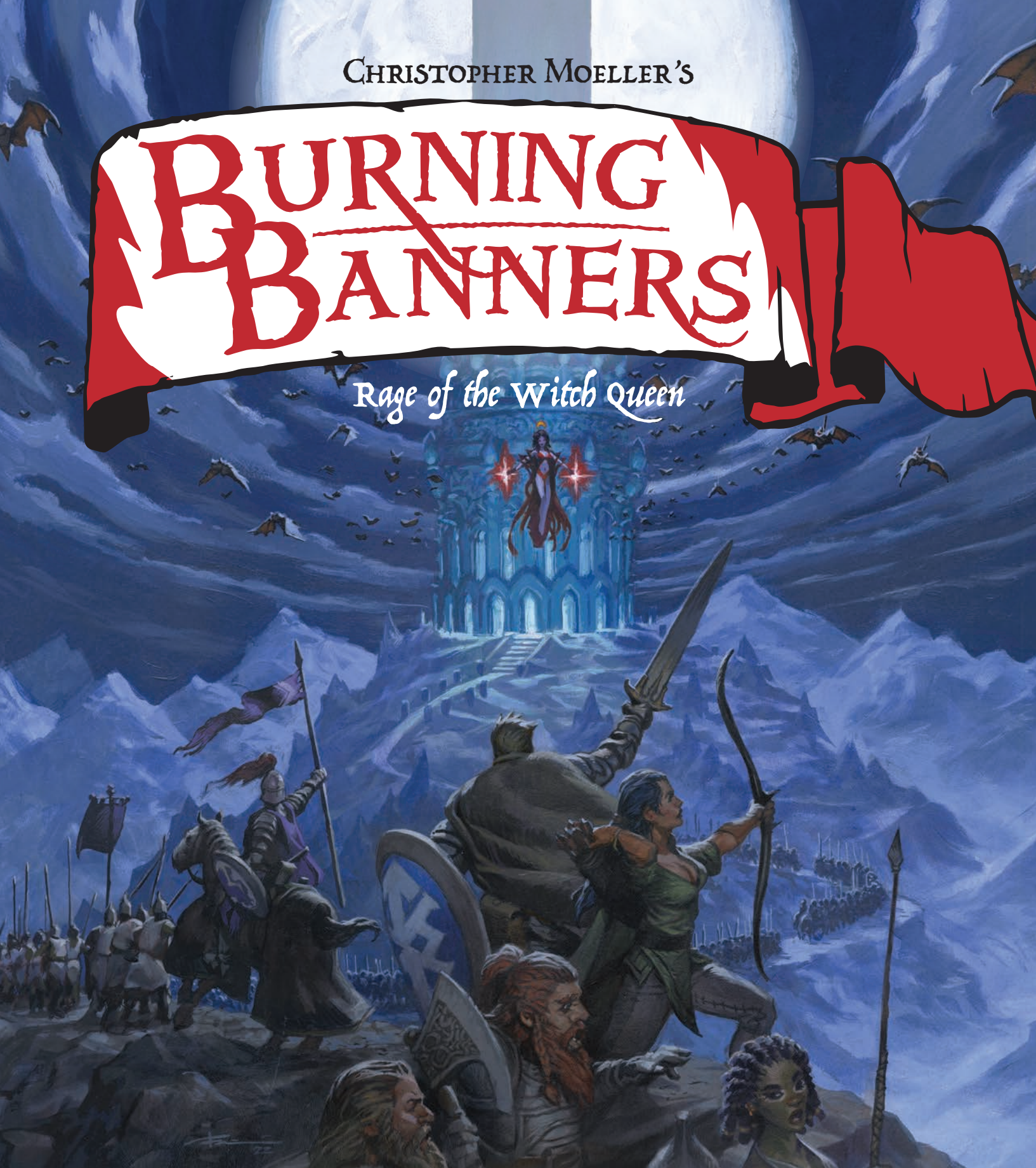


CHRISTOPHER MOELLER'S

BURNING BANNERS

Rage of the Witch Queen



RULEBOOK

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1. Introduction

As I compose this first volume of The Burning Banners, chronicling the final muster of the great hosts of mankind, I do so using rare Abyssal black ink gathered from a Deep Kraken by Abbot Asylaion during his travels over the Western Sea. For this most important of works, perhaps the last that will be written in this city, the precious jars have been unsealed. May my humble account of the great war waged by that most despicable of monsters, the Witch Queen of Scyx, uplift and glorify mighty Bahuramman, he who fell and rose eternal. May he protect our precious world of Kalar, our young continent Kheros and this city, final remnant of a once mighty Empire, devoted to his glory, from the clutches of encroaching darkness.

*- Abbot Melitus of Aureliana
Tower of Bahuramman, 596 VE*

The victory of Night must have seemed complete when Abbot Melitus penned his famous history during the twilight years of the 6th century. He could scarcely have foreseen the phoenix-like resurrection of his beloved Empire, much less the destruction of the Vampire Queen and the banishment of her undead Lord, in their time so impossibly ascendant. My contribution to Melitus' chronicle, inscribed in scarlet ink distilled from his blood after his tragic death, concerns the powerful heroes and magicians that laid our Empire low, only to raise it up again.

*-Sorceress Sandaria of Silverian
Tower of Bahuramman, 664 VE*

1.1 Basic Game and Advanced Game

Burning Banners contains two Books: this Rule Book and a separate Campaigns Book. The Rule Book is designed to help players learn to play by organizing the rules into two sections: a **Basic Game**, which introduces players to the fundamental rules of the game and allows for quick play, followed by an **Advanced Game** which adds rules for Monsters, Heroes and Magic spells. References to the Advanced Game in the Basic Game rules and Campaign book are in red ink and may be ignored when learning the Basic Game.

1.2 Kingdoms

There are six Kingdoms in **Burning Banners**: Fjordland, the Eastern Empire, the Oathborn, the Army of Night, and the two Shashka Kingdoms: the Goblins and the Orcs. Campaigns in **Burning Banners** are always divided into two sides: Invader and Resistance. One or more Kingdoms will form the Invader, the others the Resistance. If more than two players are playing, each side will play as a team (1.11)

The spawn of the twin gods Khark and Grom call themselves Shashka. We refer to them as orcs and goblins, but trolls and ogres are corrupted branches off the same foul tree. The Shashka hate life, fear only one another and spend their twisted existence in a fever of violence and murder. That so many of them were once our children, husbands and wives makes fighting them doubly cruel.

-Abbot Melitus

1.2.1 Friends, Allies and Enemies

- Armies are friendly with other Armies from their own Kingdom.
- Armies are allied with the Armies on the same side as them.
- Armies are enemies of the Armies of the opposing side.

Example: in Campaign 11: Across the Oskolton, the Goblins and Army of the Night are on the same side, fighting against the Oathborn. Goblin Armies are friends with one another. Army of the Night Armies are the Goblins' allies, and Oathborn Armies are the Goblins' enemies.

1.3 Map

Burning Banners contains four mounted maps which can be fitted together to create one large map, covering most of the continent of Kheros. The two northern maps are *The Broken Coast* and *The Wildlands*. The two southern maps are *Imperial Heartland* and *Fields of Ash*.

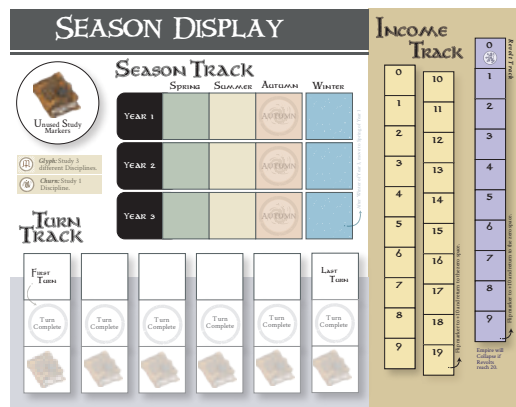
The maps are divided into hexagonal spaces called hexes which govern movement and combat. The artwork in a hex determines its terrain type. A Terrain Effects Chart illustrates the different terrain types and governs how movement and combat is affected by them.

The Imperial Cartographers' Guild has been granted artistic license. To determine a hex's terrain type, use the center of the hex as your guide. For example, if a hex has mountain artwork around its perimeter, but not in its center it is not a mountain hex. Ignore roads when making your determination. Hills are not mountains, nor are single trees forests.

-Abbot Melitus



Abbot Demetrius Melitus



1.4 Season Display

The Season Display is a play aid containing several different tracks: the Season Track, the Turn Track, the Income Track and the Revolt track. A year in **Burning Banners** is composed of three campaign seasons (Spring, Summer and Autumn) followed by a Winter season. During campaign seasons, players conduct one turn for each Kingdom in play (5.1.2). Winter seasons are skipped in the basic game.



1.5 Cards and Card Display

Burning Banners contains a number of poker-sized playing cards. These are not used when playing the basic game with one exception: each Kingdom has an information card which is placed near the Kingdom's playmat (2.3). The rest of the cards and the Card Display are set aside.

1.6 Markers



1.6.1 Gold: Gold is represented in the game by circular playing pieces with values of 1, 5 and 10 gold. These are interchangeable (i.e. five 1 gold pieces can be exchanged at any time for one 5 gold piece).



*Imperial Banner
(Front)*



*Army of the Night
Banner (Back)*

1.6.2 Banners: Each Kingdom has a Banner marker featuring its symbol. When setting up a Campaign, Banners are placed on the Turn Track section of the Season Display, establishing the turn order for each season. The reverse of each Banner is used when the Kingdom collapses (7.6)



Income Marker (front & back)

1.6.3 Income: Each Kingdom has an Income level which is recorded using Income markers on the Income Track.



Razed Marker

1.6.4 Razed Markers: These markers are placed in Settlements that have been pillaged and abandoned by their inhabitants or otherwise thrown into disarray (4.10).



Control Markers

1.6.5 Control Markers: Each Kingdom has a number of these, used when it takes control of a Settlement.



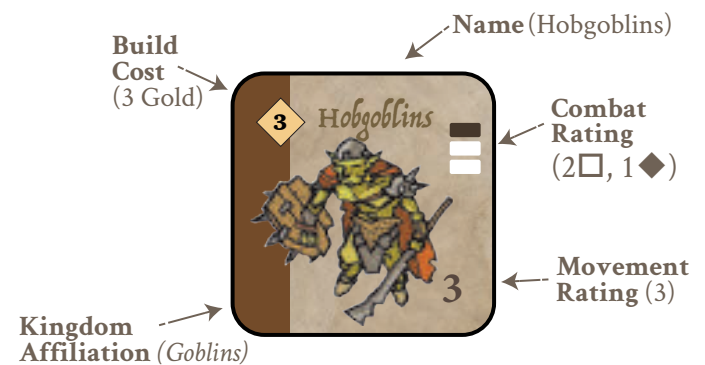
Arcane Study Marker

1.6.6 Arcane Study Markers: These markers represent the combined studies of the magical scholars of Kheros and dictate when and how players draw Magic Cards (17.1).

1.7 Units

Units in the Basic Game are Armies. **The Advanced Game introduces a second type of unit, the Hero.**

Armies are rated as follows:

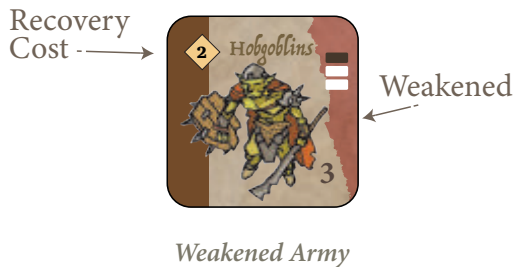


1.7.1 Build Cost: The cost in gold to build an Army (move it from the playmat to the map, 10.0).

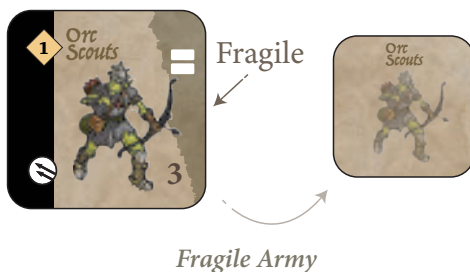
1.7.2 Combat Rating: The number and type of dice an Army rolls when resolving Combat (1.10). Each symbol equals one die. A White symbol indicates one Light die □ (1d6). A Black symbol indicates one Heavy die ♦ (1d8).

1.7.3 Movement Rating: The distance in hexes an Army may move when activated. This can be affected by the terrain moved through.

1.7.4 Weakened: Armies are flipped over when damaged, becoming weakened (indicated by a red border on the piece's right side). Weakened Armies have a Recovery cost instead of a build cost. This is the gold required to flip the weakened Army back to its Full Strength side, a process called Recovery (10.4).



1.7.5 Fragile: *Fragile Armies* (3.2.2) are eliminated when flipped over instead of weakened. They are identified by a gray border on the piece's right side.



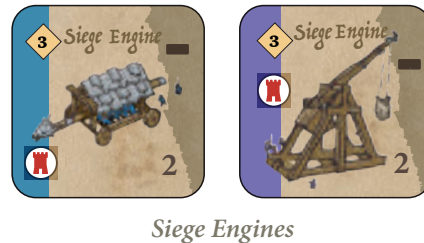
1.7.6 Feral: *Feral Armies* (3.2.1) consist of wild creatures. They are identified by a distinctively shaped build and Recovery cost symbol.



1.7.7 Huge: *Huge armies* (3.2.3) consist of giant creatures. They are identified by a black hex symbol around their Movement Rating.



1.7.7 Siege Engines: Each Kingdom may build a *Siege Engine Army* to assist in attacks against *Fortified Settlements* (9.11).



1.8 Heroes and Monsters

The *Advanced Game* introduces brave *Heroes* and ferocious *Monsters*.



1.8.1 Heroes: These units enhance their Kingdom's *Armies* and cast magic spells (14.0).

1.8.2 Monsters: Deadly *Monsters* dwell in *Lairs*, either on land or under the sea (15.0). They are not units.

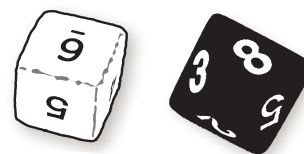


Monster Command Marker

1.8.3 Monster Command Markers: When a *Monster* enters play, it is marked with a *Command marker*.

1.9 Elimination

When a unit is eliminated, it is returned to its Kingdom's playmat, and becomes available to be rebuilt.



1.10 Dice Rolls

Burning Banners uses two types of dice: White six-sided dice, referred to as *Light Dice* (□) or d6's, and black eight-sided dice, referred to as *Heavy*

Dice (◆) or d8's. The notation 1d6 or 1□ means one Light Dice. The notation 1d8 or 1◆ means one Heavy Dice. When rolling either type of dice, the goal is to roll as many results as possible equal to or greater than 5 (this is expressed in the rules as 5+, meaning 5 or greater). **Each roll of 5+ is a success.** Any other result is a failure.

Dice Roll Results

1-4 = Failure, 5+ = Success

Dice rolls may be modified in the rules by the notation +x or -x. A roll which is modified by +1 would score a success on a roll of 4+ (dice roll 4 + 1 modifier = 5, a success).

1.11 Team Play

Burning Banners Campaigns may be played by up to 6 players, divided into two sides: Invader and Resistance. Each side plays as a team, supporting one another and attempting to defeat the other side. Some rules for how teams function:

1.11.1 Transferring Gold: A Kingdom may transfer gold during its turn to any allied Kingdom at a ratio of 2:1 (the transferring Kingdom spends 2 gold, the receiving Kingdom receives 1 gold).

1.11.2 Transferring Control: Kingdoms may not “trade” control of Settlements.

1.11.3 Allied Settlements: Settlements are *welcoming* to units of allied Kingdoms and may not be attacked by them. A Kingdom may not place Control markers in Settlements Loyal to or controlled by allied Kingdoms.

1.11.4 Denying Entry: Before a unit enters an allied-controlled Settlement, the allied player may deny entry to the unit (in which case, the unit may not enter the Settlement). Settlements which deny entry remain allied and may not be attacked.

1.11.5 Victory: **Burning Banners** is a game of Alliances. Unless there is a special Campaign rule stating otherwise, players win or lose as a team, rather than individually.

2. Setting up the Game

2.1 Choose a Campaign

Before play, players consult the Campaign Book and decide which Campaign they wish to play. There are dozens of Campaigns in **Burning Banners**. The smallest feature one map and two players, while the largest use all four maps and up to six players. When playing a Campaign with fewer players than Kingdoms, some players will control more than one Kingdom. The Campaign Book includes all of the information needed to play a game: which maps and Kingdoms are in play, the order in which players set up, the strength of the forces involved, and the Campaign's Victory Conditions.

2.2 Prepare the Season Display

Place the Season Display near the map. Place the Season marker and Campaign End marker in the spaces on the Season Track indicated in the Campaign Rules. Place Income markers for each Kingdom in play on the Income Track, in the spaces indicated in the Campaign Rules. Place a Banner for each Kingdom in its space on the turn track, in the order indicated in the Campaign Rules. Ignore all spaces containing the symbol of a book (**Arcane Study spaces**), these are used only in the Advanced game.

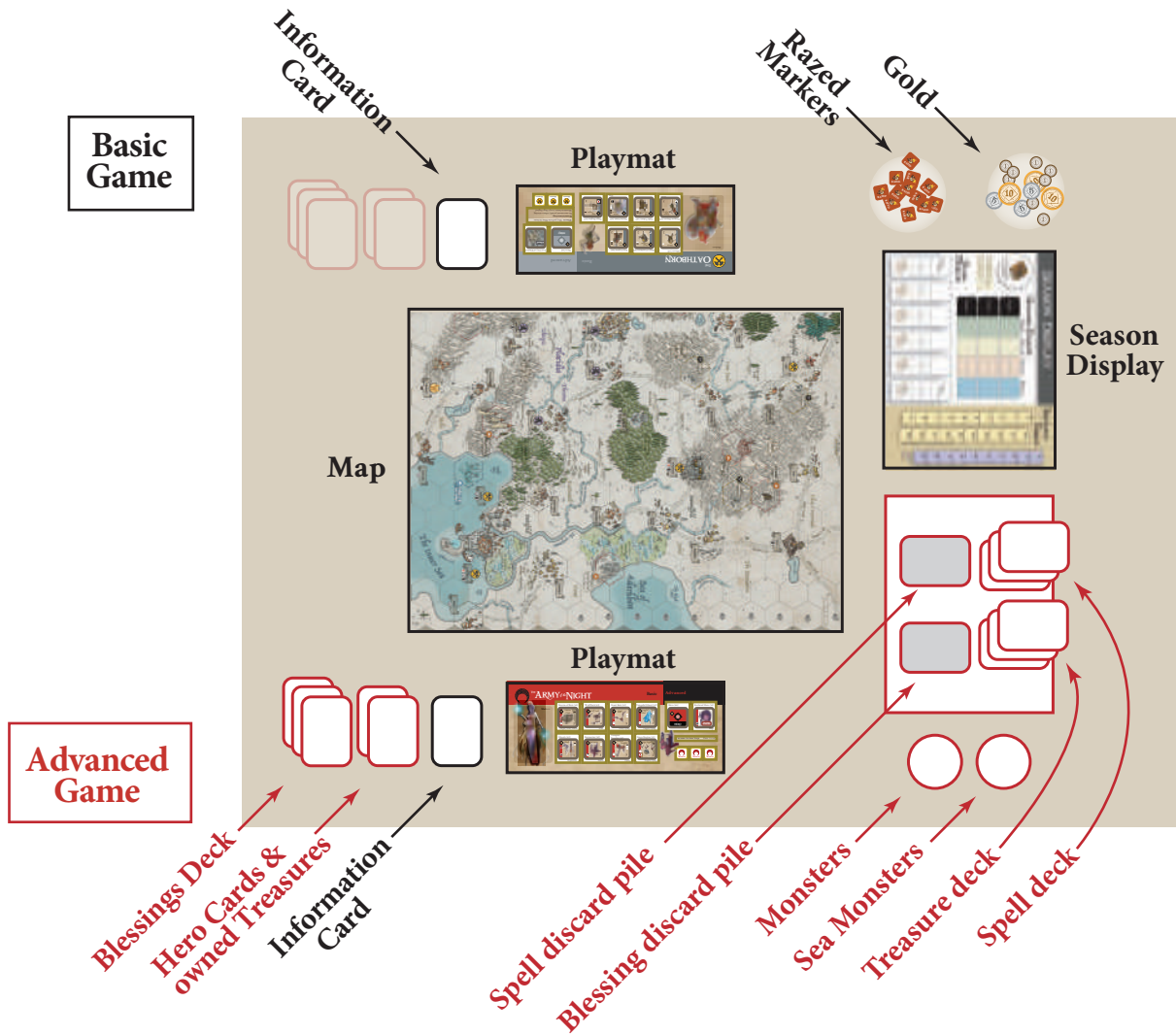
2.3 Prepare Playmats

Each Kingdom begins with a playmat, and an information card which summarizes that Kingdom's special rules. All of a Kingdom's pieces are placed on the playmat: gold, units and Control markers. When playing the Basic Game, ignore the spaces for units and markers in the Advanced Game section of the playmat.

- Collect the gold indicated in Opening Builds section of the Campaign Rules.
- Place Armies and Siege Engines in their spaces.
- Place Control markers in the Markers space.

BASIC GAME

Set-up Example for a 2-Kingdom Campaign, played on one map.



2.4 Prepare the Play Area

Set up the Map(s) used in the campaign. Place Control, Razed and Abandoned Lair markers on the map as instructed by the Campaign rules. Place remaining markers near the map.

2.5 Opening Builds

In the order specified in the Campaign rules, each Kingdom builds Armies, placing them on the map as instructed. The *Opening Builds* entry in each Kingdom's Campaign instructions will list a starting amount of gold with which to build these Armies. It may also list other units, which are built at the start of the game at no cost in gold. These units must be

placed on the map during set-up, but gold may be spent and/or saved unless the Campaign instructions dictate otherwise.

2.6 Prepare Monsters and Decks of Magic Cards

Cards: If playing the Advanced Game, randomize Monsters into two pools, one for land Monsters and one for Sea Monsters. Shuffle the Spell and Treasure decks and place them on the Magic Card Display. Shuffle each Kingdom's Blessing Deck and place it and the Kingdom's Hero Cards near that Kingdom's playmat.

