Scott Almes

Heroes of Land, Air & Sea

Gamelyn Games

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Welcome to Aughmoore...

In the beginning, the primal energies of the races fueled the inner spark of Aughmoore. In return, it provided a plentiful bounty that, for a time, even satisfied the blood-crazed Orcs. With prosperity came complacency, and the aura of a once vigorous struggle for survival weakened. As it waned, Aughmoore was able to provide less and less.

After centuries of feeding her sprawling children, she became fallow. Crops no longer leaped from the tilled mounds of fertile soil, veins of ore hardened to the pickaxe, and the very spark of magic and life began to retreat into the dark crevices of the earth. Aughmoore was cast into shadow and sickness.

As anxiety peaked, the races began to turn away from one another. Scarcity strained the delicate bonds of trade, marketplaces became hives of petty theft, Resources were harvested to desolation, and territorial disputes escalated.

During this harrowing time, it was Laelithar, the Human paladin, who first grew distrustful and turned his back on the other races, preferring to help and shelter only his own kind. Under the flickering glow of the Great Hall's sconces, he announced the Isolation Concordat, though as he spoke, those old allies whom he renounced were executing their vile plots against him.

Spindly shadows descended from the rafters. Cold steel gleamed in stained-glass painted moonlight throughout the hall as assassins cut through the crowd toward the paranoid leader.

The Elves had grown tired of the arrogant humans—of all races. Their scheming was accompanied by small coups across Aughmoore. As more assassination plots and economic betrayals were revealed, it became clear that each of the races had been preparing for complete independence for quite some time. The world had declared war on itself.

The Orcs, secretly disciplining a league of armed forces, cut weapon tradelines immediately, arming only themselves with their legendary steel. Their armies began marching in every cardinal direction with standing orders to eviscerate those who now lacked the advantage of their superior metallurgy.

The Elves created pacts in the darkened alleys of the enemy cities they had infiltrated, trading bottles of fine wine and ancient mystical relics for information on their next target.

The Humans rallied their masses, conducting public prayer and calling the earth to flourish and provide for the brave men and women. Under their holy sky, Humanity met their enemies not with trickery but with iron force and sheer hubris.

The Dwarves sought the majestic wisdom of the timeless mountains, and mined their valuable ore, hastily constructing enormous stone fortresses to exile all those not of the Heaven-Blood.

As the races continued to turn their backs on one another, the seeds of disquiet spread like disease in their hearts. Their hatred, their feuds, the unwavering raw energies of their dedication and passion reignited Aughmoore's inner flame. Fueled by their fury, Aughmoore returned bounty and prosperity to its inhabitants. The plague of barrenness had ceased, but the allure of power and revenge ensued.

Today, terror and destruction are the norm. Fizzling spell slinging has turned to hailing comets and shattering earthquakes, brief skirmishes to violent massacres, and trade to extortion and subterfuge. Armies of all colors and creeds now march, sail, and fly over the scarred surface of the world. No stone will remain unturned, no enemy left alive, no element unplundered, and no territory unclaimed.

The future of Aughmoore will be forever altered by the events to come. The only question that remains is: who will be left in the past?

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Game Overview

Heroes of Land, Air & Sea is a *4X-style* board game that tells the epic tale of Aughmoore's many conflicts: Orcs vs. Humans, Dwarves vs. Elves, battling kingdoms, and the heroic individuals who turn the tides of war.

Players control one of these four *Factions*, competing to expand their small kingdom of a single Warrior and two Serfs into new territory. From there, players must explore the territory around them, expand their work force, fortify their army, and build up their Capital City — all through careful action selection, exploitation, war, and Resource management.

As players reach milestones through building, recruiting, or war, they gain access to many advantages and *Victory Points*. Achieving one of four "***X-Objectives***" will end the game: ***eXplore***, ***eXpand***, ***eXploit***, or ***eXterminate***.

Finding this balance in exploration, kingdom growth, territory exploitation, and war is crucial. After one of the *X-Objectives* have been met, the game is over and players total their *Victory Points*, crowning one of them as the most supreme *Faction* of Aughmoore!

