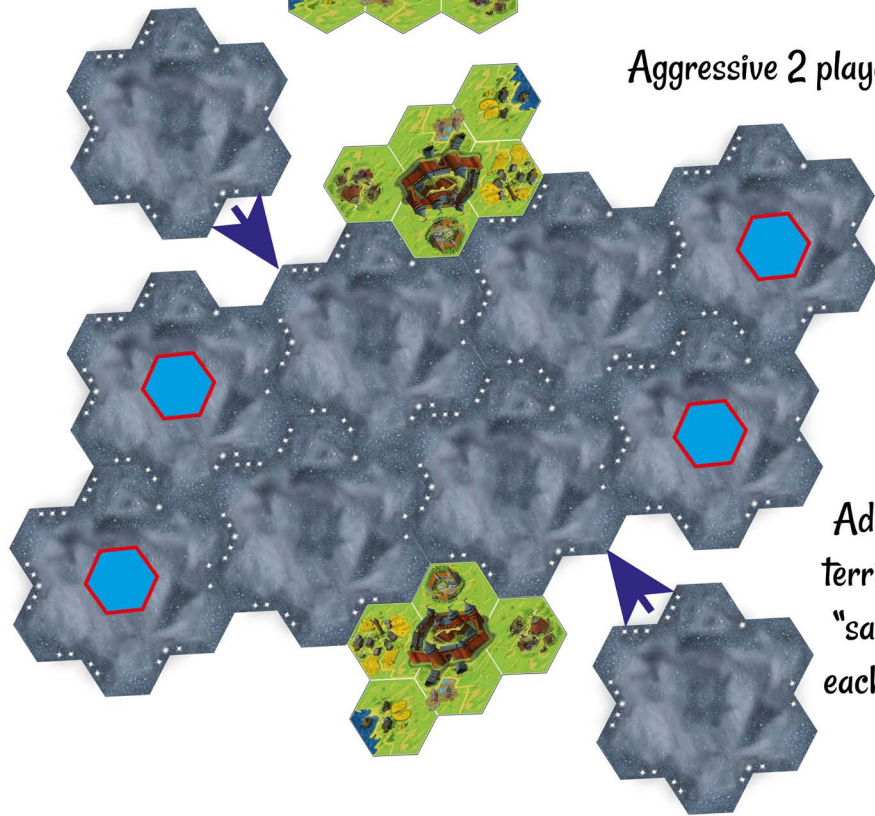
Designer's note: Decoys can be an invaluable asset if properly used. Keep them in forests or behind hills to give the impression of large army.

2 player game

Aether stone
mines



Aggressive 2 player game



Add 2
territories for a
"safer side"
for each player

Standard 4 player FFA game

Place the Aether stone mines in a balanced way (equal distances from 2 players)