2.7 Begin Play

Kingdoms conduct turns in sequence, starting with the left-most Banner on the Turn Track. How turns are conducted is outlined in the Sequence of Play (5.0). Once each Kingdom has completed its turn, the season ends.

3. Abilities & Characteristics

3.1 Abilities

In **Burning Banners** units may have five different Characteristics: *Ranged*, *Stealth*, *Regenerate*, *Flying* and *Mage*.



3.1.1 Ranged: During combat, an Army with *Ranged* wins ties (inflicting 1 hit on the opponent). If both sides in a combat have *Ranged*, neither player wins ties. *Ranged* has no effect when resolving an Ambush. A unit with *Flying* may not move through a hex that contains an enemy Army with *Ranged*.



3.1.2 Stealth: If an Army has *Stealth*, it may declare an Ambush during combat (9.6). When an Ambush is declared, instead of rolling dice simultaneously, the side with *Stealth* Strikes the opposing stack, rolling dice equal to its Combat Rating. Then, if the target survives, it Strikes back using its Combat Rating. If both sides in a combat have *Stealth*, neither side may declare an Ambush.



3.1.3 Regenerate: An Army with *Regenerate* Recovers (10.4) as a Free Action, and does not require a nearby Settlement. Units may not use *Regenerate* while Besieged (10.3).

Fire is the bane of regeneration magic, and our settlements are made of wood.

-Abbot Melitus



3.1.4 Flying: A unit with *Flying* gains the following attributes:

1. It may enter any terrain type on the map during Movement, except Lair hexes, ignoring terrain costs.
2. When moving, it may pass through a hex containing an enemy Army or *hostile* Settlement (unless an enemy Army in the hex has *Flying* or *Ranged*).
3. When attacking across a River or Major River hexside, its opponent does not gain a terrain modifier.
4. It may attack across Sea hexsides.

Flying has no effect when a unit is using Ship movement (8.1.4)



3.1.5 Mage: A unit with this ability is a *Mage* for purposes of casting Magic cards (16.6)

3.2 Characteristics

In **Burning Banners** Armies may have three different Characteristics: *Feral*, *Fragile*, and/or *Huge*.



3.2.1 Feral: *Feral* Armies consist of wild creatures: rats, wolves, bats, even clouds of insects. A *Feral* Army may enter a *welcoming* Settlement like any other Army. *A Feral Army which enters a hostile Settlement Razes it (it neither Loots nor places its Kingdom's Control marker in the Settlement).*

A *Feral* Army may not use Ship Movement (8.1.4).



Giant Spider

In the Advanced Game, a *Feral Army* has additional limitations:

- It may not Loot.
- When entering a *hostile* Settlement it does not place a Control marker (it places a Razed marker instead).
- It does not collect a reward when it defeats a Monster.

All limitations for *Feral Armies* are ignored if the Army is stacked with a non-*Feral* Hero (14.6)

3.2.2 Fragile: *Fragile* Armies represent forces with low cohesiveness: irregulars, conscripts and marauding warbands. While most Armies are weakened when they receive a hit, *Fragile* Armies are eliminated. *Fragile* Armies cannot Recover.



3.2.3 Huge: *Huge* Armies are gigantic creatures that tower over the landscape. If a *Huge* Army occupies a Settlement, the Settlement is Razed, regardless of its posture (4.6). A Settlement may not remove a Razed marker while a *Huge* Army occupies the hex.

A *Huge* Army may not use Ship Movement (8.1.4).

4. Settlements

Settlements are identified on the map by the Settlement's name plus any or all of the following symbols: Loyalty, City, Wilderness, Fortified and Port.



4.1 Loyalty

Settlement marked with a Kingdom's crest is Loyal to that Kingdom (Aureliana is Loyal to the Eastern

Empire). A Loyal Settlement which does not contain a Control marker or Razed marker is *welcoming* to friendly and allied units, and is *hostile* to enemy units.



4.1.1 Loyal Neutral: Settlements which are loyal to Kingdoms not in play are Loyal Neutrals. The Campaign rules establish the posture (4.6) of Loyal Neutral Settlements.

Farsund is loyal to the shadowy Assassin's Guild. Beledi is loyal to Mara Mitai, a desert kingdom in the south. Neither kingdom is playable. They do not have playmats or units.

-Abbot Melitus



4.1.2 Neutral: A Settlement with no Loyalty Symbol is Neutral (Fort Gorod is a Neutral Settlement). The Campaign rules establish the posture (4.6) of Neutral Settlements.



City

4.2 City

Cities have special rules that affect Looting (4.8), garrisons (9.5) and Kingdom collapse (7.6).

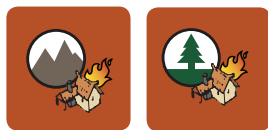


Wilderness (Mountain & Forest)

4.3 Wilderness Settlement

A Wilderness Settlement combines the characteristics of a Settlement with the terrain type the Settlement occupies (it is both a Settlement

hex and a Forest or Mountain hex). A Wilderness Settlement benefits from both its garrison and the hex's terrain type when attacked. There is no additional movement cost to enter a Wilderness Settlement.



4.3.1 Wilderness Razed Markers

If a Wilderness Settlement is Razed (4.10) the movement cost to enter the hex reverts to that of the hex's terrain type (use a Wilderness Razed marker to indicate its terrain type). Settlements without a Wilderness Symbol use a normal Razed marker.

Example: An Army enters a Wilderness Settlement, spending 1 Movement Point. If the Settlement were Razed, the Army would pay 2 Movement Points. Because a Wilderness Settlement is both a Settlement and a Wilderness hex, a Fjordland Ranger Army, which gains 1□ while occupying a Forest hex, would gain that benefit while attacking or occupying a Forest Wilderness Settlement (Razed or not).



Fortified



Magically Fortified

4.4 Fortified

There are two types of Fortified Settlements: Fortified and Magically Fortified. The term "Fortified" applies to both types unless a rule specifies otherwise.

When attacking a Fortified Settlement, the attacker suffers a -1 modifier to its die rolls (meaning 6+ is required to score a success). Magically Fortified Settlements impose a -2 modifier on the attacker (meaning 7+ is required to score a success). Note that it is impossible for Light Dice □ to roll successes against Magically Fortified Settlements without the aid of a Siege Engine (9.11). Critical Hit rolls (9.8.1) are not affected by Fortifications.

Fortified Settlements may not be targeted by Strikes. An Attacking unit with *Stealth* may not declare an Ambush against a Fortified Settlement. If a unit defending a Fortified Settlement has *Stealth*, it is free to declare an Ambush, in which case the attacker, if it survives, may Strike back (the Fortification's modifier, being a terrain feature, would be ignored).

Each Siege Engine Army (9.11) adjacent to a fortification negates one -1 modifier on the attacker's die rolls. Two Siege Engines adjacent to a Magically Fortified Settlement would negate the Fortification's entire -2 negative modifier. Siege Engines must be friendly or allied in order to assist an attacking Army.



Port

4.5 Port

A unit performing a Ship Movement action in a Port Settlement gains a Ship Movement Rating of Six (8.1.4). Ports are only besieged if adjacent to two enemy Armies (10.3).

4.6 Posture

A Settlement's posture determines how it interacts with the different Kingdoms in play. A Loyal Settlement is *welcoming* to friendly and allied Armies and *hostile* to enemy Armies. The posture of Neutral and Loyal Neutral Settlements is outlined in the Campaign rules. The posture of a Settlement changes when it contains a Control (4.9) or Razed (4.10) marker.

4.6.1 Welcoming Settlements: Units may freely enter and occupy *welcoming* Settlements. When an Army ends its activation in a *welcoming* Neutral Settlement, it may place its Control marker in the Settlement and increase its Income by one (4.9.2). Armies may not Loot *welcoming* Settlements (4.8) unless removing an enemy Control marker. An Army may remove a Razed marker from a *welcoming* Settlement (4.10.2).

4.6.2 Hostile Settlements: An Army must defeat a *hostile* Settlement in order to enter it, at which point it will Loot (4.8) the Settlement and possibly gain

control of it (4.9.2). An Army may not remove a Razed marker from a *hostile* Settlement.

Flying Units: A unit with *Flying* may pass through, but not end its move in, a *hostile* Settlement hex (provided the hex is not occupied by a unit with *Flying* or *Ranged*).

4.7 Attacking Unoccupied Settlements

A Settlement which does not contain an Army is unoccupied. An Army may attack an unoccupied *hostile* Settlement using its Combat Rating. The unoccupied Settlement defends with its garrison (9.5). If the attacking stack wins the combat, it must advance into the hex and Loot it.

4.8 Looting

When an Army enters a *hostile* Settlement, it Loots. Looting is a Free Action and immediately generates gold for the Looting Army's Kingdom. An Army may not Loot a *welcoming* Settlement (4.9.2). *A Feral Army may not Loot unless stacked with a Hero.*

4.81 Gold From Looting: A Kingdom gains 2 gold when Looting. When a Shashka Army loots, it gains 3 gold instead. When an Army loots a City, it gains double the normal gold (a Shashka Army looting a City gains 6 gold for example).

Loot a Settlement: gain 2 Gold		
	Shashka Army: gain 3 Gold	
	Loot a City: gain double Gold	x2

4.9 Control

Control affects where a Kingdom can build its Armies, and how much gold it generates during the Income Phase.



4.9.1 Control Markers: Each Kingdom has a limited number of Control markers which may be placed when its Armies occupy Settlements it does not control. Placing a Control marker on a Settlement allows the controlling Kingdom to build its units there and increases the Kingdom's Income. A Kingdom cannot place Control markers if it has none remaining on its playmat (but see 4.9.4).

4.9.2 Placing Control Markers: When an Army ends its activation in a Settlement it does not control, the Settlement's posture determines what happens:

- If the Settlement is *hostile*, it is Looted (4.8) and if it contains an enemy Control marker, the marker is removed. Then, if the Settlement is Loyal to the occupying Kingdom or one of its Allies, that Kingdom's Income is increased by 1. Otherwise a friendly Control marker is placed in the hex and the occupying Kingdom increases its Income by 1. A Razed marker is placed instead of a Control marker if the occupying player wishes, or if the occupying Army is *Huge* or *Feral*. Finally, if the Settlement was enemy controlled, that Kingdom's Income is reduced by 1 (income is not increased if the Settlement is Razed).
- If the Settlement is *welcoming*, no Looting occurs. If the Settlement contains a Razed marker it may be removed as a Free Action or left in place (4.10.2). A Control marker of the occupying Kingdom may be placed in the Settlement (in which case the occupying player increases its Income by 1). If the Settlement is Loyal to or controlled by the occupying Kingdom or one of its Allies, control does not change and Income is unaffected. A Settlement may never contain both a Control marker and Razed marker.



4.9.3 Effects of Control:

A *Neutral Settlement with no marker*, is controlled by no Kingdom. It is *hostile* or *welcoming* to the Kingdoms in play based on its Posture (4.6) as outlined in the rules for the Campaign being played.

A *Loyal Settlement with no marker* is controlled by the Kingdom identified on the Settlement's Loyalty symbol. It generates one Income for the controlling Kingdom each season, is *hostile* to the Kingdom's enemies and *welcoming* to its Armies and those of its allies. It permits building and Recovery.

A *Settlement with a Control marker* is controlled by the Kingdom that placed the marker. It generates one Income for the controlling Kingdom each season, is *hostile* to the Kingdom's enemies, *welcoming* to its own Armies and those of its allies and permits building and Recovery.

A *Settlement with a Razed Marker* is controlled by no player and is treated as if were not a Settlement hex, reverting to the terrain type of the hex it occupies (4.3).

4.9.4 Removing Control Markers: Control markers may be removed involuntarily (when an enemy Army defeats the Settlement and advances into it), or voluntarily. During its turn, a Kingdom may remove any number of its Control markers, replacing them with Razed markers (this occurs even if the Settlement is *welcoming*). A Kingdom may not Loot when replacing one of its Control markers with a Razed Marker (exception: Laying Waste 12.2.2).

Control markers represent the administrative limits of a kingdom. When a control marker is placed on a settlement, the local government is replaced by a military authority. When the control marker is removed, the settlement, as well as having been stripped of resources by the military, is left essentially ungoverned. Until local rulers re-establish their authority and settlers return to the plundered countryside, the town or city no longer functions as a community.

- Abbot Melitus

4.9.5 Control Markers and Income: Control of Settlements determines the amount of gold a Kingdom will receive during its Income Phase. A Kingdom's Income increases by 1 when one of its Control markers is placed on the map, or an enemy Control marker/Razed marker is removed from one of its Loyal Settlements. A Kingdom's Income decreases by 1 every time one of its Control markers is removed from the map, or one of its Loyal Settlements is Razed or has a Control marker placed in it.

Income Adjustment	
+1	When your Control marker is placed on the map.
+1	When a Razed marker or Control marker is removed from your Loyal Settlement.
-1	When your Control marker is removed from the map.
-1	When your Loyal Settlement is Razed or has a Control marker placed in it.



Razed Marker

4.10 Razed Markers

Razed markers may be placed in a Settlement for a variety of reasons:

- When it is Laid Waste by a Shashka Kingdom (12.2.2)
- When it is entered by a *Huge* unit.
- When an occupying Army chooses to place a Razed rather than Control marker.
- When a player chooses to remove its Control marker from the map.
- At the start of the game, as outlined in the Campaign Rules.
- When a *Feral* unit enters a *hostile* Settlement.
- When a Settlement is unoccupied after receiving a hit from a Strike outside of combat (16.9).

4.10.1 Razed Effects: A Settlement containing a Razed Marker:

- May not be Looted, controlled, or used to build and Recover units.
- Does not have a posture (4.6).
- Has none of the symbols associated with the Settlement (Fortification, City, Port or Loyalty).
- Reverts to the terrain type of the hex the Settlement occupies (4.3).

4.10.2 Removing a Razed Marker: During its turn, a Kingdom may remove a Razed Marker from any Settlement occupied by one of its Armies provided the Settlement will be *welcoming* to that Kingdom once the Razed marker is removed (and before a control marker is placed). Removing a Razed Marker is a Free Action, costing 2 gold. Once the Razed Marker is removed the hex resumes its status as a Settlement. Place a Control marker if appropriate (4.9.2).

Recolonizing a razed settlement involves sending refugees back to rebuild their destroyed homes and farms. Without ample protection and investment, particularly in the face of rampaging orcs, this invites additional attacks. Often it is best to ignore the pleas of displaced civilians and leave an orc-infested province denuded of settlers until the threat has passed.

-Abbot Melitus

4.11 Entry Hexes

Units may be built in friendly Entry hexes. Permanent Entry hexes include those with the Goblin symbol along the Northern map edges and the Orc symbol on the Eastern map edges. A Campaign's special rules may specify other hexes as temporary Entry hexes. These are not marked and operate as Entry hexes for that Campaign only.



Entry Hexes

4.11.1 Effects of Entry Hexes

- A unit beginning a Ship Move in an Entry hex gains six Ship Movement Points.
- A Kingdom may build new Armies in its Entry hexes.
- A unit built in a Sea Entry hex may not end the turn in the hex.
- Entry hexes are never besieged.
- A unit may pass through another Kingdom's Entry hex while moving, but may not end its move in the hex.

5. Basic Game Sequence of Play

5.1 Years, Seasons and Turns

A Campaign in **Burning Banners** will generally span one or more Years, each of which is broken down into four seasons: the three campaign seasons of Spring, Summer and Autumn, plus Winter. During a campaign season, every Kingdom resolves one turn. It collects gold, spends it building or Recovering its forces and attacks enemy Armies and Settlements. During Winter, all fighting comes to a halt. In the Basic game, Winter seasons are skipped. Years, seasons and turns are tracked on the Season Display.

5.1.1 Years: When a Campaign begins, the Season marker is placed in one of the spaces on the **Year One** row of the Season Track and the Campaign Ends marker in another of the Spaces (anywhere from Year One to Year Three). This determines the duration of the Campaign.

Duration	6 turns
Start Date	Year 1, Summer
End Date	Year 3, Spring

5.1.2 Seasons: A Campaign begins with the Season indicated in the Campaign rules. After every Kingdom has resolved its turn, the Season marker is moved one space to the right on the Season Track. When it enters the space containing the Campaign End marker, the game ends after all Kingdoms have completed their turn. When a Season marker enters a Winter space, no turns are resolved (move the Season marker to the Spring space of the

following year). If the current year is Year 3 and the Campaign's duration is more than three years, flip the Season marker over and rotate it so that the correct span of years is at the top, then place it in the Spring space of Year 1. By cycling the Season marker in this way, Campaigns of any duration may be played.



Season
Marker
(Front)



Season
Marker
(Reverse)



Campaign
Ends
Marker

5.2 Turns: Kingdoms resolve their turns one at a time in the order indicated on the Turn Track, starting with the Banner in the first turn space and proceeding from left to right down the line. Once all Kingdoms have completed their turn, the season ends. Each turn is resolved using the Sequence of Play outlined below.



Income Phase:

a) Income Actions Step:

- The active Kingdom may disband its Siege Engine (9.11.2).
- Additionally, if one of the following Kingdoms is active:
The Army of the Night may attempt to place a Coven on the map (12.3.1).
The Eastern Empire must roll on the Revolt Table (12.4.3).
A Shashka Kingdom may Lay Waste to any number of Settlements it controls (12.2.2).

b) Income Step:

- The active Kingdom gains gold equal to its Income Level.
- Additionally, if one of the following Kingdoms is active:

The Eastern Empire must spend gold equal to the amount indicated on the Revolt track (12.4.4)

A Shashka Kingdom must pay 1 gold for each Control marker it has on the map or suffer collapse (12.2.3).

Activation Phase:

- Friendly Armies on the Map become *ready*.
- Units may be Built and activate (7.0)

If, at the end of this phase all of the active Kingdoms' Cities are Razed or enemy controlled, the Kingdom collapses (7.6). If a Shashka Kingdom, it collapses if it has no Control markers on the map (7.7).

- The active Kingdom's Banner is moved to the Turn Complete box on the Turn Track. If all Kingdoms have completed their turns, the season ends.

Season Ends: If the Season marker occupies the space containing the Campaign End marker, the game is over. Calculate victory based on the Campaign instructions. Otherwise, advance the Season marker to the next space on the Season track. If it is a Winter space, move the marker to the Spring space of the following year. Move all Banners out of the Turn Complete spaces on the Turn Track, and begin the next season.

6. The Income Phase

During each Income Phase, the active Kingdom gains gold which it may spend during the Activation Phase to bring new units into play.

6.1 Income Actions Step

During the Income Actions Step, the active Kingdom may disband its Siege Engine (9.11.2). Certain Kingdoms have additional Income Actions they may (or must) resolve. *The Army of the Night* may attempt to place one of its Covens on the map (12.3.1). *The Eastern Empire* must make a roll on the Revolt table (12.4.3). *A Shashka Kingdom* may Lay Waste to Settlements it controls in order to Loot

them and to avoid paying gold to support them during the Income Step (12.2.2).

6.2 Income Step

During the Income Step, the active Kingdom gains gold as indicated by the position of its Income Marker on the Income Track.

6.2.1 Shashka Collapse: During its Income Step, an active Shashka Kingdom must pay 1 gold for each Settlement it controls. If it cannot do so, it collapses (7.7).

6.2.2 Empire Revolt Marker: During its Income Step, the player controlling the Eastern Empire must pay gold equal to the number of revolts on the Revolt Track (12.4.4).

7. The Activation Phase

During the Activation Phase, the Kingdom whose turn it is may build new Armies (10.1) and activate those on the map. Armies move and fight one at a time. When a unit is selected to begin moving it becomes *active*. After it has completed its move and has performed an action, it becomes *finished*, ends its activation, and another unit may be activated.

7.1 Ready versus Finished

When a Kingdom's turn begins, its units are *ready*. After each unit completes its activation (moves and/or performs an action), it may not activate again that turn. It becomes *finished*. As a memory aid, units should be rotated 45° as they finish their activation.



ready



finished

7.2 Actions

When activated, a unit may move (8.0) then perform one action. After performing an action, the unit ends its activation and becomes *finished*.

Actions: The following is a list of actions available to an active unit:

- **Attack (9.0):** An Army may attack an adjacent *hostile* Settlement or enemy Army.
- **Perform Ship Movement (8.1.4):** Use Ship Movement to cross Sea, Major River and Coastal hexsides, or enter Major River hexes.
- **Recover (10.4):** Pay a weakened Army's Recovery cost and flip it back to its Full Strength side. It must be in an Entry hex or in or adjacent to an un-besieged *welcoming* Settlement.
- **Work a Mine (12.1.1):** Oathborn only.
- **Pass:** Forego an action this turn.

7.3 Free Actions

Unlike actions, Free Actions may be performed by players at any time, including when *finished* and during an opponent's turn. Free Actions may be performed multiple times if applicable.

Free Actions: The following is a list of Free Actions available to any unit (active or inactive):

- **Place a Control marker (4.9.2):** When an Army ends its activation in a Settlement which is neither friendly nor allied. Increase Kingdom's Income.
- **Place a Razed Marker (4.10):** When an Army ends its activation in a *hostile* Settlement in which it cannot or chooses not to place a Control marker.
- **Perform Ship Movement (12.5.2):** Active Fjordland units only. Use Ship Movement as a Free Action to cross Sea and Coastal hexsides, or enter Major River hexes. A unit may only perform Ship Movement (as a Free Action or as a regular action) once per turn.
- **Remove a Razed Marker (4.10.2):** From a *welcoming* Settlement occupied by a friendly Army (costs 2 gold).
- **Loot (4.8):** When an Army enters a *hostile* Settlement.
- **Regenerate (3.1.3):** Recover an Army with Regenerate (10.4).
- **Play Magic Card (16.7).**
- **Play Hero Power (14.5.1).**
- **Sell a Treasure (16.5).**

7.4 Ending a Unit's Activation

A unit ends its activation, becoming *finished*, after it performs an action, another unit activates, or a unit is built.

7.5 Ending the Activation Step

At any point during a player's turn, he or she may declare the Activation Step finished. Otherwise a Kingdom's Activation Step ends when it cannot build or activate any of its units.

7.6 Kingdom Collapse

At the end of the Activation Step, if all the active Kingdom's Cities contain Razed markers or enemy Control markers, it collapses.