Game Components

Faction Components:

- 4 Capital City Boards (*1 per Faction*)
- 80 Miniatures (*20 per Faction*)
- 12 Hero Cards (*3 per Faction*)
- 32 Constructs (*One-Time Assembly Required*):
  - 12 Capital Cities (*3 stackable levels per player*)
  - 12 Towers (*3 per Faction*)
  - 4 Sea Vessels (*1 per Faction*)
  - 4 Air Vessels (*with 4 plastic stands, 1 per player*)
- 12 Faction Tokens (*3 per Faction*)

Other Components:

- 1 Game Board (*Map*)
- 28 Tactic Cards (*7 Cards for each player*)
- 60 Spell Cards
- 8 Solo Enemy Cards
- 94 Exploration Tokens (*70 Land, 24 Sea*)
- 15 Resource Tokens (*5 Ore, 5 Mana, 5 Food*)
- 1 First Player Token
- 1 Quick Reference Sheet

Assembling Constructs

Before setting up your first game, punch out all of the Construct pieces and assemble them. You may refer to the *Construct Assembly Guide* for detailed assembly instructions. Constructs are made to be assembled once and never disassembled.

Component Overview

Faction Components: A *Faction* consists of a Capital City Board, a supply of Units, Hero Cards, several types of Constructs, and several Tokens:



Capital City Board: Placed directly in front of each player. It contains the information needed for gameplay, an Action Bar, and an an area to track a player's *Resources*.



Units: 20 Miniatures for each *Faction* kept in a supply. These consist of **3 Heroes**, **5 Warriors**, and **12 Serfs**.

Back: *Front:*



Hero Cards: Each Hero has a corresponding Hero Card that lists their special abilities.

Action: *Score:*



Faction Tokens: *Two kinds*–**1 Score Token** (*square*) for tracking ***Victory Points***, and **2 Action Tokens** (*shield*) for marking a chosen action during *Action Selection*.

Constructs:



Capital City Levels: 3 stackable structural Constructs that represent a Faction's Capital City location and level. The Capital City is considered a "***Structure***."



Towers: 3 structural Constructs that can be built by a *Faction* on a *Land Region*. Towers are considered "***Structures***," NOT Units.

Sea:



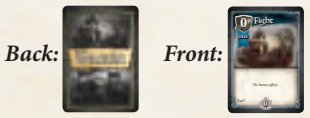
Sea Vessel: A movable vessel Construct that can carry Units into *Sea Regions*. A Sea Vessel is considered a "***Unit***."

Air:

Air Vessel: A movable vessel Construct that can carry Units over *Land* or *Sea Regions*. An Air Vessel is considered a "***Unit***."

Other Components:

Back: *Front:*



Tactic Cards: Each player has a hand of 7 Tactic Cards (*marked "X of 7"*) to be used during Battle.

Back: *Front:*



Spell Cards: Gained each round, and by taking the *Research Action* (*see Researching for Spells pg. 8*). Spells can be used by *Casting* them (*see Cast a Spell pg. 10*).

Back: *Front:*



Solo Action Cards: Used in the Solo Play Variant to dictate the actions of the Solo Enemy (*see Solo Play Variant rules pg. 14*).



Resource Tokens: Used to track Ore, Mana, and Food amounts on each player's *Resource Track*.

Back: *Front:*



Exploration Tokens: Placed face-down onto unexplored *Land* and *Sea Regions* on the map (*except Capital City Regions*) and then flipped and resolved when Units first enter a Region containing one. There are 2 kinds of Exploration Tokens: *Land* and *Sea*.



First Player Token: A Token that is given to the first player each round to perform the first action, and will pass to the next player at the end of the round.

Back: *Front:*



Quick Reference Sheet: A quick reference of gameplay and the effects of *Exploration Tokens*.

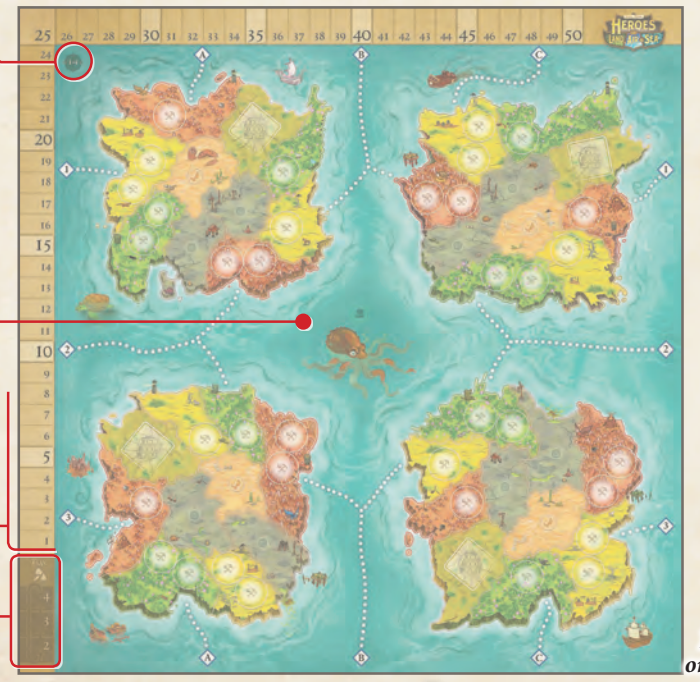
Game Board: Placed in the center of the play area. Choose a side based on your number of players (*Note: Playing with more than 4 players requires the Order & Chaos Expansion*). It consists of the following:

Player Count: Marks how many players should be playing when using this side of the board.