When a Kingdom collapses, it is removed from play for the rest of the game. The Kingdom's Turn marker is flipped to its collapsed side. It will no longer conduct turns. All of its Armies and Control markers are removed from the map (the Settlements are not Razed). Its Loyal Settlements become Loyal Neutrals (*hostile* to the Kingdom's former enemies, *welcoming* to its former Allies). Settlements marked with Razed markers retain them. **Arcane Study markers are not placed in the Study space beneath the collapsed Kingdom's Turn marker.**

Because players often control more than one Kingdom, the player controlling the collapsed Kingdom may be able to continue playing with another Kingdom he or she controls. **Treasures owned by the player remain in play.**

Alternatively a player may take control of a Kingdom controlled by another player with more than one Kingdom. **Blessings held by the original player are transferred to the new player and both players draw to Full Strength in Spells. Treasures remain with their original owners.**

7.7 Shashka Kingdom Collapse

The Shashka Kingdoms must check for collapse twice during each season. During the Income Step, if a Shashka Kingdom is unable to spend 1 gold for each of its Control markers on the map, it collapses.

Additionally, at the end of its Activation Step, if a Shaska Kingdom has no Control markers on the map, it collapses.

A Shashka Kingdom cannot collapse if it has never controlled any Settlements (once it controls its first Settlement, it becomes subject to collapse)

The orcs and goblins suffer intense pressure to expand. Paradoxically, the more they conquer, the more that pressure increases.

-Abbot Melitus

7.8 Eastern Empire Collapse

The Empire collapses if it suffers a Revolt while the Revolt marker is on its +10 side and occupies the 9 space on the Revolt Track (12.4.8)

8. Movement

When a unit is activated, it completes all movement before performing an Action. To move, a unit moves across the map from hex to hex, crossing hexsides as it does so. Each hex entered costs movement points (MPs), which are deducted from its printed Movement Rating (1.7.3). A unit may not spend more movement points in an activation than its Movement Rating allows.

8.1 Movement Costs

As a unit moves, it spends movement points up to but not exceeding its Movement Rating. The Terrain Effects Chart indicates the movement point cost to enter a hex, or cross a hexside. When activated, a unit may always move a minimum of one hex, even if the total cost of the move would exceed its Movement Rating. Certain hex and hexside types are prohibited and may be neither entered nor crossed (8.2).

8.1.1 Road Movement: Units pay 1 Movement Point to cross hexsides containing a Road or Bridge symbol, regardless of other terrain. A non-*Flying* unit that travels entirely across road and/or bridge hexsides gains +1 movement point for the turn.



8.1.2 River Terrain: There are three types of River terrain: *River hexsides*, *Major River hexsides* and *Major River hexes*.

River Hexsides: Armies pay +1 movement point when crossing a River hexside, and gain 1□ when defending against an attack across a River hexside. If a river symbol terminates inside the hex without following any of the hexsides, it is a river source hex, and has no effect on play.



Major River Hexsides Armies pay +2 movement points when crossing a Major River hexside, and gain 2□ when defending against an attack across a Major River hexside.

Major River Hexes: In addition to serving as hexside boundaries, Major Rivers are a hex type (as shown above). Major River hexes allow Armies using Ship Movement to travel inland, moving from one Major River hex to another (8.1.5). A unit using Ship Movement may cross a River or Major River Hexside for 1 Ship Movement Point (after which it becomes *finished*). This is the only way unit using Ship Movement may end its move in a hex other than a Coastal or Major River hex.

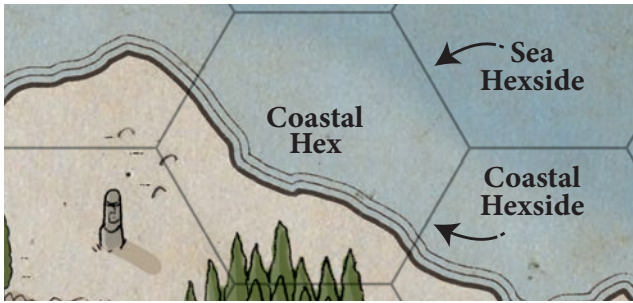
8.1.3 Sea and Coastal Hexes and Hexsides: Sea hexes are entirely blue with no coastline symbol. Coastal hexes contain a soft lighter blue color and some portion of coastline symbol.



The Guild of Cartographers indicates Rivers with two lines, Major Rivers with four lines: a dark outline (like a coastal hex) plus two thin interior lines. Again, using artistic license, the Cartographers have included river sources, where a river symbol terminates inside a hex without following any of the hexsides. These have no effect on play.

- Abbot Melitus

All hexsides of a Sea hex are Sea hexsides, while some Coastal hexsides may be Sea, some Coastal and some land. All units may cross Coastal hexsides, paying the cost of the other terrain in the hex when using normal movement or 1 movement point when using Ship Movement. Except when using Ship Movement (8.1.4) only *Flying* units may cross Sea hexsides (Lakes may contain Sea hexsides). In no case may a unit end its move in a Sea hex.



8.1.4 Ship Movement: Ship Movement is an action which allows a unit to move a second time during its activation, using a special Ship Movement Rating. A unit using Ship Movement may cross Sea hexsides, Coastal hexsides, and Major River hexsides. It may enter Major River hexes, Sea hexes and Coastal hexes. It pays a movement cost of 1 MP per hexside crossed and must end its move in a Coastal or Major River hex (exception: 8.1.6).

A unit which begins Ship Movement in a friendly Port or Entry hex has a Ship Movement Rating of 6, otherwise it has a Ship Movement Rating of 3.

SHIP MOVEMENT

	Depart Coastal or Major River Hex: Movement Rating 3
	Depart Port or Entry Hex: Movement Rating 6



Example of Ship Movement: An Army in hex A (a Port) declares a Ship Movement action, gaining 6 movement points. It moves through the hexes indicated by the black arrow. An Army in hex B (not a port), also declares a Ship Movement action. It gains 3 movement points and follows the blue arrow. Both units end their move in a Coastal hex.

8.1.5 Ship Movement Along Major Rivers:

Ship Movement may be used to enter and leave Major River hexes (8.1.2). A unit must follow the course of the River when using Ship Movement to leave or enter a Major River hex.

8.1.6 Crossing Rivers:

A unit may use Ship Movement to **cross** a River or Major River hexside (example C below), ending its move in a hex which is neither Sea, Coastal nor a Major River hex. This is the only way that a unit using Ship Movement may enter such a hex, and its Ship Movement ends immediately, even if it has Movement Points remaining.



Example: An Oathborn Army in hex A (not a port) declares a Ship Movement action, gaining 3 movement points. It could move to B (passing through a welcoming port Settlement). It could alternatively use its third movement point to cross the Major River hexside at C (ending its Ship Move, even if it had movement points left). If it had started its move in Port, it would have gained 6 movement points, and could have ended its move in the swamp at the mouth of the river. In another example of using Ship Movement to cross a River hexside, Army D moves one hex, then performs a Ship Movement Action to cross the River hexside (ending its turn).

8.2 Legal and Prohibited Hexes and Hexsides

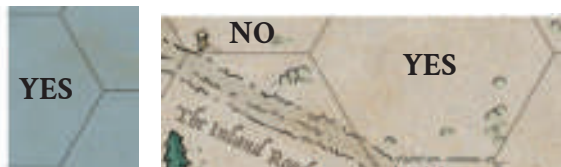
Prohibited hexes may not be entered during movement. There are special cases where prohibited hexes may be passed through, but in no case may a unit end its activation in a prohibited hex. A legal hex is a hex that is not prohibited. A Prohibited hex is one containing:

Prohibited Hex	Exception*
<i>Enemy Army</i>	<i>Flying</i> unit (unless the enemy Army has <i>Flying</i> or <i>Ranged</i>).
<i>Hostile Settlement</i>	<i>Flying</i> unit (unless occupied by a unit with <i>Flying</i> or <i>Ranged</i>).
<i>Allied/Enemy</i>	
<i>Entry Hex</i>	Any unit may pass through.
<i>Sea Hex</i>	<i>Flying</i> unit and any unit using Ship Movement.
<i>Lair</i>	No Exceptions.

*When moving, the indicated unit types may pass through, but not end their activation in the prohibited hex.

8.2.1 Prohibited Hexsides: A prohibited hexside is a hexside that a unit may not cross. Sea hexsides are prohibited for non-*Flying* units not using Ship Movement. Hexes other than Sea, Coastal and Major River (8.1.2) are prohibited to units using Ship Movement (8.1.4).

8.2.2 Partial Hexes: A partial hex on an edge of the map may be only occupied by a unit if half or more of the hex is visible, otherwise it is prohibited.



8.3 Stacking

When two or more units occupy a hex, they form a **stack**. In the basic game, only one Army may occupy a hex at a time. This one-Army per hex “stacking limit” is enforced at the end of each Army’s movement. An Army may pass through a hex occupied by a friendly or allied Army, but may not end its move in such a hex. An Army may not be built in a hex in excess of stacking limits. **Advanced Game stacking, see 14.6.**

8.3.1 Switching Positions: A unit may end its movement in a hex in excess of stacking limits, provided the inactive unit **or stack** is both friendly and *ready*. The active unit may not perform an action after its move, and the *ready* unit must activate next, leaving the hex so that stacking limits are no longer exceeded. This rule allows units to “switch places” while observing the stacking limits.

9. Combat

An active Army may initiate combat against a hex adjacent to it by performing an Attack action (7.2). Enemy Armies and unoccupied *hostile* Settlements may be attacked. Armies conduct combat using their Combat Rating, consisting of two types of dice: Light (□ white six-sided dice) and Heavy (◆ black 8-sided dice). To resolve combat, each player rolls dice and compares the total number of successes rolled with those of their opponent. The player with the most successes wins the combat and inflicts the difference as hits.



← Combat Rating
1□ and 1◆

9.1 Attacking and Defending

The Army performing the Attack action is the attacker. The attack’s target is the defender.

9.1.1 Calculating Total Combat Rating: When attacking and defending, players roll all dice gained from the following sources:

- Army Combat Rating
- Hexside Terrain between the attacking and defending hexes (*defense only*)*
- Terrain within the defender’s hex (*defense only*)*
- Hero Powers
- Magic Cards

* Only the defender’s Combat Rating is affected by Terrain. Terrain dice are ignored during Strikes (9.7).

9.2 Winning a Combat

An attacker wins a combat by rolling at least one more success than the defender. The defender wins by rolling at least one more success than the attacker. If players roll the same number of successes, the result is a **tie**. If neither player rolls any successes,

the result is a **draw**. If there is a winner, hits are inflicted on the loser equal to the difference between the number of successes rolled by each player. For example, if an attacker rolls 3 successes versus a defender's 1 success, the attacker wins the combat, inflicting 2 hits on the defender (3 successes for the attacker minus 1 for the defender).

9.2.1 Hits: For each hit scored, the player suffering the hit chooses one of the following options, based on what the hex contains:

- **Full Strength Army:** Flipped to its weakened side.
- **Weakened Army :** Eliminated. Attacker may advance.
- **Fragile Army:** Eliminated. Attacker may advance.
- **Garrison:** Defeated. Attacker must advance.
- **Hero:** Eliminated (14.4).
- **Monster:** Defeated (15.2).

Eliminated Armies and Heroes are returned to the owning player's playmat, from which they may be rebuilt.

9.3 Unoccupied Hexes and Advance

Any hex that does not contain an Army is said to be unoccupied. When an Attack inflicting one or more hits on the defender results in the defender's hex being unoccupied, the attacking Army may choose to move into the hex. This is called an Advance. When a *hostile* Settlement is defeated in combat, the attacker **must** advance into the hex. An Army may never advance into a prohibited hex (8.2).

9.4 Terrain Modifiers

Terrain may modify the defender's Combat Rating during combat. Consult the Terrain Effects chart for details. If terrain would impose multiple modifiers, all are applied.

Example: *The Oathborn Settlement of Nal Narag in the Wildlands is unoccupied. It is being attacked by a Wolf Pack (Combat Rating 2□) from the hex to the southwest, across the bridge over the Boiling River. Unoccupied Settlements have a garrison rating*

of 1□ (9.5.1). Nal Narag gains a second 1□ for being a Mountain Wilderness Settlement. It gains an additional 2□ because the attacking and defending hexes share a major river hexside (the bridge and road do not cancel the river effect for combat, only for movement). Nal Narag will roll 4□ as its defense against the wolves' attack.



9.4.1 Additional Modifiers: Special Kingdom rules, may also modify Combat Ratings. For example, a Fjordland Ranger has a modifier of +1□ when attacking into, or defending in a Forest hex (12.5.1). When defending in, or attacking into a forest hex, the Ranger would add 1□ to its printed Combat Rating of 2□. **Magic Cards (16) and Hero Powers (14.5) may also modify Combat Ratings.**

9.5 Garrisons

Garrisons help to defend Settlements. If, after receiving one or more hits in combat a Settlement is unoccupied (meaning there is no Army in the hex), the garrison has been defeated and the attacker must advance (9.3). Garrisons disappear if a Settlement is Razed (4.10).

9.5.1 Garrisons in Unoccupied Settlements:

An unoccupied Settlement has a garrison which provides 1□ on defense. A Settlement occupied by an Army has no garrison (but see 9.5.2).

9.5.2 Garrisons in Cities: Cities have permanent garrisons which provide 3□ on defense, whether the Settlement is unoccupied or not.

Garrisons in cities represent the effects of walls and towers as well as large bodies of occupying troops or city guards. These standing troops contribute their manpower to the defense, whether field armies are present or not. Garrisons in smaller settlements represent local resistance, maybe organized into militias, maybe not, which melt away when organized troops take up the settlement's defense. In towns and villages with control markers, provisional garrisons represent a detachment or two of troops from the occupying kingdom. They keep the peace and man the walls while the army is away, then rejoin their comrades when the army returns.

-Abbot Melitus

9.6 Ambush

If either the attacker or defender in a combat has *Stealth*, it may declare an Ambush. When an Ambush is declared, instead of rolling dice simultaneously, the Army with *Stealth* Strikes first, rolling dice equal to its Combat Rating (9.7). If the target survives, it Strikes back using its Combat Rating. If the original defender is eliminated by the Ambush, the original attacker may advance (must advance if the defending hex contained a *hostile* Settlement). When resolving combat as an Ambush, there are no winners, losers, ties or draws. (9.2)

If both the attacker and defender in a combat have *Stealth*, neither may declare an Ambush (combat is resolved normally).

9.7 Strikes

To perform a Strike, the player initiating the Strike rolls dice (the target does not). If the Striking player rolls one or more successes, a **single hit** is inflicted on the target (9.2.1). Terrain effects are ignored during Strikes. Strikes may not target units in Fortified Settlements. Critical hits (9.8) generated by a Strike may cause more than one hit on the target.

Strike Summary

- Only the Striking player rolls dice.
- Terrain modifiers to Combat Ratings are ignored.
- Fortified Settlements may not be targeted.*
- Inflicts one hit on the target, regardless of the number of successes rolled. Critical hits (9.8), may cause additional hits.

*Exception: if a defender with *Stealth* declares an Ambush (9.6), the attacker may Strike back, ignoring the prohibition against striking Fortified Settlements..

9.7.1 Strikes Outside of Combat: See section 16.9.

9.8 Critical Hits

When resolving Combat or a Strike, a die roll result of 7+ is both a success and a Critical hit. Each Critical hit may score one additional success if confirmed. To confirm a Critical hit, 1□ is rolled. If a success, it is added to the total number scored. Critical hits are the only way a Strike can inflict more than one hit.

Example: An Oathborn Dragon Slayer Army (Stealth, Combat Rating 2♦) is attacked by a Full Strength Orc Army. The Dragon Slayer declares an Ambush, using its Stealth ability and rolls two 8-sided dice, scoring a 7 on one and an 8 on the other (two successes). This inflicts one hit on the Orc Army (a Strike causes a maximum of one hit, regardless of the number of successes). In this case, however, since both die rolls were Critical hits, the Oathborn player makes two confirmation rolls (2□, one per Critical hit). The results are 5 and 6, confirming both. The Orc Army suffers three hits total (one for the Strike, two for the confirmed Critical hits). The Orc Army is eliminated and has no chance to Strike back. Had it survived, it would have performed a Strike of its own in return.

9.8.1 Fortifications and Critical Hits: Critical Hit rolls are unmodified by Fortifications. A roll of 7+ will score a Critical Hit against a Fortified hex, and a 5+ will confirm it.

9.9 Basic Game Combat Sequence

When a unit performs an Attack action, combat is resolved using the following sequence (see 16.8 when playing the Advanced Game).

Combat Step 1. Ambush Declaration:

Either side may declare an Ambush if it has an Army with *Stealth*, in which case the remainder of the combat is resolved as an Ambush (9.9.1)

Combat Step 2. Resolve Dice Rolls.

Players roll dice equal to their total Combat Rating. Confirm Critical hits if any are scored.

Combat Step 3. Combat Results:

Determine the result of the combat (9.2). If there is a loser, it receives hits (9.2.1). If the attacker wins, it may advance into the defender's hex if it is unoccupied (must advance if the hex contains a Settlement) (9.3).

9.9.1 Ambush Resolution: If an Ambush is declared in Combat Step 1, resolve the remainder of the combat using the Ambush Sequence:

Ambush Combat Step 2. Opening Strike:

The Army that initiated the Ambush performs a Strike on its opponent using its Combat Rating (9.7). If any successes are rolled, one hit is inflicted on the opponent (9.2.1). Confirmed Critical hits may inflict additional hits (9.8).

Ambush Combat Step 3. Strike Back: If the target of the Ambush survives the opponent's Strike, it Strikes back, using its Combat Rating. There is no winner or loser in an Ambush. The attacker may advance into the defender's hex if it is unoccupied (must advance if the hex contains a Settlement) (9.3).

9.10 Heroes and Combat

See section 14.4.

9.11 Siege Engines

Siege Engines are a specialized Army type, designed to defeat enemy Fortifications (4.4). Siege Engines have a Combat Rating that may be used only to

defend against attacks and to attack un-Razed Settlements (the red tower symbol on the counter is a reminder of this).



9.11.1 Effect of Siege Engines: One Siege Engine Army adjacent to a fortification negates the Fortification's -1 modifier (4.4). Two Siege Engines adjacent to a Magically Fortified Settlement negate its -2 negative modifier (one adjacent Siege Engine would reduce the modifier to -1).

A Siege Engine negates the Fortification modifier when performing its own Attack action. A Siege Engine does not negate Fortification modifiers for enemy Armies.

Example: An Oathborn army wants to attack the Spire of the Moon (a Magical Fortification). With no Siege Engine army adjacent to the Spire, the Oathborn player would need to roll 7 or higher to score successes (the Spire imposes a modifier of -2 on all attacking die rolls). If an Oathborn Siege Engine were moved adjacent to the Spire, the Oathborn army would need to roll 6 or higher to score successes (the Siege Engine would reduce the Spire's modifier to -1). If the Oathborn's ally Fjordland were to move a second Siege Engine adjacent to the Spire, the full -2 modifier would be negated, allowing the attackers to roll successes on rolls of 5 or higher. A third Siege Engine would have no additional effect (all of the Spire's negative modifiers having been negated by the first two Siege Engines).

9.11.2 Disbanding Siege Engines: Unlike other types of Armies, Siege Engines may be disbanded voluntarily, allowing them to be built elsewhere on the map. During the Income Actions Step (only), the active Kingdom may remove its Siege Engine from the map and return it to its playmat.

10. Building and Recovery

At any time during its Activation Phase, a Kingdom may bring new Armies into play, chosen from those available on its playmat, by paying their cost in gold. Each Kingdom has a limited number of each unit type that can be built. If all Armies of a particular type are in play, no further Armies of that type may be built until one of them returns to the playmat. Once in play, a unit may not be returned to the playmat voluntarily (*exception: Siege Engines* (9.11.2)).

10.1 Building Armies

Armies are built at Full Strength, paying the build cost on the front of the counter. Armies may not be built weakened. An Army may be built in a friendly Entry hex or in or adjacent to a friendly Settlement hex. An Army may not be built in a hex occupied by another Army. Kingdom-specific rules may give additional instructions on where Armies may be built.

10.1.1 Status: An Army built in an Entry hex or Settlement hex enters play *ready* (7.1). An Army built in a hex adjacent to a Settlement enters play *finished*.

10.1.2 Feral Armies (Army of the Night): The Army of the Night may build *Feral* Armies in Wilderness hexes adjacent to its Covens (12.3.3). An Army built adjacent to a Coven enters play *finished*.

10.2 Building Heroes

See section 14.2.

There is a key concept hidden in the build rules that is easy to overlook: Kingdoms can build Armies at any time during their turn. The idea of building first and moving second is such a common mechanism that players will default to it even though it doesn't apply here. I would urge you to think about when and where to build your Armies. Much of the strategy in Burning Banners depends on the skillful timing and placement of your builds.

-Abbot Melitus

10.3 Besieged Settlements

If an Army occupies a hex adjacent to a *hostile* Settlement, that Settlement is besieged. A besieged Settlement may not be used to build or Recover Armies. Ignore this rule when setting up the game.

An Army of the Night Coven in a besieged Settlement may continue to build and Recover *Feral* Armies in adjacent Wilderness hexes (12.3.3).

10.3.1 Besieging Ports: A Port Settlement is only besieged if two or more enemy Armies occupy hexes adjacent to it (they may be from different Kingdoms).

10.3.2 Prohibited Terrain and Siege: An Army separated from a *hostile* Settlement by a hexside it is prohibited from crossing is ignored when determining if the Settlement is besieged. A non-*Flying* Army separated from a *hostile* Settlement by an all-Sea hexside would not cause the Settlement to be besieged. If the Army had *Flying*, it would cause the Settlement to be besieged (the all-Sea hexside not being prohibited to it).

The rules governing Sieges in Burning Banners affect only building and recovery, they do not affect movement. Units in a besieged settlement may enter and leave freely.

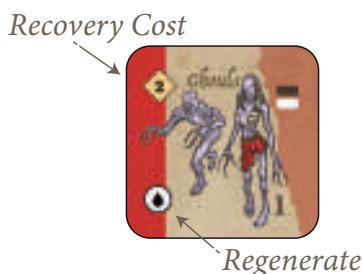
-Abbot Melitus

10.4 Recovery

A weakened Army may use the Recovery Action (7.2) if it ends its move in a friendly Entry hex or in a hex in or adjacent to an un-besieged *welcoming* Settlement. To Recover, the owning Kingdom pays the Army's Recovery cost and flips it back to its Full Strength side (the Army becomes *finished*).



An Army with *Regenerate* may Recover as a Free Action at any time outside of combat by paying its Recovery cost and flipping it back to Full Strength. An Army may *Regenerate* anywhere on the map.



Example: A Full Strength unit with *Regenerate* is attacked and suffers 1 hit, reducing it. After the hit is inflicted, the unit's owner declares that it is *Regenerating*. The Recovery cost is paid and the Unit is flipped back to its Full Strength side. If the unit had taken 2 hits it would have been eliminated before having a chance to use its *Regenerate* ability.

10.4.1 Covens and Recovery: A Feral Army may Recover in a Wilderness hex adjacent to a friendly Coven (12.3.3).

10.4.2 Using Magic Cards and Hero Powers to Recover: When a Magic Card or Hero Power causes an Army to Recover, no gold is paid, and no Settlement is required. The target simply flips to its Full-Strength side.

11. The Season Ends

11.1 Advance the Season Marker

The Season marker is advanced one space on the Season Track. If the Season marker occupies the space with the Campaign Ends marker, the game ends instead, and victory is determined as outlined in the Campaign instructions. If the marker occupies a Winter space, advance it to the Spring space of the following year.

11.2 Reset Kingdom Banners

Move Banners out of the Turn Complete spaces on the Turn Track.

11.3 Begin the Next Season

Repeat the Sequence of Play beginning with the first Kingdom on the Turn Track.

11.4 Advanced Game Season Ends

See section 13.2.

12. The Kingdoms

Each of the Kingdoms in *Burning Banners* has special rules which makes playing them a unique experience. Information Cards are provided which summarize the rules for each Kingdom.



12.1 The Oathborn

"We tread paths of Sun and Stone as one, without fear, arm in arm, true to one another and to our honored dead. In the name of mighty Durngur and our cherished ancestors, we pledge never again to abandon the roofless world: not to orcs, not to humans, not to any mortal foe."

The Oathborn dwelt in Kheros long before humans arrived, building fortresses with roots deep beneath the mountains. They were consummate delvers, as comfortable in dark caverns under the earth as on frozen mountain peaks. During a series of orc invasions in the 420s and 30s, the Empire was defeated repeatedly in the field, and abandoned its easternmost districts. The dwarves, left unsupported, were forced underground as the orcs battered down their towns and fortresses. In 435, the greatest of the dwarven kings, Sognir Oathbringer of Swardfeld led a counterattack that drove the orcs back over the Deepwater. The victorious dwarves resettled not only their gutted settlements, but also those of the former Imperial provinces. Sognir challenged his people to take an oath of loyalty, unifying their scattered kingdoms, establishing a standard set of laws and establishing their right to live under the sun. As The Oathborn, they would no longer rely

on humans to protect them from the scourge of the East. Sognir's Oath laid a solid foundation upon which a unified dwarven kingdom might be established.

-Abbot Melitus



12.1.1 Mining: Mines are scattered about the various maps in Mountain hexes. These are ignored by units other than the Oathborn. Mines are not Settlements and may be entered freely by any Kingdom's units. An Oathborn Miner Army in a Mine hex may use its action to Work the Mine, gaining 1 gold.

12.1.2 Dwarven Mountaineers: Oathborn Armies (with the exception of the Oathborn Siege Engine) and Heroes spend 1 MP to enter Mountain hexes, instead of 2 MP.

12.1.3 The Lost City of Khazud: When Oathborn Blessing #5 *The Lost City of Khazud* is played, the Khazud marker is removed from the Oathborn playmat and placed in any unoccupied mountain hex on the map that is not a Mine or Road hex and is neither in nor adjacent to a Settlement or Lair. Khazud is a Magically Fortified Loyal Oathborn City. When placing Khazud on the map, immediately increase the Oathborn Income by 1. Khazud is never eliminated once in play (though it may be captured or Razed). Once the Khazud Blessing is played it is removed from the game (it can only be played once per game).



Because of his longstanding feud with Sognir, King Hoban refused to take the Oath in 435. When the rest of the dwarven Kingdoms sided with Sognir, Hoban gathered his folk and fled into the dark, pulling down his halls and mines and vanishing from recorded history. For many years, he wandered the hidden roads beneath Kheros,

re-emerging on the surface only after an encounter with the Yeti known as the Grey Herald led to trade and eventually alliance. Protected by the Yetis' powerful magic, Hoban's engineers constructed a magnificent city on a remote mountainside where Dwarf and Yeti could dwell unmolested by the outside world. Hazy legends of Khazud arose over the years: a veiled city, wealthy beyond dwarven dreams, perched on a snow-capped mountain peak. During the War of Burning Banners, Shashka hordes threatened to overrun Khazud. The secret city could not remain secret forever. The time had come for Hoban's people to march to the aid of their kin, or face extinction.

-Sorceress Sandaria



12.2 The Shashka Kingdoms (Orcs and Goblins)

Shashka are the spawn of twin gods: Khark, Lord of Chaos and Grom, Despoiler of Worlds. Oddly, the Shashka also share kinship with the Elves in the south (Khark and Grom being corrupted younger siblings of Elven gods Sillandrus and Trinita). Khark's minions, the goblins, plagued the mountains of the North, while Grom's orcs terrorized the coastal steppelands of the East. Like the Elves, they appeared mysteriously in the years after the Abomination. If their origin was unknown, how they increased their numbers was well understood. All thinking beings were their prey. When an orc or goblin army overran a settlement, the inhabitants were subjected to dark rituals from which they perished or emerged corrupted: fresh warriors for the Shashka swarm.

-Abbot Melitus



12.2.1 Control Markers: As indicated by the red “-1” on its Control marker, a Shashka Kingdom must pay 1 gold for each of its Control markers on the map during its Income step. If this is not paid, the Kingdom will collapse (12.2.3).



12.2.2 Laying Waste: During the Income Actions Step, a Shashka Kingdom may Lay Waste to any number of Settlements containing its Control markers. To Lay Waste to a Settlement, replace its Control marker with a Razed marker and Loot the Settlement (4.8).

When a mob of Shashka enters a province, its warriors fan out across the countryside, establishing filthy, hastily made encampments. More precious to these creatures than food or wealth, are slaves. Towns are stripped of everything of value, then abandoned. They establish a widely dispersed region of terror where anyone unfortunate enough to be caught has their humanity eradicated by the defiling rituals of their Warlocks. Once the Shashka have infested a province, every square league of it must be searched and cleansed.

-Abbot Melitus

12.2.3 Collapse: If a Shashka Kingdom has never controlled any Settlements, it is not subject to collapse (there are campaigns in which Shashka Kingdoms start the game controlling no Settlements).

Once an Orc or Goblin Control marker is placed on the map (including during Set-Up), the Kingdom will collapse if either of the following occurs:

1. During its Income Step the Kingdom is unable to pay 1 gold for each of its Control markers on the map.

2. At the end of its Activation Phase, The Kingdom has no Control markers on the Map.

The Shashka rely on ruthless expansion to survive. Settlements are uprooted, burned, then abandoned. The wealth and slaves generated by this systematic plunder allows the horde's outward expansion to continue. The moment it stops growing, it disintegrates.

-Abbot Melitus

12.2.4 Entry Hexes: Shashka Kingdoms have permanent printed Entry hexes (lying along the easternmost map edge for the Orcs and the northernmost map edge for the Goblins).

12.2.5 Goblin Mountaineers: Goblin Armies (with the exception of the Goblin Siege Engine) **and Heroes** spend 1 MP to enter Mountain hexes, instead of 2 MP. The Orc Kingdom does not benefit from this rule.



12.3 The Army of the Night

The undead leader of the Army of the Night was Lilith, Queen of the Night, known to the Empire as the Witch Queen. When war broke out, Lilith was at least five centuries old, granted immortality during the Abomination by Scyx, goddess of death, in return for her loyalty. When the Worldwound was closed and Scyx banished, Lilith was forced into hiding. She fled across the Western Sea to Kheros and made her home in the Wildlands. There, she encountered and eventually enslaved a group of powerful amazon tyrants, exiled in 502 from the southern Kingdom of Mara Mitai. These would form the core of Lilith's undead cult, pledged to bring about the return of Scyx. In subsequent years, the Army of the Night sought out powerful nobles in every nation, founding secret covens throughout the continent. Reflecting their amazon heritage, the Army of the Night harvested

only women. Men were devoured, their desiccated corpses packed into ghoulish towers to await the great summoning, when they would serve Scyx a second time as hordes of undead predators.

In this way, the Army of the Night spread in silence. There might have been the odd disappearance, the strange, inhuman glance, the mysterious increase in the rat population, but it wasn't until one terrible spring night that our people finally understood the evil that had crept among them.

-Abbot Melitus



12.3.1 Covens: Army of the Night Control markers feature Covens on the back. Covens are placed in *hostile* Settlements. They provide income to the Army of the Night while they remain on the map. They do not affect control of Settlements they occupy and may coexist with enemy units and markers.

12.3.2 Placing Covens: During the Income Actions Step, the Army of the Night player may attempt to place one Coven in any *hostile* Settlement on the map that does not already contain a Coven. Covens may occupy Settlements containing enemy units and Control markers. A Coven may not occupy a *welcoming* or Razed Settlement (the moment a Settlement containing a Coven becomes Razed or *welcoming* to the Army of the Night, the Coven is removed).

To place a Coven, the Army of the Night player selects a Settlement and rolls 1d6. If the result is a success, the Coven is placed in the Settlement. If the result is a failure, the Coven is not placed. The roll to place a Coven may be modified as follows:

- +1 If the Settlement is unoccupied.
- +1 If the Settlement is unfortified.
- +1 If the Settlement is a Wilderness Settlement or is adjacent to a Wilderness hex.

These modifiers are cumulative (an unoccupied, unfortified Wilderness Settlement would add +3 to the placement roll). Covens listed as part of the Army of the Night's Opening Builds do not have to make a successful die roll, they may be placed in any *hostile* Settlement).

12.3.3 Effects of a Coven

Income: During the Income Step of the Army of the Night turn, each Coven on the map gains 1 additional gold for the Kingdom. For example, if the Army of the Night's Income is 9 and it has 3 Covens on the map, it collects 12 gold during the Income Step (9 income + 3 gold from Covens).

Building and Recovery: The Army of the Night may build and Recover *Feral* Armies in Wilderness hexes adjacent to Settlements containing Covens (they enter play *finished*).

Control: A Settlement's control is unaffected by the presence of a Coven.

Hidden Agents: When an Army of the Night Army attacks a Settlement hex containing a Coven, either by regular combat or Ambush, it gains 1□.

12.3.4 Removing a Coven Marker: Covens are removed when a Settlement becomes *welcoming* or is Razed. Covens may be voluntarily removed by the Army of the Night at any point during its turn. Covens are removed the moment an enemy Army ends its movement in the Coven's hex unless the Army of the Night player makes a successful *Hiding in Shadows* roll (12.3.5).

A Coven is removed when:

- The Settlement becomes *welcoming*.
- The Settlement is Razed.
- The Coven fails to *Hide in Shadows* when an enemy unit ends its move in the Settlement.

12.3.5 Hiding in Shadows: If an enemy Army ends its move in a Settlement containing a Coven marker, the Coven is removed. The Army of the Night player may attempt to prevent this by *Hiding in Shadows*: roll 1d6, if the roll succeeds, the Coven remains in place. If the roll fails, the Coven is removed.

Hiding in Shadows

- 1-4: The Coven is discovered and dispersed. Remove the Coven marker.
- 5-6: The Coven escapes detection. The Coven remains in play.

After the Army of the Night makes its *Hiding in Shadows* roll, the enemy unit triggering the roll may perform its action normally. Once a Coven successfully *Hides in Shadows* it is protected for the remainder of the active Kingdom's turn.

12.3.6 The Spire of the Moon

A black dagger, higher than any mountain, darker than any shadow, thrust itself into the belly of the night. Its menacing tip vanished among roiling clouds, its black masonry flickered with pale magic.
-Abbot Melitus

The Spire of the Moon is a Magical Fortification (4.4)



12.3.7 Enslaved Heroes: Enslaved Heroes only enter play by way of the Army of the Night Blessing *Enslaved*. An Army may not be enslaved if stacked with a Hero or if it occupies a Fortified Settlement. When *Enslaved* is played successfully, an Enslaved Hero is removed from the Army of the Night playmat and stacked with the enemy Army (the stack becomes *ready*). The Enslaved Hero gains the Movement Rating and abilities of the Army with which it is stacked. While stacked with the Enslaved Hero, the Army is under the control of the Army of the Night player. It retains all abilities, including Kingdom abilities (for example, an enslaved Oathborn Miner Army could perform a Mine Action, providing gold for the Army of the Night).

If an Enslaved Hero is eliminated, the enslaved Army immediately returns to the control of its original owner. When an enslaved stack suffers

hits, the first hit eliminates the Hero. An Enslaved Hero may never voluntarily unstack from an Army it has enslaved. If all Enslaved Heroes are in play, the Blessing *Enslaved* may not be played (discard it immediately when it is drawn and draw again).

Hero Modifiers to the Enslavement roll:

Lilith gains a +2 modifier

Dominia gains a +1 modifier



12.4 The Eastern Empire

At the time of the War of Burning Banners, the Eastern Empire was only one arm of a vast nation spanning two continents. Founded after the healing of the Worldwound, the Empire stood for order against the chaos of the Abomination. The golden towers of Bahuramman, raised after its first citizen's ascension to godhood, serve to honor and spread his teachings: Restraint in the use of magic, law over tyranny, strength over evil, progress in science and the arts, justice for every Imperial citizen. As the centuries passed, the Eastern Empire drifted from Bahuramman's high ideals. It suffered under the rule of weak Emperors and Empresses. Provinces broke away or were abandoned. Power shifted from the professional bureaucracy and the judicial system into the hands of powerful nobles, resulting in factionalism, declining public spending, impoverished peasants, dissent and revolution. When the war broke out, the Witch Queen confronted an Empire which had lost its way: still a golden tower, but one whose foundations were crumbling away beneath it.
-Abbot Melitus

12.4.1 Imperial/Empire: The terms *Eastern Empire*, *Empire* and *Imperial* all refer to the same thing: the Eastern Empire Kingdom.

12.4.2 Revolt: The Empire is politically unstable, wracked by rebellion and disloyalty among its conscripted armies. During the Income Actions Step and as a secondary effect of some Imperial Blessings, Imperial subjects may rise in Revolt, diminishing the Empire's ability to collect taxes.

12.4.3 Imperial Revolt Check: During the Eastern Empire's Income Actions Step (6.1), the Imperial player rolls 1d6 and consults the Imperial Revolt Table:

1: A Season of Fire and Terror

As the endless war slaughters the poor and impoverishes the wealthy, the Empire threatens to disintegrate. **The Empire suffers 4 Revolts.**

2: Treasonous Nobles Form a Faction

A clique of ambitious nobles takes up arms against the Emperor, outraged that their prerogatives are being trampled. **The Empire suffers 3 Revolts.**

3: Commander Stages a Coup

An Imperial General decides to go his own way. He and his underlings wrest control of their province from the civil authorities. **The Empire suffers 2 Revolts.**

4-5: Peasant Uprising

An outlying province goes up in flames. Nobles are robbed, granaries looted, tax collectors assaulted. **The Empire suffers 1 Revolt.**

6+: Imperium in Aeternum

Despite grumbling and corruption, the Eastern Empire proves itself once again a force for good. Long Live the Emperor! **The Empire suffers no Revolts.**



12.4.4 Resolving Revolts: Revolts are tracked on the Revolt Track. Whenever a Revolt occurs, the marker is advanced on the track, increasing the total by 1.

If the Revolt marker is in the 9 space when a Revolt occurs, the marker is flipped to its +10 side and placed in the zero space, indicating that the number of Revolts is 10 plus the value of the space the marker occupies (if the marker is already flipped, see 12.4.7). During each Imperial Income Step, the Empire must spend gold equal to the amount indicated on the Revolt Track. If the Empire fails to spend the required amount, each unspent gold will cause one additional Revolt. The Empire may not choose to accept revolts in lieu of spending gold in this step. If it has the gold, it must spend it.

12.4.5 Suppression: Revolts may be suppressed during the Imperial turn (or during Set-Up if the Campaign Rules permit). at a cost of 1 gold per suppression. Each time a Revolt is suppressed, move the Revolt to the next lower number on the track. When the Revolt marker occupies the zero space on the Revolt Track it may not be reduced further.

12.4.6 Modifying the Revolt Roll: When playing Campaigns in which only the Fields of Ash map is used, add +2 to the Imperial Revolt roll.

12.4.7 Imperial Collapse: If the Empire suffers a Revolt while the Revolt marker is on its +10 side and occupies the final space on the Revolt track, the Empire collapses.

12.5 Fjordland



Carved from the frozen lands of the north, Fjordland began its existence as a province of the Eastern Empire. Its people were primarily seafarers and traders, hunters and fisherfolk. Harsh conditions along the shores of the Sea of Tyr led to a culture distinct from that of the gentler south. Imperial governors spent as little time in their northern holdings as possible, leaving the day-to-day governance to local lieutenants called Jarls. Imperial priests and magical academics avoided travel to the north as well, so that homegrown

priests and mages stepped in to fill the gap. The people began praying to the siblings Tyr, god of the sea and Gyda, goddess of wild places, whose blessings seemed suited to the austere world around them. A school of distinctly northern magic was practiced, secretly at first, then more openly, called the Path of Frohr. As might have been anticipated, over time Fjordland's culture diverged so far from that of the Empire that frictions grew, climaxing in Fjordland's bid for independence. Fourteen years after winning the "Jarl's War", Fjordland's toughened veterans remained as an aging, but powerful warrior class. Of all of the defenders of the west against the Witch Queen, they were the poorest in wealth, the smallest in population, and the fiercest in battle.

-Abbot Melitus

12.5.1 Ranger Woodcraft:

Fjordland's Rangers spent thier lives in the great pine forests of the North. Skilled trackers and hunters, they were responsible for providing security as well as game to the Freeholds.

-Abbot Melitus

Fjordland Ranger Armies **and Heroes stacked with them** spend 1 MP to enter Forest hexes, instead of 2 MP. Additionally, a Ranger Army gains 1□ while Striking into, attacking into or defending in a Forest hex.

Masters of sea and sky, Fjordland's long ships ventured far to the west, establishing fishing colonies on islands whose locations were carefully guarded secrets. Their raids along the Imperial coast and beyond were the stuff of legends.

-Abbot Melitus

12.5.2 Fjordland Seafaring:

Ship Movement for Fjordland units is a Free Action (7.3). It may be declared by an active Fjordland unit before, during or after movement (once the unit has performed an action, Ship Movement may no longer be declared). A Fjordland unit or stack may perform Ship Movement once per activation. The Drakken Army does not benefit from the Seafaring rule (as it is both *Feral* and *Huge*).

In addition, Fjordland units have a Ship Movement rating that is 2 higher than normal (8 Movement points when departing a Port, 5 when departing any other hex).

Example: a Fjordland Freeholder Army (Movement Rating 3) spends one movement point traveling to a friendly Port. From there, it performs Ship Movement as a Free Action, spending 8 sea movement points, ending in a Coastal hex. Finally, it spends its last two movement points traveling over land, to complete the movement portion of its activation. It may now perform an action (other than Ship Movement, since it has already performed its Ship Move this activation).



12.6 Mara Mitai and the Assassin's Guild:

Mara Mitai and the Assassin's Guild are non-player Kingdoms with Loyal Settlements on the **Burning Banners** maps. These Settlements are Loyal Neutrals, and may be *hostile*, *welcoming*, or allied to player Kingdoms, as outlined in the rules for each campaign. There are no playmats or Armies for these nations.

HALT!

Sorceress Sandaria suggests that you play the Introductory Campaign *Invasion of Drefeld* using the Basic Game rules before proceeding to the Advanced Game.

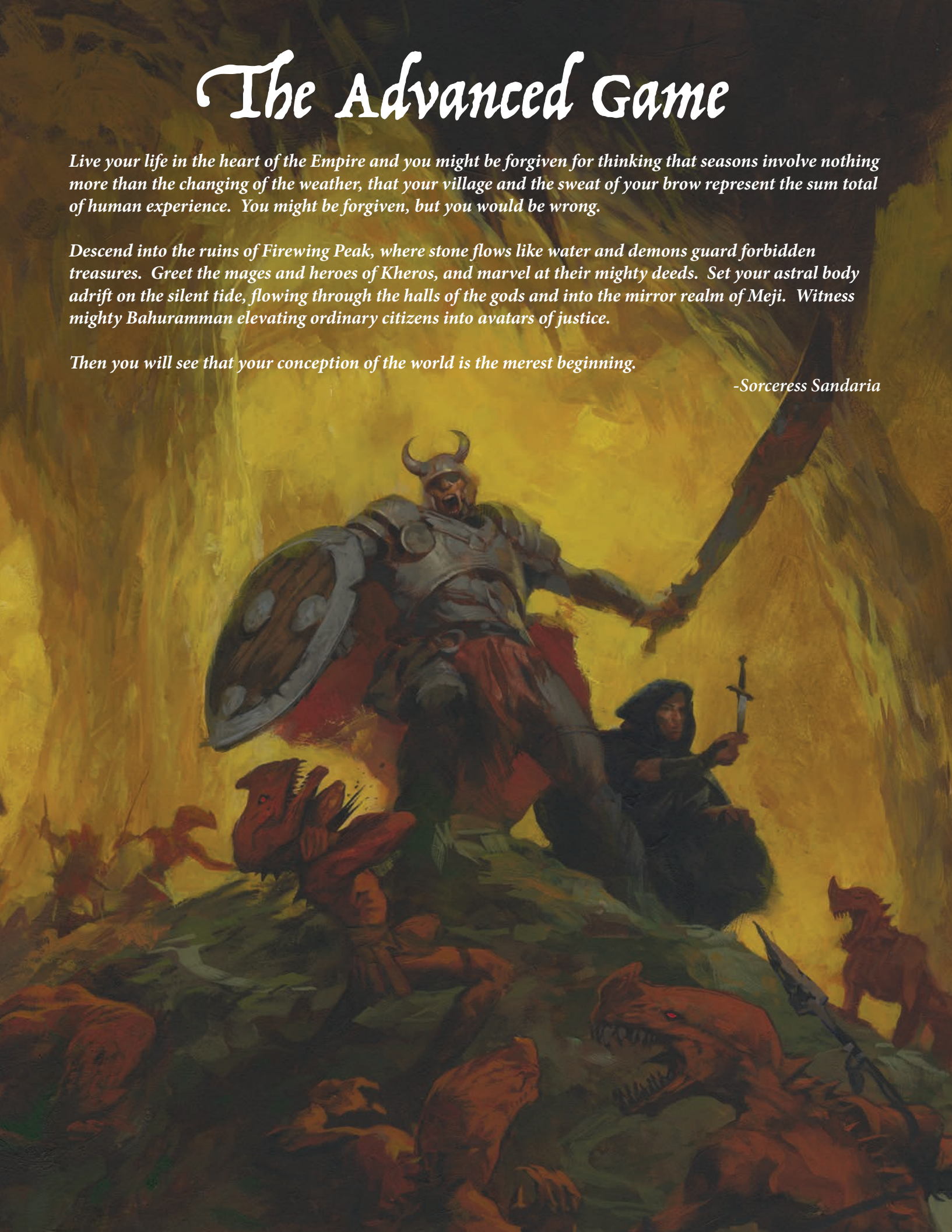
The Advanced Game

Live your life in the heart of the Empire and you might be forgiven for thinking that seasons involve nothing more than the changing of the weather, that your village and the sweat of your brow represent the sum total of human experience. You might be forgiven, but you would be wrong.