- ***Continents***- clusters of 10 adjacent *Land Regions*.
- ***Sea Regions***- 13 total Sea Regions.
- ***Shores***- connect *Land* to *Sea Regions* where Sea Vessels may dock.
- ***Ferry Routes***- separate *Sea Regions* and connect continents so Land Units may cross.
- ***Graticules***- numbers/letters that mark a continuation of a *Ferry Route*.

Score Track: Marks the current ***Victory Points*** of each Faction and is used for end game scoring as well.

Tax Track: *Resources* offered when taking the *Tax Action* (*see Tax for Resources pg. 8*).



Plains Region *Mountains Region* *Graticule* *Capital City Region* *Shore Region* *Forest Region* *Worker Space* *Desert Region* *Swamp Region* *Sea Region* *Ferry Route*



Note: Regions, other than Capital City Regions, can only contain a maximum of 5 Units of a single Faction. Capital City Regions do not have a Unit maximum.

Game Setup

1. Place the **Game Board** in the center of the table. For a 1-4 player game, use the side of the board with the "*1-4*" in the upper-left corner. The reverse side of the board with the "5-6" requires the *Order & Chaos Expansion*.
2. Each player selects a ***Faction*** and collects its *Faction Components*:
   - **A.** Place the **Capital City (C.C.) Board** in each player's area.
   - **B.** Collect the **20 Units** and **8 Constructs** (*3 C.C. Levels, 3 Towers, and 2 Vessels*):
     - **i.** Place the **Units** and **Vessels** below the C.C. Board under, or near, their corresponding slots. This is considered a player's "supply."
     - **ii.** Place the **Towers** and **C.C. Levels** to the left of the board near their corresponding slots.
     - **iii.** From the supply, place **2 Serfs** and **1 Warrior** into the *Courtyard* at the top of the C.C. Board.
   - **C.** Place the **3 Hero Cards** near the right side of the C.C. Board. Leave enough room to place future **Spell Cards** in the 3 slots designated for *Scribed Spells* (*see Scribe a Spell pg. 8*).
   - **D.** Place the **2 Action Tokens** into the Courtyard at the top of the C.C. Board.
   - **E.** Place **3 Resource Tokens** (*1 Ore, 1 Mana, and 1 Food*) onto the "2" space of the *Resource Track (note the Watermark images of the Resource types).*
   - **F.** Collect a complete set of **7 Tactic Cards** (*each listed "X of 7"*).
   - **G.** Place the **Score Token** off the board next to (*but not on*) the "1" space on the Score Track, designating a starting score of "*zero.*"
3. Shuffle the **Spell Cards** and place the deck face-down near the top of the Game Board. Also designate an area for a face-down *Discard Pile* nearby. Then, deal **1 Spell Card to each player** to be placed in their "hand," also referred to as a player's "Spell Library." Always keep cards in your Spell Library secret from other players.
4. Take **3 Resource Tokens** (*1 Ore, 1 Mana, 1 Food)*, which have not yet been used, and while cupped in a player's hand, drop tokens out one at a time. The first token to fall, is placed on the "*4*" space of the *Tax Track* (*bottom left of the Game Board*), the second on the "*3*," and the final on the "*2.*" This determines the starting *Tax Track* values.
5. Give the youngest player the First Player Token, or choose who starts the game using any other method. *You can also download our Heroes of Land, Air & Sea mobile app which provides a randomizer for selecting the starting player.*
6. Players next decide on which *Continents* to place their **Capital Cities.** Starting with the player to the right of the first player (*with the First Player Token*) and going counterclockwise, players place their **Lv. 1 C.C. Construct** in a *Capital City Region* on a *Continent* adjacent to another player's *Continent, except for the first player to choose, who may choose any Continent to start on.*

   Note: there is only 1 C.C. Region per Continent and therefore each player will have their own Continent to start. Once all players have chosen where their C.C. will go, the game is ready to begin.
7. Shuffle the **Exploration Tokens** face-down, and then place them face-down onto *Regions* on the Map:
   - **A.** ***Land Regions***, except for where a player's Capital City is present, receive **1 (*brown*) Land Exploration Token**, except for *Swamp Regions*, which receive 2 Land Exploration Tokens.
   - **B.** ***Sea Regions*** receives **1 (*blue*) Sea Exploration Token**, except for the *center Sea Region* (*with the image of the Octopus, and if playing with the expansion, the second center Sea Region with the image of a Sea Serpent),* which receives 2 Sea Exploration Tokens.
   - **C.** Any unused Exploration Tokens are returned to the box without being revealed.