Descend into the ruins of Firewing Peak, where stone flows like water and demons guard forbidden treasures. Greet the mages and heroes of Kheros, and marvel at their mighty deeds. Set your astral body adrift on the silent tide, flowing through the halls of the gods and into the mirror realm of Meji. Witness mighty Bahuramman elevating ordinary citizens into avatars of justice.

Then you will see that your conception of the world is the merest beginning.

-Sorceress Sandaria





Sorceress
Helena
Sandaria

Advanced Game

The Advanced Game introduces Heroes, Monsters, Spells, Blessings and Treasures. When playing the Advanced Game, add the **red rules text** in the sections above as well as that which follows.

13. Playing the Advanced Game

13.1 Preparation

At the start of the game, add the following to the list outlined in rule section 2.0:

3.1.1 Arcane Study Markers: Collect and distribute Arcane Study markers (17.1.2).

13.1.2 Playmats: Each Kingdom's Heroes (14.0) are randomized and placed in a stack, face down, on the space marked Heroes. Place Blessings and Hero Cards nearby. Place Monster Command markers in their spaces.

13.1.3 Monsters: Randomize all Monsters (15.0) into two pools, one for land Monsters, one for Sea Monsters, and place them face down so that players can draw them without knowing their identities.

13.1.4 Magic Card Display and Decks: The Magic Card Display is a play aid with four spaces indicated: One for each of the main Magic Card Decks: Spells and Treasures, plus one for discarded Spells and one for discarded Blessings. Treasures do not have a discard pile. The Blessings of all Kingdoms are discarded into the same discard pile (they are sorted out at the end of the year and shuffled back into their individual decks).



Place the Magic Card Display beside the Season Display. Shuffle the Spell and Treasure decks and place them in their spaces on the Magic Card Display. Shuffle each Kingdom's deck of Blessings and place it near that Kingdom's playmat.

13.2 Advanced Game Sequence of Play

Income Phase:

a) Income Actions Step:

- The active Kingdom may disband its Siege Engine (9.11.2).
- Additionally, if one of the following Kingdoms is active:
Army of the Night may attempt to place a Coven on the map (12.3.1).
Eastern Empire must roll on the Revolt Table (12.4.3).
Shashka Kingdom may Lay Waste to any number of Settlements it controls (12.2.2).

b) Income Step:

- The active Kingdom gains gold equal to its Income Level.
- Additionally, if one of the following Kingdoms is active:
Eastern Empire: Must subtract gold equal to the amount indicated on the Revolt track from its Income (12.4.4).

Shashka Kingdom: Must pay 1 gold for each Control marker it has on the map or suffer collapse (12.2.3).

Army of the Night: Gain 1 gold for each Coven on the map (12.3.3).

Activation Phase:

- The active Kingdom's units and Monsters become *ready*.
- The active Kingdom's locked Hero cards unlock (14.5.2).
- The active Kingdom may build and activate units (7.0).
- Magic Cards may be played by the active player (all other players may play Cantrips only).

When the phase ends, the active Kingdom's turn marker is moved to the Turn Complete box on the Turn Track. If all of the active Kingdom's Cities are Razed or enemy controlled, the Kingdom collapses (7.6). If the active Kingdom is Shashka, it collapses if it has no Control markers on the map (7.7).

Arcane Study Phase:

Reveal the Turn's Arcane Study Marker: Flip over the Arcane Study marker for the current turn. If a *Glyph* is revealed, all players study up to 3 Disciplines. If a *Churn* symbol is revealed, all players study up to 1 Discipline. The available disciplines are:

- 1. Study Treasures:**
Retrieve one owned Treasure to hand (16.1.1).
- 2. Study Blessings:**
Discard up to 1 Blessing, then draw to Full Strength in Blessings (1 Blessing per Kingdom controlled).
- 3. Study Spells:**
Discard up to 1 Spell, then draw to Full Strength in Spells (3 Spells).

Once Arcane Study is complete, the next Kingdom's turn begins. If all Kingdoms have completed their turns, the season ends.

13.2.1 Finalize the Season: If the Season marker occupies the space containing the End Campaign marker, the game is over. Calculate victory based

on the Campaign instructions. If the campaign continues, perform the following steps:

- a) Advance Season Marker:** Advance the Season marker to the next space on the Season Track. If the space contains the Autumn Churn marker, add it to the pool of Arcane Study markers. If the marker is in a Winter space, resolve a Winter Season (13.2.2).
- b) Distribute Arcane Study Markers:** If the season is Summer or Autumn, remove one Arcane Study marker from the pool (17.1.2) then randomize the remaining markers. Place one in each Study space on the Turn track (excess markers are set aside, unexamined)

c) Begin the next Season.

13.2.2 Winter Seasons: When the Season Marker enters a Winter space a Winter Season is resolved as follows:

- a) The Silent Tide Flows:** Place the Autumn Churn marker in the Autumn space of the upcoming year (17.2). Collect and randomize the other Study markers and place one in each Study space on the Turn track beneath a Kingdom Banner. Excess markers are placed in the Unused Markers space.
- b) Drums in the Deep:** Remove defeated Monsters from Lair hexes, reopening them for exploration. Removed monsters are returned to the appropriate Monster pools. Commanded Monsters and Abandoned Lair markers (15.8) remain in place.
- c) Sell Treasures:** If a player holds more than 2 Treasures (in hand or owned), sell enough of them (16.5) to bring the total down to 2.
- d) Shuffle Discard Piles:** Discarded Spells, Blessings and Treasures removed from play are shuffled back into their decks.
- e) New Year:** Move the Season marker to the Spring space of the next year.

14. Heroes

14.1 Heroes

Heroes are mighty Wizards and Warriors. Heroes add their Abilities and unique Hero Powers to Armies they are stacked with.



← Abilities (Flying, Mage)



← Power Hero & Hero Card

14.2 Building Heroes

Heroes are chosen randomly when built. They are shuffled and placed face down with their generic Hero symbol showing. When built, the build cost is paid, the Hero is flipped face up and placed on the map.

Each Hero has an associated Hero Card, outlining the Hero's unique Power. When a Hero enters play, its accompanying Hero Card is placed next to its Kingdom's playmat in the unlocked position (14.5.2).

Heroes may be built in an Entry hex or in or adjacent to an un-besieged (10.3) friendly Settlement. A Hero may not be built in a hex occupied by another Hero. A Hero built in an Entry or Settlement hex enters play *ready* (7.1). A Hero built adjacent to a Settlement enters play *finished*. A Hero built in a hex containing a *finished* Army enters play *finished* (and vice versa if an Army is built in a hex containing a *finished* Hero).

14.3 Gaining Heroes

Heroes gained through the play of Magic Cards may be placed with any friendly Army, regardless of its location (including in besieged Settlements).

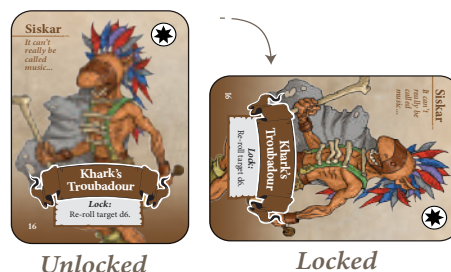
14.4 Heroes in Combat

When a Hero is stacked with an Army, the Army gains the Hero's Powers, Combat Rating and Abilities, with the exception of *Flying* (14.6.3). When

a hit is inflicted on a stack, it may be assigned to the Hero (eliminating it), or the Army. If a defending Hero is alone in a hex after combat, it is eliminated if the victorious Army advances into its hex (14.6.5). Eliminated Heroes are shuffled, face down, with any unbuilt Heroes on the Kingdom's playmat.

14.5 Hero Cards and Powers

When a Hero is placed on the map, its Hero Card is placed face up beside its Kingdom's playmat. Hero Cards describe the Hero's unique Power. Hero Cards enter play unlocked (14.5.2).



Unlocked

Locked

14.5.1 Playing Hero Powers: While a Hero and its Card are in play, the Hero's Abilities and Power are available. Some Powers are active as long the Hero is on the map, while others must be played (like Magic Cards), in order to have an effect. If a Hero's Power features the Cantrip symbol (16.7.2), it may be played any time a Cantrip can be played. A Hero Card is not discarded when its Power is played, but many Powers have the keyword *lock* (14.5.2). Like Magic Cards, play of Powers is governed by Battle Magic rules (16.7.3).

Example 1: Goblin Hero Iron Skull has a Power called *Deadskull's Helm* with the text "When Iron Skull is stacked with a Goblin Elite Army gain 1□." This is an ability that remains active as long as Iron Skull remains stacked with a Goblin Elite Army (adding 1□ to Iron Skull's Combat Rating).

Example 2: Imperial Hero Anna Lontius has a Power called *Velvet Glove* with the text "Lock: Suppress one Revolt." This power does not have the Cantrip symbol, meaning that, at any time during the Imperial turn, as a Free Action, Anna may be locked to Suppress one Revolt (12.4.5). Her Hero Card will unlock at the beginning of the next Imperial turn.

Example 3: Oathborn Hero Dara Firemane has a Power called *Lightning Rune* with the text “Lock: Gain 1□.” This power has the Cantrip symbol, meaning her hero card may be locked during any player’s turn to add 1□ to Dara’s Combat Rating. Her Hero Card will unlock at the beginning of the next Oathborn turn.

14.5.2 Hero Power Keywords: Many Hero Powers use Keywords with the following meanings:

Lock: After playing a Power with this keyword, rotate the Hero Card 90° to the right to lock it. The card unlocks (is turned upright) at the beginning of the player’s next Activation Phase. While a Hero Card is locked, its Power cannot be played. Locking a Hero’s card has no effect on the Hero’s unit.

Gain: Powers that gain □ and ♦ increase the Hero’s Combat Rating accordingly.

Enslave: (Army of the Night only). This modifies the Hero’s *Enslave* rolls (12.3.7).

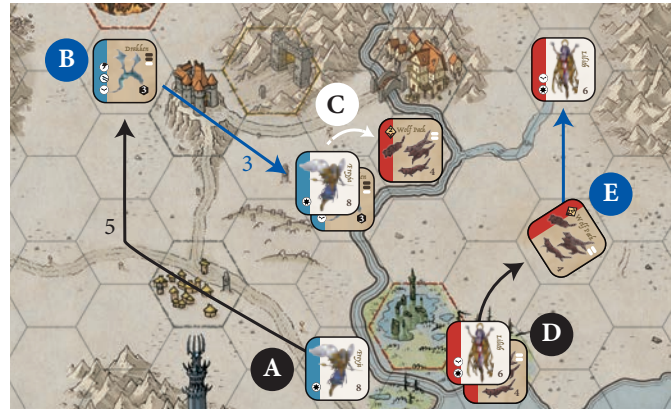
Battle Magic: This Power may only be played during the Battle Magic step (16.7.3).

14.6 Heroes and Stacking

In the advanced game, an Army and a Hero from the same Kingdom may occupy the same hex, activating together, performing actions together and conducting combat together. This is called stacking.

14.6.1 Activating as Stacks: Stacked units may activate together or individually. If activated together, the units composing the stack move and conduct actions jointly. Stacked units combine their Combat Ratings during combat resolution. Stacks move at the speed of the slowest unit in the stack.

A *ready* unit may be picked up by a moving unit, allowing them to continue moving together, provided neither unit exceeds its Movement Rating. A stack may drop off a unit as it moves, but the dropped unit is *finished* and may not perform an action.



Examples of Moving as a Stack:

A: During the Fjordland turn, Hero Freyja (Movement Rating 8) moves five hexes to a hex occupied by a ready, friendly Army (Drakken, Movement Rating 3).

B: Freyja “picks up” the Drakken Army and they move together as a stack for three additional hexes, ending adjacent to an enemy Wolf Pack Army. Freyja has spent a total of 8 movement points, the Drakken has spent 3, so neither has exceeded its Movement Rating.

C: They perform an Attack action against the Wolf Pack Army, after which they become finished.

D: During the Army of the Night’s turn, a stack containing Hero Lilith (Movement Rating 6) and another Wolf Pack Army (Movement Rating 4) moves two hexes.

E: Lilith drops off the Wolf Pack (it becomes finished), and continues moving two more hexes.

14.6.2 Stacks and Actions: Stacked units perform actions jointly. When a unit ends its move stacked with a *finished* unit, it becomes *finished* as well and may not perform an action.

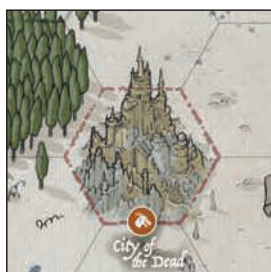
14.6.3 Stacks and Abilities: A stack benefits from the abilities of both Army and Hero with the exception of *Flying*. A stack gains *Flying* only if both units in the stack have the ability. Characteristics are not shared between stacked units.

14.6.4 Stacks and Advance After Combat: If a stack advances, it must advance together (one unit in the stack may not advance while the other remains behind). If the hex being advanced into contains an enemy Hero, it is eliminated. Defeating a Monster does not allow an advance.

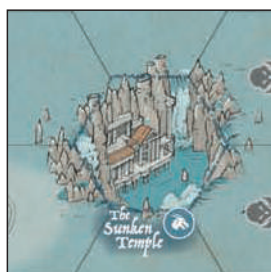
14.6.5 Lone Heroes: A Hero that is not stacked with an Army is termed a “lone Hero”. Lone Heroes may neither attack nor be attacked, even if they have a Combat Rating. If an enemy Army enters a lone Hero’s hex during movement or advance after combat, the Hero is eliminated. When moving, a lone Hero may pass through a hex containing a lone enemy Hero without either unit being affected (the active Hero may not end its move stacked with the enemy Hero). Lone Heroes cannot advance (9.3).

When a Settlement containing a lone Hero is attacked, the Settlement is considered unoccupied (9.5) but the Hero is not “lone” (it is commanding the defending Settlement’s garrison). The Hero’s abilities and Combat Rating are added to that of the garrison. If the defender suffers a hit, the Hero is eliminated and the attacker must advance.

15. Monsters



Lair



Sea Lair

15.1 Lairs

Hexes with a Monster symbol are Lairs: regions of dread in the world of *Burning Banners*. A Lair without a Monster present is said to be unexplored. Because Lairs are regions of dark rumor, they may never be entered by units of either side (including *Flying* units).



Monster (Front and Back)

Monsters are not units. The front of a Monster counter features a generic Monster symbol. The reverse features the Monster itself, with Combat Rating, abilities and a gold reward, gained when the Monster is defeated. When a Monster enters play, a marker is drawn randomly from the pool of Monsters, placed on the map, and flipped over so that its identity is revealed.



Sea Monster (Front and Back)

15.1.1 Sea Monsters: Sea Monsters are a special type of Monster, distinguished by a blue Monster symbol. They form their own Sea Monster pool, separate from the other Monsters. When a Sea Lair is attacked, a Sea Monster is selected to defend it. An active Army adjacent to a Sea Lair or Sea Monster may always attack it, even if separated by a Sea hexside.

15.2 Attacking Monsters

Unexplored Lairs and Monsters commanded by enemy Kingdoms (15.2) may be attacked. When attacking an unexplored Lair, a Monster or Sea Monster is chosen randomly from the appropriate pool, placed Monster side up in the hex, and combat is resolved. Terrain is ignored during combat with a Monster.

15.2.1 Defeat: If a Monster suffers a hit it is defeated. If in a Lair hex, it is flipped over. The Lair is now explored and may not be attacked while the defeated Monster remains in the hex. If a Monster is defeated in a non-Lair hex, it is shuffled back into its Monster (or Sea-Monster) pool.

When an Army attacks a Monster, picture a select group of heroic veterans from that army, venturing where only the bravest dare tread. The mission of this courageous band is to seek treasure, avoid traps, and confront whatever hideous monsters lurk in the depths. The outside world is left behind as the adventurers tread the forbidden corridors of the

Sunken Tomb, lose their way in the Labyrinth of Evil or confront what lurks atop the thousand steps of the Giant's Staircase. If their luck holds, they will return to the Army laden with gold and magical Treasures.

-Sorceress Sandaria



Monster Command Marker

15.3 Commanding Monsters

When a Monster enters play, it comes under the command of an opponent of the player who initiated the attack (15.4.2). If there are several Kingdoms eligible to command a Monster, the players controlling those Kingdoms decide which will gain command. If unable to choose, command is determined randomly.

Each Kingdom may command a maximum of 3 Monsters. If a Kingdom commands 3 Monsters, one may be ordered to Slink Away (15.4) in order to gain command of a new Monster.

When a Kingdom gains command of a Monster, place one of its Monster Command markers on the Monster. Monsters with *Mage* may be used by the commanding player to cast Spells (not Blessings or Treasures). Monsters cannot move, stack or advance after combat. Magic cards and Hero Powers (like Spell #27 *Fear*) which cause a target to leave its hex cannot target a Monster. Spells which would eliminate the caster (like Spell #24 *Martyrdom*) may not be cast by a Monster.

15.4 Undefeated Monsters

A Monster that survives an attack remains in play. It may not move, but may perform limited actions (below) and the Kingdom which commands it may use it to cast Spells if it has *Mage* ability. Undefeated Monsters may not be the target of attacks or Strikes by the Kingdom commanding the Monster or its allies, but may be attacked by any other player. During a Kingdom's Activation Step, each Monster it commands may perform one of the following actions, after which it becomes *finished*:

1. **Perform a Strike:** Strike an enemy stack or Settlement within range (15.5), using the Monster's Combat Rating. Rules section 16.9 (Strikes Outside of Combat) applies to Strikes made by Monsters.
2. **Slink Away:** Return the Monster to the pool of available Monsters. The Command marker returns to the Kingdom's playmat. If the Monster was in a Lair hex, the Lair is unexplored and may be attacked by any player.
3. **Pass:** The Monster remains in play without making a Strike).

15.5 Monster Strike Range

All Monsters may Strike targets in adjacent hexes. Sea Monsters and Monsters with *Mage* and *Flying* can strike more distant targets, as shown below.



MONSTER STRIKES	
Ranges	
Sea Monster:	4 Hexes
Flying:	3 Hexes
Mage:	2 Hexes
Other:	Adjacent

A Monster's Strike range may be traced through prohibited hexes with one exception: Sea Monsters may trace their 4 hex Strike range only across Sea and Coastal hexsides.

15.6 Reward

Attacking and defeating a Monster results in a reward for the victor. Most Monsters have a gold value printed on their counter. A player who defeats a Monster in combat gains that gold and draws a Treasure card from the Treasure Deck (16.1.1).

If a Monster is eliminated outside of combat (16.9), no reward is gained.

Reward Summary

- Gain the Gold on Monster's counter.
- Gain a Treasure card.

15.7 Wandering Monsters

Magic Cards may cause Monsters to appear in hexes other than those containing unexplored Lairs. These are Wandering Monsters. A Wandering Monster enters play *ready*, commanded by the active Kingdom.

A Wandering Monster may not be placed in a Lair, in a hex occupied by a Monster or unit, or in a hex containing a Settlement (including Razed Settlements). The hex a Wandering Monster occupies is a prohibited hex (treat it like a Lair) as long as the Monster is present: units may not enter or advance into the hex.

When a Wandering Sea Monster enters play, it must be placed in a Sea hex adjacent to a Coastal hex.

Monsters are not Armies. They do not besiege Settlements.

While in play, Wandering Monsters follow the rules for Undefeated Monsters (15.4).

When a Wandering Monster is defeated it is removed from play and returned to the pool of available Monsters. The Kingdom which eliminated it gains the gold indicated on the Monster's marker as a reward, but does not gain a Treasure.



Abandoned Lair Marker

15.8 Abandoned Lairs

When the Campaign rules call for one or more Lairs to be abandoned. Place Abandoned Lair markers in those hexes. An abandoned Lair may not be attacked, but remains in effect for all other purposes.

16. Magic Cards



There are three types of Magic Cards: Treasures, Spells and Blessings (each Kingdom in play has its own unique deck of Blessings). When the game is set up, Magic cards are sorted by type, each separated into its own deck. The Treasure and Spell decks are shuffled and placed in their spaces on the Magic Card Display. Each deck of Blessings is shuffled and placed near its Kingdom's playmat.

When a game begins each player draws to Full Strength in Spells and Blessings (16.1.1): three Spell cards plus one Blessing from each Kingdom they control (a player controlling two Kingdoms would have a starting hand of 5 cards (3 Spells plus 1 Blessing from each Kingdom)).

16.1 Decks

Each type of Magic Card has its own deck. During play, Cards are drawn from one of these decks into a player's hand. If a Deck runs out of cards, its Discard pile is shuffled and forms a new deck.

16.1.1 Drawing, Gaining and Retrieving Cards:

Once the game is underway, new Spells and Blessings are drawn by all players during each Arcane Study Phase. If, when instructed to "draw to Full Strength," a player is *already* at Full Strength for a card type, no card is drawn. Treasures are Retrieved during the Arcane Study Phase (16.1.2) or drawn from the Treasure Deck and added to a player's hand (usually as a reward when a Monster is defeated). When played, a Treasure becomes owned by the player that played it. When a Treasure is Retrieved, one is chosen from among those the player owns, and is added to the player's hand.

16.1.2 Owning Treasures: Treasures drawn from the Treasure deck are placed in a player's hand of Magic Cards. When played, they become *owned*

rather than discarded. Owned cards are placed face up next to one of the players' Kingdom playmats. During Arcane Study Phases, a player may Retrieve one Treasure he or she owns (16.1.1). Owned cards may be examined by all players. Treasures which are sold or otherwise eliminated are set aside and shuffled back into the Treasure deck during Winter seasons.

16.1.3 Hand Size: There is no limit to the number and type of cards a player may hold in his or her hand. Full Strength (17.4.4) governs a player's ability to draw cards, but does not represent a maximum hand size.

16.2 Discard Piles

Spells and Blessings have a single discard pile each, formed as cards are played. When a Spell or Blessing is played, its effects resolve, after which it is discarded (placed in the discard pile). Discard piles may be examined by all players. Treasures do not have a discard pile (16.1.2).

Blessings share a common discard pile in order to reduce table clutter.

16.3 Spells

At Full Strength, a player's hand contains 3 Spells. The Spell Deck is a common deck, accessed by all players.

16.4 Blessings

Blessings represent direct intervention in the physical realm by Kalar's numerous deities. When at Full Strength, a player's hand contains 1 Blessing from each Kingdom that player controls. Unlike Spells and Treasures, Blessings are Kingdom-specific. For example: A Fjordland Blessing can only be drawn and played by the player controlling Fjordland; may only affect and be cast by Fjordland's units (16.6); and may only be played during Fjordland's turn (if not a Cantrip).

Blessings are shuffled into individual decks which are placed near their Kingdom's playmat. Only the Blessings of Kingdoms which are in play are available. Blessings share a common discard pile.

Bahuramman, watches over the Empire, The twins Tyr and Gyda guard the North. The Dwarves worship Durngur the Builder. The Shashka tribes follow the fallen brothers: Khark, Lord of Chaos and, Grom the Despoiler. The Army of the Night serves Scyx, First and Most Ancient, Goddess of Death, Goddess of the Moon, Enemy of all living things.

- Sorceress Sandaria

16.5 Selling Treasures

During his or her Kingdom's turn, a player may sell Treasures (either owned or in hand) for 2 gold each. A Treasure may not be played and sold in the same turn. When sold, a Treasure is eliminated (16.6.3). During Winter seasons, players may retain up to 2 Treasures that they own or hold in their hand. Treasures in excess of 2 must be sold.

How desperate or depraved must a mortal be to relinquish one of these priceless objects for a pocketful of coins?

-Sorceress Sandaria

16.6 Casting Magic Cards

A Magic Card may have the *Mage* requirement (16.6.2), which means that in order to play the card, a *Mage*, controlled or commanded by the casting player, must be chosen from which the Magic card's effect will originate. That *Mage* is the card's caster. Casting a Magic Card is a Free Action (7.3)

A Hero Power may only be cast by the Hero named on the Hero card. Monsters may cast Spells, but not Blessings or Treasures.

16.6.1 What is a Target?: A Magic Card or Hero Power may use the term *target* in its text, meaning that the person playing the card must declare what the Spell will affect. The target may be in the hex

Black Axe



in which the Spell is being cast, it may be another player, it may be another hex, it may be a stack. Eligible targets are defined by the card's text.



16.6.2 Magic Requirements and Limitations: If a Magic Card has a requirement in order for it to be played, it appears as a symbol on the left-hand side of the card. Possible requirements are:

Mage: This card must be cast by a friendly Hero or Monster with the *Mage* ability. A Monster may not cast a Spell that would cause it to be eliminated or leave its hex.

Range: If a card has a range indicated, this is the maximum number of hexes that the target may be from the caster. If a range indicates two values (3-5 for example), the target may not be closer than the minimum value, or farther than the maximum value.

Ability: Some Magic Cards require the casting unit to have a specific ability (like *Ranged* for Spell #48 *Hawk Eye*).

Kingdom: The card may only target or be cast by units of the specified Kingdom (and only during that Kingdom's turn if it isn't a Cantrip).

Tome: A Tome may only be played alongside (in conjunction with) a Spell from the same player's hand. A Tome may be played as a Cantrip if the Spell which it is played in conjunction with is a Cantrip. For example: if the Cantrip *Heat Ray* (Spell #1) is played to

reduce an enemy's combat rating, the Tome *Book of the Dead* (Treasure #21) could be played alongside it, forcing that opponent to discard a Spell or Blessing as well. If the spell played with a Tome is canceled, so is the effect of the Tome.



Tome Symbol

In ancient days, powerful books were created to amplify spellcasting. All have been lost to the ages. There are rumours that some still exist in the dark places of the world, secreted away by undead wizards, guarded by unimaginable terrors. If a sorcerer were to claim one of these priceless objects, they would immediately become a power.

-Sorceress Sandaria

16.6.3 Keywords and Symbols: Many Magic cards use Keywords or symbols with the following meanings:

Strike: A Strike is an attack in which the defender rolls no dice (9.7). The card will stipulate what the Strike can target. Some Strikes will cause effects other than hits if successful.

Gain: The target gains Abilities and/or Combat Ratings for the card's duration (16.7.1). When a player gains a Hero it is placed on the map (14.3).

Battle Magic: The card may only be played during the Battle Magic step of combat (16.7.3).

Eliminate This Card: The card is removed from the game. It will be shuffled back into the deck during the Winter season.

Cantrip: This symbol (located under the card's title) means the card may be played during another player's turn (16.7.2).



Cantrip Symbol

Discard: When playing a Spell with the discard symbol, an additional Spell must be discarded. If unable to do so, the card with the discard symbol may not be played.



Discard Symbol

16.7 When a Magic Card May be Played

A player may play as many Magic cards as desired during the Activation Phases of Kingdoms he or she controls. Cards with the Cantrip symbol (16.7.2) may be played during any player's Activation Phase, including those of allied and enemy Kingdoms. Casting a Magic card does not require that the casting unit be activated, *ready* or *finished*. A friendly or commanded (15.3) *Mage* may be used to cast multiple Magic cards in the same turn. A Magic card may not be played to no effect (say, to increase the Movement Rating of a *finished* unit). After a Magic Card has been played and its effects resolved it is discarded, or if a Treasure, becomes owned (16.1.2). A Kingdom's Blessings may only be played on its turn (unless a Cantrip).

16.7.1 Magic Card Duration: Unless the text on a Magic Card specifies otherwise, a Spell lasts until the currently active unit's or stack's activation ends. For example, if a Spell is cast after an Oathborn Army has activated, its effects last until that Army becomes *finished* (this is true for Cantrips as well as Spells cast by the active player). If no unit is active when a Magic Card is cast, it expires after its effect has resolved.

16.7.2 Cantrips: Certain Magic cards have a Cantrip symbol below the card's title. Cantrips are the only type of card which may be played during an

opposing Kingdom's turn. During Battle Magic, the active player may play Cantrips (only), in response to Cantrips played by the defender.



Spell #43 Fireball is a Cantrip

Spellcasting can be a laborious business. Candles are lit, wards inscribed, invocations chanted. Cantrips are spells that require none of that. Casting cantrips is like leaping directly into the silent tide. They benefit from intuition and physical control, rather than study and craftsmanship. Because children sensitive to the tide first display their talent through cantrips, lay folk believe that they are mild and ineffective. That is untrue. What they are is raw. When cast by a skilled mage, cantrips like fireball can channel immense loads of tidal energy. It is speed, not a lack of power, that characterizes the cantrip.

-Sorceress Sandaria

16.7.3 Battle Magic: The Advanced Game's combat sequence is expanded to accommodate Magic. When an Attack is declared, Battle Magic goes into effect, ordering the play of Magic Cards and Hero Powers: First, the attacker may play cards or Powers, then the defender may play Cantrips. Finally the attacker may play Cantrips. Once dice are rolled (Step 4), Battle Magic limitations are lifted, and players may resume playing Magic cards normally.

When resolving an Ambush, Battle Magic restrictions remain in effect until the unit which declared the Ambush rolls its dice.

16.7.4 Allies and Battle Magic

During Battle Magic, allies of the attacker may only play Cantrips when the attacker plays cards. Allies of the defender may only play Cantrips when the defender plays cards.

16.8 Advanced Game Combat Sequence

In the Advanced Game, Battle Magic is added to the combat sequence:

Battle Magic: Players may play Magic Cards in the following order:

- The Attacker may play Magic Cards.
- The Defender may play Cantrips (only).
- The Attacker may play Cantrips (only).

Combat Step 1. Ambush Declaration: Either player may declare an Ambush if his or her unit has *Stealth*, in which case the remainder of the combat is resolved as an Ambush (16.8.1).

Combat Step 2. Resolve Dice Rolls: Players roll dice equal to their total Combat Rating. Confirm Critical hits if any are scored (9.8).

Battle Magic ends: Players may resume playing Magic Cards normally.

Combat Step 3. Combat Results: Determine the outcome of the combat (9.2). If there is a loser, it receives hits (9.2.1). The winner may advance into the defender's hex if it is left unoccupied (must advance if the hex contains a Settlement) (9.3).

16.8.1 Ambush Resolution: If an Ambush is declared in step 1, resolve the remainder of the combat using the Ambush Sequence:

Ambush Combat Step 2. Opening Strike:

The stack that initiated the Ambush performs a Strike on its opponent using its Combat Rating (9.7). If any successes are rolled, one hit is inflicted on the opponent (9.2.1). Confirmed Critical hits may inflict additional hits (9.8).

Battle Magic Ends: Players may resume playing Magic Cards normally.

Great Raven



Ambush Combat Step 3. Strike Back: If the target of the Ambush survives the opponent's Strike, it conducts a Strike of its own, using its Combat Rating. There is no winner or loser in an Ambush. The attacker may advance if a hit was inflicted on the defender and the defender's hex is unoccupied (must advance if the hex contains a Settlement) (9.3).

16.9 Strikes Outside of Combat

Strikes initiated during Battle Magic occur *during combat*. All other Strikes occur outside of combat and are handled as follows: A hit on a Monster will defeat it, but no reward is collected. A Strike that targets a Settlement, occupied or not, will Raze it if the Strike inflicts a hit and the Settlement is left unoccupied. Settlements Razed outside of combat are not Looted (4.8).

Strikes Outside of Combat Summary

- If the Target Settlement is unoccupied after a Strike inflicts a hit, the Settlement is Razed, with no Looting.
- If a Monster takes a hit: The Monster is eliminated and no reward is collected.

17. The Arcane Study Phase

Within the Empire, there are three magical schools: The Circle (often called the Circle of Tyrants, but not by its members), The Academy, and the Custodians. Followers of the path of Tyrants were responsible for the Abomination that nearly devoured Kalar five hundred years ago. Their traditions and practices endure among the followers of The Circle, despite past transgressions, for a simple reason: power. Churn is not something Tyrants fear. They believe it can be managed with discipline, talent and a dominating will. Unlike The Circle, the Academy emphasizes balance. Advancing in rank requires patience and wisdom in addition to a talent for sensing the ebbs and flows of the silent tide. The Academy strives for gradual, sustainably rising tidal power. The school of Custodians was founded during the Abomination and was responsible for closing the Worldwound. When the currents between Kalar and Meji become disordered, it is the Custodians

who guide them back to their proper paths. Finally there is the Priesthood. Thought not strictly a school of magic, the Priesthood seeks favor with the powers that dwell within the tidal realm. In the Empire, our priests ensure that mighty Bahuramman benefits from the people's loyalty and devotion... a fair exchange for his divine protection.

-Sorceress Sandaria

17.1 Arcane Study Markers

Arcane Study markers determine when players draw Magic Cards during the game. The front of each marker displays the Arcane Study symbol on a white ground. The back of the Markers have either the Glyph symbol, or the Churn symbol. The number of Kingdoms in play dictates how many of each type of marker will be used in the Campaign:

2 Kingdoms:	2 Glyphs, 1 Churn
3 Kingdoms:	3 Glyphs, 1 Churn
4+ Kingdoms:	4 Glyphs, 2 Churn

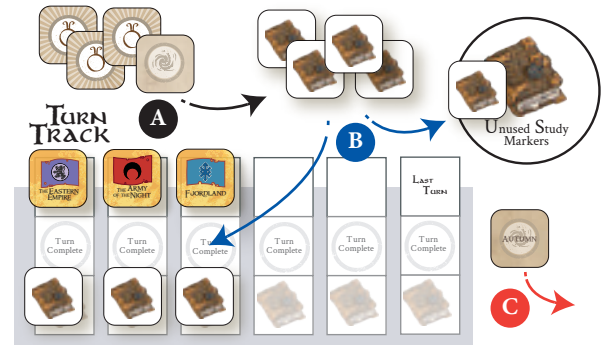


Disruption to the silent tide, whether from natural causes or reckless spellcasting is what we call churn. Despite what the Tyrants claim, it is not frivolous. It can choke off tidal energy, causing sickness, decay, even death. When tidal currents lose cohesion, cross one another, intermingle, or in the most profound cases cut off altogether, it can become impossible for sorcerers to locate and follow the currents needed for successful spellcasting.

-Sorceress Sandaria

17.1.2 Distributing Arcane Study Markers: At the beginning of the game, during winter seasons and when finalizing campaign seasons, all Arcane markers in play are gathered together, turned

face down (the Arcane Study symbol showing) and shuffled. One marker is placed, unexamined, beneath each Kingdom's Banner in the spaces containing the Arcane Study symbol. Spaces which do not contain Kingdom Banners, or contain Collapsed markers, do not have Arcane Study markers placed beneath them. If there are markers left over, they are placed in the Unused Study Markers circle on the Season Display, also unexamined.



A: Assemble the correct pool of Glyphs and Churn markers. **B:** Flip them over to their generic Study side, randomize them and distribute them to the Turn Track, one per Banner. Any extras go to the Unused Study Markers space. **C:** At the start of the game, and during Winter turns, the Autumn Churn marker is placed on the Autumn space of the Season Track.

17.2 Autumn Churn

As the year moves from spring toward winter, Churn increases naturally, making it more difficult to practice magic. This is represented by an increase in the amount of Churn wizards experience towards the end of the year.

At the start of the game, the Churn marker labeled "Autumn" is placed in the Autumn space on the Season Track. When each Summer Season is finalized (13.2.1), the Autumn Churn marker is added to the pool of Arcane Study markers. During Winter, the Autumn Churn marker is removed from the pool and placed in the upcoming year's Autumn space.



17.3 The Arcane Study Phase

At the end of each Kingdom's turn, there is an Arcane Study Phase in which all players participate. The Arcane Study marker for the turn is flipped over. If it reveals a Glyph symbol each player may Study three different Disciplines (17.4). If it reveals a Churn symbol, each player may Study one Discipline.

17.4 Conducting Arcane Study

Study is conducted by all players. Each player chooses one or more Disciplines to study, as determined by the symbol revealed on the turn's Arcane Study marker:

Glyph: Player may Study 3 Disciplines (*none may be studied more than once*).

Churn: Player may Study 1 Discipline.

The disciplines which may be studied correspond to the three types of Magic Cards: Treasures, Blessings and Spells:

Study Treasures: Retrieve one owned Treasure (17.4.1).

Study Blessings Draw to Full Strength in Blessings. Player may discard one Blessing first if desired. (17.4.2)

Study Spells: Draw to Full Strength in Spells. Player may discard one Spell first if desired. (17.4.3).

17.4.1 Study Treasures

The player Retrieves a Treasure (chooses one owned Treasure from those he or she owns and adds it to his or her hand). If a player owns no Treasures, this Discipline may not be studied. There is no limit to the number of Treasures a player may hold in his or her hand.

17.4.2 Study Blessings

The player draws up to Full Strength in Blessings. Full Strength for Blessings is one (1) Blessing card from each Blessing deck the player controls. When studying Blessings, one Blessing may be discarded prior to drawing.

17.4.3 Study Spells

The player draws up to Full Strength in Spells. Full Strength for Spells is three (3) Spell cards. When studying Spells, one Spell may be discarded prior to drawing.

17.4.4 Full Strength Summary

Spells: Three (3) Spells
Blessings: One (1) Blessing from each Kingdom the player controls.
Treasures: A Player may hold any number of Treasures.

Note that Full Strength only applies during Arcane Study. It does not represent a maximum hand size (16.1.3).

17.5 Reshuffling Decks

During Winter turns discard piles and eliminated Treasures are shuffled into their decks (13.2.2). If a deck contains no cards when a player is instructed to draw from it, reshuffle all discarded or eliminated cards from that deck and recreate it.

Example of Arcane Study:

Shane is playing the Oathborn in a campaign against the Orc and Goblin Kingdoms (both controlled by Saiorse). Shane has completed the Activation Phase of his turn and proceeds to the Arcane Study phase.



Gond the Unbreakable

He flips over the Arcane Study marker, revealing a Glyph. He has no Treasures, Blessings or Spells in his hand. He owns one Treasure (played previously, it sits face up next to his playmat). Saiorse's hand contains one Spell, one Orc Blessing, one Goblin Blessing and two Treasures. She owns two more Treasures (also beside her playmat). Shane, having an empty hand, draws three Spells, one Oathborn Blessing and Retrieves his owned Treasure. Saiorse decides not to discard her Spell, so she draws two Spells (bringing her to Full Strength in Spells). She discards her Orc Blessing and draws a replacement (because she has a Goblin Blessing in hand, she is now at Full Strength in Blessings). She Retrieves one of her two owned Treasures, bringing the number in her hand to three (there is no limit to the number of Treasures she may hold in her hand). The Arcane Study phase is over.

Reference

The following pages contain information on all cards in the game, plus a Glossary/Index listing important terms. Entries with a dash (-) have no additional information.

18. Magic and Hero Card Guide



18.1 Spells

Burning Banners contains 52 Spells:

1. **Heat Ray:** If the target's Combat Rating contains no Heavy Dice, *Heat Ray* has no effect.
2. **Dust Devil:** If the target's Combat Rating contains no Light Dice, *Dust Devil* has no effect.

3. **Sudden Fog:** *Sudden Fog* removes dice from a unit's Combat Rating. A card like Spell #8, *Lightning Bolt* does not involve a unit's Combat Rating, so *Sudden Fog* has no effect.

4. **Earthquake:** *Earthquake* may strike a Fortified Settlement hex, which is ordinarily off limits to strikes. When striking a Fortified Settlement with *Earthquake*, ignore its -1 Modifier. *Earthquake* has no effect on Magically Fortified Settlements. When resolving *Earthquake*, roll for each affected hex individually.

5. **Crushing Vines:** After seeing the results of the initial strike, the casting player may choose to invoke the second part of the Spell by discarding a Spell and striking the target again.

6. **Tsunami:** The target of *Tsunami* must occupy a Coastal hex adjacent to a Sea hex. *Tsunami* may not target units adjacent to Loch Fossvanet (on the Wildands map). *The Loch contains a Sea hex, but is too small to sustain a tidal wave, even a magical one.*

7. **Mage Arrows:** -

8. **Lightning Bolt:** The player casting *Lightning Bolt* must decide whether or not to use its optional Heavy dice before the dice are rolled.

9. **Swarm of Bees:** Magic Cards that gain you an ability do not force you to use it. You may play this card to gain 1□ even if you choose not to declare an Ambush with *Stealth*.

10. **Necromancy:** This Spell may target any eliminated unit within range (friendly or enemy). Monsters are not valid targets for *Necromancy*.

11. **Portal:** If a unit targeted by *Portal* is placed in a hex with a *finished* unit, the unit becomes *finished*.

12. **Wave Strider:** A unit or stack targeted by *Wave Strider* may use Ship Movement as a Free Action once during its activation (12.5.2). A unit may only use Ship Movement once per turn (meaning a unit may not use *Wave Strider* to perform Ship Movement as a Free Action, then perform Ship

Movement again as its action). *Huge* and *Feral* Armies may perform Ship Movement when targeted by *Wave Strider*.

13. Tidal Shelter: *Tidal Shelter* may be played after dice are rolled in combat in order to negate hits inflicted. Parenthetically, the “tidal” in the title of this card refers to the silent tide, the invisible magical power that connects the realms of Meji and Kalar.

14. Illusion: It is legal to wait and let the striking player add to the power of his or her strike before negating it, as long as *Illusion* is played before any dice are rolled. All Powers or Magic Cards played in support of the strike are discarded/locked/owned after *Illusion* negates the strike. If played during an Ambush, only the targeted player’s strike is canceled.

15. Negation: Because of Battle Magic limitations, a Cantrip played by the attacker after the defender has finished casting Cantrips cannot be canceled by *Negation*. A card targeted by *Negation* is considered played even though its effect was canceled.

16. Sleep: A Hero stacked with the *finished* Army becomes *finished* as well. If the Attacker is able to negate *Sleep* with a Cantrip of his own, combat continues.

17. Cure Wounds: Can this Spell be used to save a unit that receives 2 hits during combat? Yes. Hits are inflicted after the limitations of Battle Magic have lifted. After taking one hit, the Spell may be played, Recovering the unit, after which it would take the second hit and end the battle weakened but not eliminated.

18. Blood Magic: Blood Magic may not be cast by a Monster. Magic Cards cast by the eliminated caster prior to play of *Blood Magic* are not negated.

19. Cloud of Darkness: *Cloud of Darkness* must be played before dice are rolled.

20. Monsters in the Hills: This card causes a Wandering Monster (not a Sea Monster) to be placed. The Monster must appear within 3 hexes of a Lair (not a Sea Lair).

21. Teleport: The caster’s stack does not become *finished* due to this Spell. It could start its move, *Teleport*, then complete its move and perform an action.

22. Living Grimoire (Tome): This is the only Tome in the Spells deck. Play it when you play another Spell. Discard *Living Grimoire*, then draw a replacement Spell and a Blessing.

23. Spellbound: If the casting player would have three Spells in hand after casting *Spellbound*, it may not be played (his or her hand already being at Full Strength).

24. Martyrdom: Magic Cards cast by the eliminated caster prior to play of *Martyrdom* are not negated. Draw two Blessings (they may be from different Kingdoms you control, or the same Kingdom).

25. Giant’s Strength: A unit with no Light Dice in its Combat Rating may not be targeted by *Giant’s Strength*.

26. Earth to Mud: Any stack that is moved (not placed) in a new hex, whether as a result of movement, Magic Card or Hero Power, may be targeted. Must be played as described in Spell #47 *Moryana’s Fury* (ie. cannot be played retroactively).