   Note: In 1-2 player games, 1 of the 4 continents, chosen by the player(s), will not be used and is not accessible by players. No Exploration Tokens should be placed on this continent. Regardless of player count, all Sea Regions are accessible and should receive Exploration Tokens.

In 1-2 player games, use 3 Continents. In 3-4 player games, use all 4 Continents. In 5-6 player games (*using the Order & Chaos Expansion),* use all 6 Continents.

Capital City Board Overview

Each **Capital City Board** represents the Capital City of a *Faction*. The board has 2 sides: a *Multiplayer* side and a *Solo Enemy* side. An example of the Multiplayer side is shown here. It includes:



Towers: lists the game information for Towers to be built and used.



Capital City Levels: represents the current level of a *Faction's* C.C. (*always starting at Lv. 1*). The necessary game information needed for each future level to be built is included on the C.C. Board.



Buildings and Abilities: lists the *Faction's* Buildings that can be built. Buildings grant unique abilities and, as the level of the C.C. increases, more abilities become available.



Units and Vessels: lists the *Faction's* Units and Vessels (*Vessels are also considered Units*). These are available to be recruited.

At the top of the C.C. Board is the ***Courtyard*** and an Action Bar that includes ***9 Action Slots*** split into 2 types of actions: ***Capital Actions*** and ***Command Actions***.

These represent the game actions that a player may perform using Action Tokens and Serfs (*from the Courtyard*).



Note: The Courtyard is considered the Capital City Region. Units in the Courtyard are also in the Capital City Region and vice versa.

Resource Track: The numbered spaces on the track represent the amount of each *Resource* a player has, marked by Resource Tokens. ***No one Resource type can ever exceed "10."***

Scribed Spells: Slots for Spell Cards to be "*permanently scribed*" during a *Research Action* and which may be *Cast* without discarding.

Game Area:

(Setup for 1-4 players)





4 Score Tokens off the board on a starting score of "zero"

3 Resource Tokens on the Tax Track

1 Land Exploration Token in every Land Region, except Capital City and Swamp Regions

1 Sea Exploration Token in every Sea Region

Spell Card Deck

Discard Area



2 Land Exploration Tokens in all Swamp Regions

Lv. 1 Capital City

2 Sea Exploration Tokens in Center







Game Setup

2 Player Area:

2 Serfs, 1 Warrior, and 2 Action Tokens in Courtyard



Scribed Spell Area

Scribed Spell Area

Scribed Spell Area

First Player Token



3 Hero Cards

3 Resource Tokens on "2 space"

Hero and Vessel Units in Supply



Units, Towers, and C.C. Levels in Supply



Spell Card in Spell Library



7 Tactic Cards

Game Objective

Every round, players are exploring, building their Capital City, casting Spells, and Battling to **gain *Victory Points*** (●). After one player achieves any one of the 4 "***X-Objectives,***" then players finish the current round as normal and **play one additional full round which will be the final round** (*see End of Game, pg.13*). These "***X-Objectives***" are:

- **eXplore** – All Land Exploration Tokens in the game have been revealed.
- **eXpand** – All of a player's Serfs and Warriors are in play.
- **eXploit** – All 3 of a player's Towers are in play.
- **eXterminate** – A player has destroyed another player's Capital City.

Once the end of the game has been triggered, it cannot be undone, even if the end game conditions are no longer met. After the final round ends, the game is over. Players total their ***Victory Points***, from Buildings, Towers, certain Units, Scribed Spells, occupied Regions, and any other end game bonuses (*see pg. 13*). The player with the most ***Victory Points*** is crowned the supreme Faction of Aughmoore.

Playing a Round

Each round has *3 Phases*, performed in order:

1. **Action Selection** - Starting with the first player (*with the First Player Token*), and then going clockwise in turn, each player selects and performs one action. The player places one of their Action Tokens onto an open Action Slot at the top of their Capital City Board. Once an action is selected, the player cannot perform that action again for the rest of the round unless granted by a Spell or ability. This process of selecting an action will be **done twice**, so each player will **use both of their Action Tokens**.