27. Fear: If the Army targeted by *Fear* cannot move legally, it must accept a hit. Movement adjacent to an enemy commanded Monster is permitted. Monsters and Garrisons cannot be targeted by *Fear*. If stacked with a Hero, the Hero may move with the Army or remain in the hex.

28. Molten Hammer: -

29. Black Tide: The Wandering Monster must be placed in a Sea hex adjacent to a Coastal hex. Monsters may be placed in Loch Fossvanet (on the Wildlands map).

30. Feral Mastery: Affects *Feral* Armies only (ie. not a *Feral* Hero or non-*Feral* Hero or Army).

31. Ice Storm: -

32. **Blazing Hands:** -

33. Ray of Weakness: *Ray of Weakness* may be played after dice have been rolled to negate one success.

34. Banished to Meji: Because of Battle Magic limitations, a Cantrip played by the attacker after the defender has finished casting Cantrips cannot be canceled by *Banished to Meji*.

35. Demonic Possession: A strike performed by *Demonic Possession* will not cause hits to anything other than the targeted Hero. A Hero gained by *Demonic Possession* must be placed immediately, following the rules for placing a gained Hero (14.3).

36. **Summon the Dead:** -

37. Ritual of Power: *Ritual of Power* may not be cast by a Hero in a stack with no Light Dice in its Combat Ratings.

38. Ritual of Speed: Both the caster and an Army it is stacked with gain +2 to their printed Movement Ratings for the duration of the Spell.

39. Summon Kraken: Loch Fossvanet in the Wildlands contains a Sea hex.

40. **Summon Morag:** -

41. Unerring Darts: *Unerring Darts* is played after the caster's stack has rolled its dice.

42. Undertow: Because of Battle Magic limitations, a Cantrip played by the attacker after the defender has finished casting Cantrips cannot be affected by *Undertow*.

43. **Fireball:** -

44. Festering Wounds: This card allows one Critical hit to cause up to three additional hits instead of the usual one. If more than one Critical hit is rolled by the casting player, only one confirms with 3 Light dice, the others confirm with one Light dice each.

45. Paths of Dread: Since playing Spells is a Free Action, the caster's stack could move and perform an action prior to casting *Paths of Dread*.

46. The Four Fingered Fist: When targeting an unexplored Lair with *The Four Fingered Fist*, draw a Monster and place it in the Lair. The Monster becomes the target of the Spell's Strike. The reward in gold if the Monster is defeated is its printed value -1 (a penalty reflecting the adventuring company's fee). If the Monster does not have a gold reward, the casting player is not required to spend a gold.

47. Moryana's Fury: When the target stack crosses a Sea hexside, say "Stop!" then play this card. You may not wait to see where a stack is going and then retroactively play *Moryana's Fury* to inflict a hit on it.

48. Hawk Eye: This Spell can only be cast by a unit or stack with the *Ranged* ability.

49. Ritual of Vigilance: The *Mage* casting *Ritual of Vigilance* may not occupy a Settlement.

50. Sigil of Courage: This Cantrip cannot prevent a Full Strength Army from being weakened, but it can prevent that weakened Army from being eliminated.

51. **Spirit Blade:** -

52. **Heat Lightning:** -





18.2 Treasures

Burning Banners contains 36 Treasures.

1. Storm God's Hammer: The caster gains 1□ in combat. If the caster's opponent includes a Monster or Hero, the caster gains 1♦ instead.

2. Endless Satchel: When you gain *Endless Satchel* you must make a decision either to sell it or play it (when played it simply becomes owned). While you own *Endless Satchel*, you may Retrieve 2 Treasures every time you study Treasures. Additionally, during Winter seasons, when forced to sell Treasures, *Endless Satchel* allows you to retain 3 Treasures in addition to *Endless Satchel* (so 4 total), instead of 2.

3. Orb of Confusion: This card must be played before any dice are rolled. For example, if a player casts *Earthquake*, *Orb of Confusion* cannot be played after the results of the *Earthquake* are known to cancel those effects.

4. Philosopher's Stone: Have an opponent randomly choose which Spell is discarded.

5. Horn of Udun: This card may be played creatively: for example, your Army is eliminated in combat. You play *Horn of Udun* to place an Army from an adjacent hex in the defending hex, preventing the victor from advancing. Another example: an enemy Army attempts to enter a hex adjacent to one of your armies. You play *Horn of Udun* to place an Army in that hex, blocking the enemy Army's entry.

6. Khadan's Feathered Cloak: A *Feral* Hero stacked with a *Feral* Army does not negate the Army's *Feral* characteristic (3.2.1).

7. Ring of the Moirai: The Blessing discarded must match the Kingdom of the unit hoping to re-roll its dice. If you hold no Blessings, *Ring of the Moirai* may not be played.

8. The Journal of Thorgils Ogmundarson (Tome): This treasure increases the range of the Spell the Tome is played in conjunction with.

9. Infernal Sphere: Have an opponent randomly choose which Spell is discarded. Add one success to those scored during your attack.

10. Soul Drinker: The caster gains 1□ in combat. It gains an additional 2□ if the caster's opponent includes a Hero (*as every sorcerer knows, Monsters don't have souls, hence Soul Drinker's lack of interest in slaying them*).

11. Elven Bow: The caster gains 1□ plus the *Ranged* ability in combat. It gains an additional 1□ if the caster's opponent includes a Monster or Hero.

12. Ring of Invisibility: When stacked with an Army, it is legal to assign a hit to the caster, then negate the hit with *Ring of Invisibility*.

13. Ring of Dragons: *Ring of Dragons* does not give *Flying* to an Army the caster is stacked with. A *Feral* Hero stacked with a *Feral* Army does not negate the Army's *Feral* characteristic (3.2.1).

14. Wizard Staff: -

15. Staff of Plagues: Every Spell or Treasure played by the opposing player during the Battle Magic step (whether before or after *Staff of Plagues* is played) will cost the opponent 1 dice. If different types of dice are being rolled, the player using *Staff of Plagues* decides which type of dice is lost. Blessings do not trigger the Staff's effect, nor do Spells or Treasures cast by players other than the caster's opponent.

16. Black Arrow: The caster gains *Stealth* and *Ranged*. It gains an additional 1♦ if the caster's opponent includes a Monster or Hero.

17, 18 and 19. Treasure Horde: The player gains the amount of gold shown and *Treasure Horde* is eliminated. Eliminated cards return to the Treasure Deck in the next Winter season.

20. Black Diamond: This dark abomination, a prison for countless lost souls, may cause chains of Critical hits, as the dice used to confirm the hits can generate additional Critical hits.

Example: a Dragonslayer Army stacked with an Oathborn Hero rolls a 7 and an 8 during combat, generating 2 Critical hits. The Oathborn player plays Black Diamond to confirm those Critical hits with ♦ dice rather than the usual □ dice. The confirmation rolls are 5 and 7, both successes. This inflicts two additional hits plus the 7 scores a third Critical hit. Confirming successfully with a roll of 8, the third Critical hit inflicts another hit and scores a fourth Critical hit. The confirmation roll for the fourth Critical hit scores a 3, failing to confirm. The Dragonslayers inflict 5 hits total (one plus four confirmed Criticals).

21. Book of the Dead (Tome): Play along with a Spell to force an opponent to discard a Magic Card. The targeted player may choose whether to discard a Spell or Blessing. If he or she doesn't have any cards of one type, the other must be chosen. A player with no Spells or Blessings may not be targeted.

22. Encyclopedia of Monstrosities (Tome): Play along with a Spell. The caster gains 1□ plus all of the abilities of one Commanded Monster in play. If there are no Commanded Monsters in play, the caster still gains 1□.

23. The Astronomicon (Tome): Play along with a Spell to draw another Spell.

24. The Scrolls of Scholos (Tome): Play along with a Spell to draw a Blessing.

25. Staff of Healing: The effects of this Treasure last for a full turn, instead of the duration laid out in 16.7.1.

26. Helm of Domination: Every Spell or Treasure

played by the opposing player during Battle Magic, whether before or after *Helm of Domination* is played, gains the caster 1□. Blessings are disregarded. Spells or Treasures cast during Battle Magic by players other than the opponent do not trigger the *Helm's* abilities.

27. Draconic Shield: Magic Cards and Hero Powers that affect Fortified Settlements (such as Treasure #9: *Infernal Sphere*) do not affect *Draconic Shield*.

28. White Wolf Amulet: A Feral Hero stacked with a Feral Army does not affect the Army's Feral characteristics (3.2.1).

29. Curse of Xaraxxes: Once a player has been given a curse, he or she may not pass it to another player. The owner must pay 1 gold in order to Retrieve a Treasure. If the gold is not paid, the Treasure cannot be Retrieved. Curses may not be sold or Retrieved themselves. Curses may be eliminated at any time by spending 3 gold (eliminated cards return to the Treasure deck during the next Winter season).

30. The Red Wizard's Curse: (see Treasure #29, *Curse of Xaraxxes*)

31. Tablets of Amun Koth (Tome): The caster of *Tablets of Amun Koth* and the caster of the Spell it is played in conjunction with must be the same Mage.

32. Eye of Kagutomo: Cannot be cast by a Mage that occupies a Settlement hex.

33. Storm Giant's Amulet: Caster gains *Huge* for the duration of its activation (it may not use Ship Movement and will Raze any Settlement it occupies).

34. Iron Golem: Roll the ♦ provided by *Iron Golem* separately. It hits on a 5+ (including vs Magical Fortifications).

35. Fountain of Power: When a Fountain is played, gain a Hero (14.4), then eliminate the Fountain and draw another Treasure (eliminated cards return to the Treasure deck during the next Winter season).

36. Fountain of Valor: see Treasure #35.



18.3 Blessings & Hero Cards by Kingdom

Burning Banners contains 98 Blessings and Hero cards.



- 1. Water Elemental:** A Fjordland *Mage* is required to cast *Water Elemental* (range of 2). A Fjordland Army in a Major River or Coastal hex may be targeted, as may a Fjordland Army attacking a Major River or Coastal hex.
- 2. Call of the Wild:** A Fjordland *Mage* is required to cast *Call of the Wild* (range of 3). A Fjordland Army in a Wilderness hex may be targeted, as may a Fjordland Army attacking a Wilderness hex (Wilderness Settlements count as Wilderness hexes).
- 3. Warrior of the North:** Not a Cantrip (16.7.2).
- 4. Quest to the Western Isles:** Cannot be played if player does not have 2 Spells in hand.
- 5. Song of the Valkyrie:** Requires a Fjordland *Mage* to cast. If a 5-6 is rolled, a Valkyrie Army is placed in an adjacent hex, and the caster gains 1□.
- 6. Berserk Rage:** May only be cast by a Berserkir Army. It will score Critical hits on rolls of 6+ instead of the usual 7+.



Drakken

7. Shield Wall: Any Fjordland unit may be affected, including Fjordland garrisons (Garrisons of Loyal Fjordland Settlements and Settlements containing Fjordland Control markers).

8. Tyr's Favor: Any Fjordland Army can discard a Spell to gain 1 Light dice. If it occupies a Coastal or Major River hex, it gains an additional Heavy dice.

9. Gyda's Favor: Any Fjordland Army can discard a Spell to gain 1 Light dice. If it occupies a Wilderness hex (including a Wilderness Settlement), it gains two additional Light dice.

10. Northern Rangers: May only be cast by a Fjordland Ranger Army.

11. Lieva Eriksdottir (Mistress of the Hunt): Move Lieva's stack one hex or leave it in its current hex (if it is in a Forest). If played during Battle Magic, resulting in Lieva's stack no longer being adjacent to its opponent, combat is canceled (the attacker is *finished*).

12. Thor Jotunsson (Sea King's Axe): This is an ongoing Power. As long as Thor is in a Coastal hex (including Lakes), one Light dice in his stack is converted to a Heavy dice. This is not voluntary. The Fjordland player must convert a Light dice to heavy if possible.

13. Freyja (Wings of Valor): The target Hero and its Hero Card never leave play. The Hero's Card does not unlock if locked.

14. Saffi Sigmundsdottir (Song of Rebirth): *Song of Rebirth* only affects Fjordland Armies. The effects of this Power last for a full turn, instead of the duration spelled out in 16.7.1.

15. Cronax the Berserkir (Song of Slaying): Fjordland Hero #13, Freyja may use *Wings of Valor* prevent Cronax's elimination.

16. Astrid Laufgrein (Gyda's Fury): -



The Eastern Empire:

The Eastern Empire has 16 Blessings and Hero Cards.

1. **Bread & Circuses:** This card may only be played during the Imperial Activation Phase (16.7).
2. **For the Emperor!:** This card may not be played if both Placidia and Aureliana are Razed, enemy controlled, or not in play. Stacking limits must be observed. The Cataphract may be placed in a besieged city. Increase the number of Revolts by 1.
3. **Hand of the Emperor:** Once *Hand of the Emperor* has been played, no suppressions may be performed until the following Imperial turn.
4. **Heir of Bahuramman:** Not a Cantrip (16.7.2).
5. **Conscription:** The Suppression option may not be chosen if the effect of Imperial Blessing #3 *Hand of the Emperor* is in force. If the Akritoi option is chosen the three Armies are placed using the build rules (but no gold is paid).
6. **Massed Charge:** May be cast by a Cataphract or Korsari Army.
7. **Elite Archers:** May be cast by a stack with *Ranged*.
8. **Disciplined Veterans:** Disciplined Veterans may be played on a weakened Imperial Army.
9. **Fist of the Emperor:** The Imperial player chooses as many dice as desired, up to 3, and suffers that many Revolts.
10. **Call to Glory:** Must be cast by an Imperial Mage. It must be stacked with an Army with a Combat Rating that contains at least 1□.

11. **Ariadne, the Gray Wolf (Beast Slayer):** -

12. **Anna Lontius (Velvet Glove):** -

13. **Princess Sofia (The Sacred Banner):** After Sofia's stack advances, it may move into any adjacent legal hex or remain where it is. It may attack again.

14. **Frostheart (Helm of the White Dragon):** When in combat with Frostheart, an opponent may not play Spells during the Battle Magic Step. Blessings and Treasures are unaffected. The opponent may begin playing Spells again during Step 4 of Combat.

15. **Vesta Psellos (Blinding Ray):** A unit or stack without any Light dice in its Combat Rating cannot be targeted by *Blinding Ray*.

16. **Bardas Maleinos (Lightbringer):** -



The Oathborn

The Oathborn have 16 Blessings and Hero Cards.

1. **The Deep Paths:** This card changes a *ready* or activated stack's Movement Rating from its printed value to 5. If it has already spent movement points prior to playing *The Deep Paths*, those are deducted from the 5 Movement Rating.

2. **Delve Greedily:** *Delve Greedily* is played after a Miner Army has used its action to Mine (gaining 1 gold). If a 6 is rolled, the Miner gathers two additional gold plus a Treasure.

3. **Secret Ways:** Once played, the Oathborn player may build and Recover units in or adjacent to besieged Oathborn Settlements for the remainder of the turn.

4. The Ravens are Flying: If the target Settlement contains a Razed marker, it is removed immediately, at no cost in gold. A unit may be placed in a besieged Loyal Oathborn Settlement using this Blessing.

5. The Lost City of Khazud: See section 12.1.3. This card is removed permanently from the game once played.

6. Fury of the Ancestors: This card may only be played after an Oathborn stack has won a combat, prior to its advance. The victorious stack may choose to advance or remain in its hex, after which it may perform an attack with its Combat Rating, increased by one Heavy dice. *Fury of the Ancestors* permits the Oathborn player to opt not to advance into a defeated Settlement. If it does so, the Settlement is not Looted and control does not change.

7. Spirit of the Mountain: This is a Cantrip, so it can be used in sneaky ways (for example, to add a Hero to a combat during Battle Magic (14.4)).

8. Mountain Folk: Target Army may move (with +2 Movement Rating), then Attack (with +2□).

9. Strongheart: Not a Cantrip (16.7.2).

10. Runestones: The Oathborn player can play this card if already at or above Full Strength. After drawing cards, the player then discards down to 3 (Full Strength in Spells).

11. Haga-Tor: The Red Eagle (Blade of the Ancestors): This Power lets Haga-Tor's stack advance after combat if it wins as the defender (as well as declare its own attack). If Haga-Tor's stack advances into a Settlement, the Oathborn player will Loot and gain control of it.

12. Yeti Elder (Lore of the Ancients): Each time it is involved in a combat (on attack or defense), Yeti Elder may draw a Spell, then immediately discard a Spell. If the Oathborn player has no Spells in hand, this Power may not be played.

13. Stormcaller (Heart of Ice): The Oathborn player must decide whether or not to add a Heavy dice to *Heart of Ice's* Strike before rolling any dice.

14. Smith-Master Thorne (Dwarven Defense): When Thorne is in a Settlement, Port or otherwise, three enemy Armies are required to besiege it. He may be built in a besieged Settlement.

15. Thrandil (Durngur's Hammer): This is an ongoing Power. As long as Thrandil is stacked with a Miner Army, he gains 1□.

16. Dara Firemane (Lightning Rune): -



1. Instruments of Mischief: Since this is not a Cantrip, it can only aid attacking Goblin Armies.

2. We Have our Ways: -

3. Khark's Chosen: Not a Cantrip (16.7.2). Instead of gaining a random Hero, the casting player examines, then chooses one Hero from those available and puts it into play. The remaining Heroes are shuffled and returned, face down, to the Goblin playmat.

4. Quick and Quiet: A Goblin stack containing a Hero may move through enemy occupied hexes only, not *hostile* Settlements, Lairs, Sea hexes or other prohibited terrain.

5. Spy Network: Because this card does not mention winning or losing, it may be returned to hand after an Ambush in which one or more hits are inflicted on the opponent.

6. Natural Selection: The Hero may be placed in any eligible hex (14.4).

7. Eye of Badrok: Requires a Goblin Hero to cast.

8. Sneak Attack: -

9. Boulder Toss: Mountain Troll and Hill Troll Armies may cast this Blessing. The Hero Manstrangler may not (*he's not an Army*).

10. Infiltration: An opponent randomly chooses the Spell that is discarded. The opposing Army or garrison affected is the one the Goblins are attacking or defending against.

11. Finger Cutter (Khark's Tailor): *Khark's Tailor* is an ongoing Power. As long as Finger Cutter remains stacked with a *Fragile Army*, it negates one hit every time hits are scored against it (except those inflicted by Strikes).

12. Weasel Eyes (Cull the Weak): Weasel Eyes wins combats which result in a Draw (neither side rolling any successes), inflicting 1 hit on the opponent. Because Ambushes do not end in Wins, Ties or Draws, *Cull the Weak* has no effect on them.

13. Manstrangler (Living Siege Engine): When this Power is played, Manstrangler gains the ability of a Siege Engine Army until the end of the activation, negating the -1 modifier of an adjacent Fortified Settlement (or reducing the -2 modifier of an adjacent Magically Fortified settlement to -1).

14. Iron Skull (Deadskull's Helm): *Deadskull's Helm* is an ongoing Power. As long as Iron Skull is stacked with a Goblin Elite Army, he gains 1 Light dice.

15. Swarm Master (Thousand Wing Cloak): *Thousand Wing Cloak* is an ongoing Power. As long as Swarm Master is stacked with a Plague Fly Army, he gains *Flying*.

16. Siskar (Khark's Troubadour): This is not a Cantrip. On the Goblin turn, Siskar may be locked at any time to force a re-roll (including one by another player). This could be any roll of a d6, not just a combat roll.

17. Turku (Pyromania): -



1. Whips of Grom: Requires an Orc *Mage* to cast. In order to be targeted by *Whips of Grom*, an Orc stack must be able to perform an Attack action after its movement.

2. Grom's Forge: The stack targeted by *Grom's Forge* must include an Orc Hero and an Orc Reaver Army (a weakened Orc Reaver is legal). If a Monster is defeated, the Orc player gains the Reward. If attacking a *hostile* Settlement, the Settlement is Razed if it is left unoccupied after suffering one or more hits, otherwise it is unaffected.

3. Pestilence: *Pestilence* is not a Strike, so may affect units in a Fortified Settlement. The Orc player chooses one of his stacks that is adjacent to a non-Orc stack. The non-Orc player rolls a d6. If the roll is successful, *Pestilence* backfires, and the Orc stack suffers a hit. If the roll fails, the non-Orc stack suffers a hit.

4. New Recruits: -

5. Enforced Discipline: -

6. Feed off the Land: Armies may be Recovered anywhere using *Feed Off the Land*, they do not need to be in or adjacent to an Orc Settlement.

7. Endless Hate: If the Orc Reaver Army is eliminated after defeating a Monster, the Orc player gains the Reward. If eliminated while attacking a *hostile* Settlement, the Settlement is Razed if it is unoccupied after suffering one or more hits, otherwise it is unaffected.

8. Hate: May only target an Orc Reaver Army.

9. Grom's Hammer: This is a Cantrip.

10 Overrun: If an Orc Army is eliminated by *Overrun* after defeating a Monster, the Orc player gains the Reward. If eliminated while attacking a *hostile* Settlement, the Settlement is Razed if it is unoccupied after suffering one or more hits, otherwise it is unaffected.

11. Warlord Szark (Lightning Axes): *Lightning Axes* may be played whenever a Strike is declared during combat (either by Szark or his opponent). *Lightning Axes* trumps the rule that a Strike can only inflict one hit. Note that Szark does not have *Stealth*.

12. Spy-Master Kagash (Prince of Deception): *Prince of Deception* targets two enemy units within three hexes of Kagash's location, provided they are adjacent to one another. One of them Strikes the other with its Combat Rating. The Orc player rolls the Strike. Either player may cast Magic Cards to influence the Strike.

13. Gond the Unbreakable: Gond's Power is ongoing (his printed Combat Rating of 1 ♦).

14. Kovat the Flayer (Terror Rides Before Him): A unit targeted by *Terror Rides Before Him* may not be moved to a hex that it would not be able to enter legally. The move is made by the target's owner.

15. Karsch (Stranglethorn):-

16 Sumesh (The Black Death): Spells cast by Sumesh before his elimination are not canceled.



1. Out of the Shadows: This card causes a Wandering Monster (not a Sea Monster) to be placed on the map. The Monster must appear within 5 hexes of a Lair (not a Sea Lair).

2, 3 and 4. Enslave: Requires an Army of the Night *Mage* to cast (See rule 12.3.7 for details). If the die roll fails and the casting Hero is Unlocked, it may be Locked to retain the Blessing rather than discard it.

5. Powerful and Eternal: play of this Blessing allows the Army of the Night player to Study one magical Discipline at any time during his or her turn, either Spells, Blessings or Treasures (17.4).

6. Your True Rulers: This Cantrip should be played on an opponent's turn, causing units built in Settlements with Covens to enter play *finished*. Secondly, Covens cannot be removed for the rest of the turn once *Your True Rulers* has been played.

7. Moonlit Champion: This is a Cantrip, so it can be used in sneaky ways (for example, to add a Hero to a combat during Battle Magic (14.4).

8. Knives in the Dark: Play instead of making the *Hiding in Shadows* roll. This card's strike may be performed inside a Fortified or Magically Fortified Settlement (scoring successes on 5+).

9. Shapeshift: Play when a Hero is eliminated for any reason. If the Army of the Night controls no Settlements, this card may not be played.

10. Rule the Night: Requires a *Mage* to cast.

11. Lilith, Queen of the Night (Immortal Sorceress): *Immortal Sorceress* may be played only when Lilith casts a Spell or Blessing with the *Mage* requirement (for example, play of Army of the Night Blessing #8 *Knives in the Dark* would not trigger *Immortal Sorceress*). Lilith has an additional ongoing Power: "+2 Enslave" which does not disappear when Lilith's Hero Card is locked. Whenever Lilith casts the Blessing *Enslaved*, she succeeds on a roll of 3 or better (roll of 3 +2 for Lilith's Power = 5+, a success).

12. Luna, Mist Hunter (Deadly Assassin): *Deadly Assassin* is a Strike, but it does not inflict hits if successful (it cannot generate Critical hits). If the Strike is not successful and the Army of the Night player has no Spells in hand, Luna must be eliminated.

13. Dominia, Herald of Scyx (Ring of Domination): When placing a Coven within 5 hexes of Dominia, no roll is made. The Coven is placed automatically. Dominia has an additional ongoing Power: “+1 Enslave” which does not disappear when Dominia’s Hero Card is locked. Whenever Dominia casts the Blessing *Enslaved*, she succeeds on a roll of 4 or better (roll of 4 +1 for Dominia’s Power = 5+, a success).

14. Kali, Shrouded Reaper (Scourge of Shadows): Kali’s Power affects the opponent’s Combat Rating, so is effective against both Ambush combat and normal combat. Lairs are not Wilderness hexes for purposes of this Power, but Wilderness Settlements are.

15. Kharis (Night Winds): *Night Winds* is an ongoing Power. As long as Kharis is stacked with a *Flying Army*, she adds +1 to its Movement Rating (*Night Winds* does not affect Ship Movement).

16. Bela (Animal Lover): *Animal Lover* is an ongoing Power. While Bela remains stacked with a *Feral Army*, she gains 1□.

19. Glossary & Index

Abandoned Lair (15.8): Lairs containing Abandoned Lair markers may not be explored.

Ability (3.1): Units may have one or more of the Abilities *Stealth*, *Ranged*, *Flying* and/or *Mage*.

Action (7.2): When activated, a unit may move, then perform one action, after which it is *finished* (also see Free Actions).

Active/Activate (7.0): A Kingdom that is conducting its turn is the active Kingdom. A unit or stack activated to move and/or conduct actions is the active unit/stack.

Allied (1.2.1): Kingdoms that are on the same side are allied to one another. Settlements are *welcoming* to units of allied Kingdoms and *hostile* to their enemies.

Arcane Study (17.0): Players refresh the Magic Cards in their hand during the Arcane Study step.

Army (1.7): Armies are units that are unique to each Kingdom. They may be built during their

Kingdom’s Turn. A maximum of one Army may occupy a hex. **Armies may stack with Heroes from their Kingdom (14.7).**

Attacker (9.1): An Army **or stack** that performs an Attack action is the attacker.

Banner (1.6.2): Banners are placed on the Turn Track to indicate player order. When a Kingdom collapses, its Banner is flipped to its collapsed side.

Battle Magic (16.7.3): During combat, the order in which Magic Cards and Hero Powers may be played becomes strictly ordered.

Besieged (10.3): Most Settlements are besieged when an enemy Army occupies an adjacent hex. A Port is besieged only when two enemy Armies occupy adjacent hexes. A besieged Settlement cannot be used to build or Recover units.

Blessing (16.4): Each Kingdom has its own deck of Blessings. Blessings may only be cast by or benefit units of their Kingdom.

Build (10.1): To build a unit, its build cost is paid, and it is moved from the playmat to the map. It must be placed either in a Friendly Entry hex, or in or adjacent to an un-besieged Friendly Settlement. If placed in an Entry or Settlement hex, the unit enters play *ready*. If placed adjacent to a Friendly Settlement, it enters *finished*. Units may not be built in excess of stacking limits (8.3).

Caster (16.4): A Magic Card or Hero Power may require a Hero or Monster with the *Mage* ability in order to be played. The *Mage* used to play such a card is the card or Power’s caster.

Cantrip (16.7.2): A Magic Card or Hero Power with the Cantrip symbol may be played during any player’s turn.

Characteristic (3.2): Units may have one or more of the characteristics *Feral*, *Huge* and/or *Fragile*

Churn: Churn represents turmoil in the silent tide (the magical energy flowing between our realm, Kalar, and the mirror realm, Meji). When a Churn symbol is revealed during the Arcane Study Phase, fewer cards are drawn (17.3).

Collapse (7.6): When a Kingdom collapses, its units and Control markers are removed from play.

Confirmation (9.8): When a player rolls a Critical hit, a confirmation roll is made with 1□. If successful, an additional hit is scored.

Command (15.3): When a Monster enters play it comes under the command of a Kingdom (place one of that Kingdom's command markers on the Monster). Until it is defeated, a commanded Monster activates during the turn of the Kingdom that commands it.

Control (4.9): A Kingdom controls all of its Loyal Settlements (provided they do not contain Razed or enemy Control markers) plus all Settlements that contain its Control markers. Units may Recover and be built in or adjacent to Friendly controlled Settlements.

Control marker (4.9.1): A Kingdom may place its Control marker in any un-Razed Neutral or *hostile* Settlement occupied by one of its Armies (this is a Free Action). When placed, a Control marker increases its Kingdom's Income by 1. When removed, its Income is reduced by 1.

Critical Hit (9.8): If a player rolls a 7+ when resolving Combat or a Strike, a Critical hit is scored. A Critical hit inflicts one hit like a normal hit, plus, if confirmed, will inflict an additional hit. Critical hits are the only way a Strike can inflict multiple hits.

Defeated (15.2): When a Monster suffers a hit in combat or as a result of a Strike, it is defeated (flipped face down if in a Lair hex, returned to the pool of Monsters if not).

Defender (9.1): During Combat resolution, the target of an active unit's Attack action is the defender.

Deck (1.5, 16.0): Each type of Magic Card has its own deck: one Treasure deck, one Spell deck and one Blessing deck for each Kingdom in play. Treasure and Spell decks are placed on the card display. Blessing decks are placed near each Kingdom's playmat. During Winter turns, discard piles are shuffled back into their decks.

Discard (16.2): When a Blessing or Spell is discarded, it is placed face up on top of the appropriate discard pile. Treasures are not discarded when played (they become owned).

Discard Pile (16.2): The card display contains spaces for two discard piles: one for Spells and one for Blessings. Discard piles form as cards are played. Cards are added to the appropriate discard pile face up. Discard piles may be examined at any time by any player.

Draw:

- **In combat (9.2):** A draw occurs during combat resolution when no successes are rolled by either player.
- **A card (16.1):** Drawing a card means adding the top card of a deck to a player's hand.

Eliminate:

- **A unit (1.9):** When a unit is eliminated, it is returned to its Kingdom's playmat where it may be rebuilt. *Eliminated Heroes are shuffled, face down, with any unbuilt Heroes on the Kingdom's playmat.*
- **A Treasure Card (16.6.3):** Remove the card from the game. It is returned to the Treasure deck in the Winter.

Enemy (1.3): Kingdoms on opposing sides are enemies.

Entry Hexes (4.11): Units may be built in friendly Entry hexes. Permanent Entry hexes include those with the Goblin symbol along the northern map edges of The Broken Coast and The Wildlands, and the Orc symbol on the eastern map edges of The Wildlands and Fields of Ash.

Explored (15.0): A Lair hex is unexplored if there is no Monster in it (face up or face down). *When a Monster in a Lair hex is defeated, it is flipped over and the Lair becomes explored.*

Finished (7.1): Once an active unit performs an action, it becomes *finished* (it may not activate again this turn). *Finished* units are rotated 45° to indicate their status.

Feral (3.2): *Feral* is a characteristic. *Feral* units are composed of wild beasts.

Flying (3.1.2): *Flying* is an ability. A unit with *Flying* ignores terrain effects and the presence of most enemy units when moving.

Fragile (3.2): *Fragile* is a Characteristic. A *Fragile* Army cannot be weakened, and is eliminated if it suffers a hit.

Free Action (7.3): Unlike actions, Free Actions may be performed at any time, even during

an opponent's turn. Free Actions may be performed multiple times if applicable.

Friend (1.3): Units from the same Kingdom are friends.

Full Strength

- **Army (1.7):** An Army is either Full Strength or weakened (flipped over so that its weakened symbol is face up). Armies may only be Built at Full Strength.
- **Magic Cards (17.4.4):** When a player is at Full Strength in Spells, he or she has 3 Spells in hand. When a player is at Full Strength in Blessings, he or she has 1 Blessing in hand for each Kingdom controlled.

Gain

- **Keyword (14.5.2, 16.6.3):** A unit may gain Abilities or increases to its Combat Rating through the play of Magic Cards and Hero Powers. The effect gained lasts for the duration of the card or power (16.7.1).
- **A Treasure card (16.3.1):** Treasure cards are most often gained during play as Rewards (15.6). When a player gains a Treasure card, it is drawn from the Treasure deck and added to his or her hand. Instead of being discarded when played, it becomes Owned (16.1.2).
- **A Hero (14.3):** When a Hero is gained through the play of a Magic Card, one is selected randomly from those available and stacked with a Friendly Army. It enters play *ready* if stacked with a *ready* Army, *finished* if stacked with a *finished* Army.

Garrison (9.5): Unoccupied Settlements have a garrison of 1□ when attacked. Cities have a garrison of 3□ when attacked (occupied or not).

Glyph (17.4): When a Glyph is revealed during the Arcane Study Phase, it means that Kalar's wizards were successful in coaxing power from the silent tide. Spells are drawn, Blessings gained, Treasures Retrieved.

Gold (1.6.1): Gold represents a Kingdom's treasury. Gold is spent to build units. Gold is gained during the Income Phase, when Looting Settlements and when a Monster is defeated.

Heavy Dice (1.11): A Heavy Dice is a black eight-sided dice, abbreviated 1d8, or the symbol ◆.

Hero (14.0): Heroes and Armies are units. Heroes may stack with Armies from their Kingdom (14.7). When a Hero enters play, its Hero Card enters play as well.

Hero Card (14.6): Each Hero in the game has both a unit and a Hero Card. When a Hero's unit is built, its Hero Card is selected and placed into play as well.

Hero Power (14.6): Hero Powers, as outlined on each Hero Card, may be played like Magic Cards. When a Hero Power is played, its card may become locked (indicating that the power cannot be used again until the card unlocks).

Hostile (4.6.2): A Settlement must be defeated in combat before its hex can be entered by units it is *hostile* to. When a unit enters a *hostile* Settlement, the Settlement is Looted.

Huge (3.2.3): *Huge* is a Characteristic. *Huge* units have special rules governing their interaction with Settlements. *Huge* units may not perform Ship Movement.

Income (6.0): Each Kingdom gains gold equal to its Income during the Income Step. Income is adjusted up or down as Settlements are controlled or lost. Shashka Kingdoms do not receive Income.

Kingdom (1.2): Each Kingdom moves and fights individually, in the order indicated by the Banners on the Turn Track. A Player may control more than one Kingdom.

Lair (15.0): Lairs are feared by the kingdoms of Kheros. Units may never enter Lair hexes. When an unexplored Lair is attacked, a random Monster is placed in the hex, which the attacking units must defeat. If the Monster is defeated, the marker is flipped, the attacker gains a Reward and the Lair becomes explored. An explored Lair may not be attacked.

Light Dice (1.11): A Light Dice is a white six-sided dice, abbreviated 1d6, or the symbol □.

Lock (14.6.2): Hero Cards may become locked when a Hero's Power is played. Locked Hero cards unlock at the beginning of the controlling Kingdom's Activation Step.

Lone Hero (14.7.5): A Hero not stacked with an Army, is a Lone Hero. It cannot attack or be attacked, but its hex may be entered by enemy

units (an enemy Army entering a Lone Hero's hex eliminates it).

Loot (4.8): When an Army occupies a *hostile* Settlement it will Loot the Settlement, generating gold. Looting is a Free Action.

Loyal (4.1): A Settlement that has its Kingdom's symbol printed on the map is controlled by that Kingdom as long as it does not contain a Razed or Control marker.

Mage (3.1.2): *Mage* is an ability. A unit with *Mage* may cast Spells.

Magic Card (16.0): There are three different types of Magic Cards: Spells, Treasures and Blessings.

Mine (12.1.1): Hexes on the map with a crossed pick-axe symbol are Mines. As an action, an Oathborn Miner unit occupying a Mine hex may perform the Mine action.

Modifier (9.4): Combat Ratings can be modified by Terrain and other factors, increasing or decreasing the number of dice rolled, or making it easier or harder to achieve a success:

- **Number of Dice:** This is usually expressed in symbols: for example, 1☐ means "add one Light Dice to a Combat Rating", while -2◆ means "reduce a Combat Rating by two Heavy Dice".
- **Die Roll Result:** This is usually expressed as +x or -x. For example a +2 modifier to a die roll increases the result rolled by 2 (so that a roll of a 4 becomes a 6).

Monster (15.0): When an unexplored Lair is attacked, a Monster is chosen randomly and placed in the hex. Monsters come into play under the command of a Kingdom. Place one of the Kingdom's command markers on the Monster as a reminder. A Monster with the *Mage* ability may be used by its commanding player to cast Magic Cards. Monsters are not units and may not move or stack.

Owned (16.1.2): Treasures are not discarded when played. They become owned (placed face-up near one of the owner's playmats).

Place: When a Magic Card causes a unit to be *placed* in a hex, or on the map, the unit is not subject to the movement rules. Its state (*finished* or *ready*) is unaffected.

Play

- **A Magic Card (16.7):** Choose a card from your hand and resolve its effects. After it is played, it is discarded (or becomes owned if a Treasure).
- **A Hero Power (14.5.1):** Activate a Hero Card's Power (usually it becomes locked after it is played). Hero Cards are not discarded when their power is played unless the card's text says otherwise.

Playmat (2.3): Each Kingdom has a playmat used to organize un-built units, Control markers and gold. A Kingdom's Blessings deck, Hero Cards and owned Treasures are placed near its playmat.

Power (see Hero Power).

Ranged (3.1.2): *Ranged* is an ability. A unit with *Ranged* wins combats that result in a tie and prevents units with *Flying* from moving through its hex.

Razed (4.10): When a Settlement becomes Razed, it is marked with a Razed marker, essentially erasing that Settlement from play while the marker is in place. An active Army in a *welcoming* Settlement may remove a Razed marker as a Free Action for 2 gold.

Ready (7.1): When a Kingdom's turn begins, all of its units are *ready* (they may move and perform actions). Once a unit moves and/or performs an action, it becomes *finished*.

Recover (10.4): Flipping a weakened Army back to its Full Strength side is Recovery. A unit which is located in or adjacent to an un-besieged friendly or allied Settlement may Recover by paying its Recovery cost. When a Magic Card or Hero Power causes an Army to Recover, it simply flips back to Full Strength (10.4.2).

Regenerate (3.1.3): An ability that allows a unit to Recover at any time (outside of combat). May not be used while Besieged.

Retrieve (16.1.1): Owned Treasures may be Retrieved (picked up off of the table and placed into the owner's hand) during the Arcane Study Step.

Revolt (12.4.1): The Empire may suffer Revolts during play. Each Revolt that occurs, moves the Revolt Marker to the next higher-numbered space on the Revolt Track. After gaining Income, the Empire must spend gold equal to the number shown on the Revolt Track.

Reward (15.6): When a Monster is defeated in combat the Kingdom that defeated it gains a Reward: generally gold and a Treasure Card.

Season (1.4): Each season equals three months. During the Spring, Summer and Autumn seasons each Kingdom in play resolves one turn. No turns occur during a Winter season.

Shashka (12.2): The Orcs and Goblins are Shashka Kingdoms. They are kindred creatures and have similar Kingdom rules.

Ship Movement (8.1.4): An action which allows a unit to cross Sea, Major River and Coastal hexsides and enter Major River hexes. Ship Movement may not be used by *Huge* or *Feral* Armies (a *Feral* unit stacked with a non-*Feral* Hero may use Ship Movement).

Siege: (see Besieged).

Siege Engine (9.11): A Siege Engine is an Army that negates the negative modifier imposed on attackers by Fortified Settlements.

Sides (1.11): Players are members of one of two sides: the Invader or the Resistance. When playing with more than 2 players, all players on a side win if that side wins.

Spell (16.3): Spells are Magic Cards that players draw into their hands from the Spell Deck. They are discarded when played.

Suppression (12.4.5): The Eastern Empire player may decrease the number of Revolts on the Revolt Track by 1 for every gold spent.

Stack (8.3): A hex may contain a maximum of one Army in the Basic Game. In the Advanced Game, one Hero and one Army, both from the same Kingdom, may occupy the same hex, forming a stack. When a Spell or ability refers to a stack, it means a hex that contains one or both of those unit types.

Stealth (3.1.2): *Stealth* is an ability that allows units to declare an Ambush during combat.

Strike (9.6): A Strike is an attack in which the target rolls no dice. If the Striking player rolls one or more successes, one hit is inflicted on the target.

Tie (9.0): A tie occurs during a combat, when both players roll the same number of successes (minimum of 1 success rolled). A combat in which neither player scores successes is a Draw.

Tome (16.6.2): A Tome is a type of Spell that

may only be played alongside (in conjunction with) another Spell. A Tome may be played as a Cantrip if the Spell which it is played in conjunction with is a Cantrip.

Treasure (16.3): Treasure cards are Magic Cards that are generally gained as Rewards for defeating Monsters in their Lairs. They are not discarded when played but become owned.

Turn (7.0): Every Kingdom in the game resolves one turn per season. The sequence of Banners on the Turn Track determines the order in which the Kingdoms conduct their turns.

Unit (1.7): Armies and Heroes are units. All other playing pieces (including Monsters) are not units.

Unexplored: (see Explored).

Unlock: (see Lock)

Unoccupied (9.3, 9.5.1): A hex that does not contain an Army is unoccupied. Unoccupied Settlements contain garrisons with which to defend against attack. Cities retain their garrisons even when occupied.

Wandering Monster (15.7): Magic Cards may bring Wandering Monsters into play. When this happens, a Monster is chosen randomly and placed, Monster side up, on the map.

Weakened (1.7): When a Full Strength Army suffers a hit, it becomes weakened (flipped over). When a weakened Army takes a hit, it is eliminated. Weakened Armies may Recover.

Welcoming (4.6.1): A Settlement is welcoming to Friendly and allied units (they may enter the Settlement freely).

Credits

World Design, Game Design &

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Production: Billy Thomas, Julian Thomas



UNIT RATINGS

The diagram shows a card for the 'Hobgoblins' army. The card is divided into two main sections: a brown left section and a tan right section. The left section contains a yellow diamond with the number '3' and the text 'Army (front)'. The right section contains the text 'Hobgoblins', a combat rating of '2□, 1◆', a movement rating of '3', and an illustration of a hobgoblin warrior. Annotations with arrows point to various parts of the card: 'Build Cost (3 Gold)' points to the yellow diamond; 'Army Name (Hobgoblins)' points to the text 'Hobgoblins'; 'Combat Rating (2□, 1◆)' points to the combat rating text; 'Movement Rating (3)' points to the movement rating text; 'Kingdom Affiliation (Goblins)' points to the brown left section; and 'Army (front)' points to the yellow diamond.

Build Cost (*Feral*)
(1 Gold) →

Feral
(3.2.1)

Abilities (*Stealth*) →



Swarm of Rats

1

2

Feral

Recovery Cost
(2 Gold)

Weakened Army
(back)

Hobgoblins

3

Weakened

Fragile
(3.2.2)

Abilities (Ranged)

Orc Scouts

(back)

Fragile

Siege Engine
(9.11)

Effect

A Siege Engine adjacent to a Fortified Settlement negates the Fortification's negative modifier for friendly and allied Armies (9.11).

Siege Engine
3
2
Combat Rating
(1 ♦ vs. Settlements and on defense only)



Huge
(3.2.3)

5 *Dire Raven*

4

Huge

Abilities (Flying)

A card for the Dire Raven. The top left corner has a yellow diamond with the number 5. The top right corner has a black hexagon with the number 4. The center features a black raven with red eyes and a small crown. The bottom left corner has a white circle with a black bat symbol. The bottom right corner has a black hexagon with the number 4. The card is set against a light brown background with a black vertical stripe on the left.

ADVANCED GAME

ADVANCED GAME

Build Cost (3 Gold)

Hero (14.1)

Front

Abilities (Mage & Flying)

Back

Hero Background (White)

Hero Name (Kali)

Movement Rating (6)

The diagram illustrates the layout of a game card for a hero named Kali. The card is shown from both the front and back perspectives. The front side is red and black, featuring a white starburst and the word 'HERO'. The back side is white and red, featuring a black starburst, a bat icon, and the word 'Kali'. Arrows point from text labels to specific elements on the card: 'Build Cost (3 Gold)' points to a yellow diamond with the number 3; 'Hero (14.1)' points to the hero's name and level; 'Front' points to the front side of the card; 'Abilities (Mage & Flying)' points to the starburst and bat icon; 'Back' points to the back side of the card; 'Hero Background (White)' points to the white background of the back side; 'Hero Name (Kali)' points to the name 'Kali'; and 'Movement Rating (6)' points to the number 6.