2. **Collection** - Once all players have completed the *Action Selection Phase*, they simultaneously **collect Resources** based on *Regions* they control (*see Collection, pg. 13*) and also **draw 1 Spell Card** into to their Spell Library. A player can only have 1 Spell Card in their Spell Library per level of their C.C.



3. **Round End** - After the *Collection Phase*, all players **remove Action Tokens and Serfs** from the Action Bar, placing them back into their Courtyards. Rotate 90° any Scribed Spells that have been cast. The **First Player Token** then rotates clockwise to the next player, and the next round begins (*see Round End, pg. 13*).



Phase 1 — Action Selection

On their turn, players place an Action Token on 1 unused action on the *Action Bar*. There are 2 categories of *Actions*:

- **Capital Actions** – *Actions* that can be "*Followed*" by other players using *Serfs* (*see Following Capital Actions, pg. 8*).



- **Command Actions** – *Actions* that, when selected, allow the player to "*Muster,*" using a Serf to immediately perform a second *Command Action* (*see Mustering a Command Action, pg. 10*).



Capital Actions:

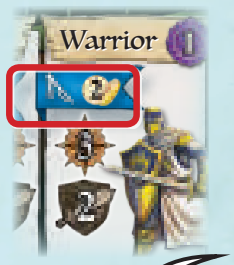
The **4 Action Slots** on the left side of the Action Bar are as follows:



Recruit Units

Pay Resources to recruit 1 new Unit. The cost to recruit is listed in the *banner* next to the Unit at the bottom of the C.C. Board.

*For example, a **Warrior** costs **2 Food** to recruit.*



After paying the cost, the Unit is **placed in the Courtyard**. **Only 1 Unit can be recruited with this *Action* each time it is taken.** *The exception is with Serfs: 3 Food may be spent to recruit 2 Serfs.* Each Warrior in play is worth (I) at the end of the game.



Recruiting Heroes and Vessels:

Players can recruit Heroes and Vessels if certain Buildings are built in the Capital City (*see Build, next page*).

*For example, to recruit the **Paladin**, the **Cathedral** must be built, and only then can **3 Food and 2 Ore** be paid to recruit him, adding him to the Courtyard.* Each Hero in play is worth (II) at the end of the game.



Heroes' Abilities

Each Hero comes with 3 unique abilities, as noted on their **Hero Card**. Each ability is aligned with (I), (II), and (III), which are unlocked by upgrading your current Capital City Level (*see Build – Upgrade Capital, pg. 7).*

Note: In the event that abilities conflict with the game's rules, the abilities always takes precedence.



Placing Vessels on the Map:

When *Recruited or Built (see below)*, Vessels are placed on the Map, not into the Courtyard:

- **Sea Vessels** must start docked on the ***Shore*** of your Capital City Region, which is the border between the Land Region and its adjacent Sea Region.

  Note: docked Sea Vessels are considered to be in the Land Region NOT the Sea Region.

- **Air Vessels** start fully in the Capital City Region.



Boarding Vessels:

Units may be exchanged freely between the Vessel and the Land Region it occupies or whose Shore it is docked with *(in the case of Sea Vessels)*. That includes boarding from the Courtyard into the *Vessel* if it is in the Capital City Region. **Each *Vessel* has a maximum capacity of 2 Units**, as listed on the C.C. Board. Vessels cannot be boarded while moving.



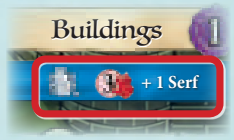
Maximum of 2 Units in a Vessel



Build

Pay Resources to:

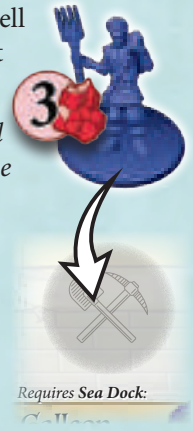
- Build a **Vessel** in the C.C. Region (*required Building needed*). Building a Vessel is the same as *Recruiting* a Vessel, except a *Build Action* is used (*see the rules for Vessels above*).
- Build a new **Building** on the C.C. Board
- **Upgrade** the Capital City to the Next Level
- Build a **Tower**



Build a New Building:

Pay **3 Ore** and then move a *Serf* from the *Courtyard,* placing it onto the **Worker Space** underneath the Building. This indicates that it is built, and now the player has access to its abilities listed above as well as the *Hero* or *Vessel*, pictured below, now being available to recruit (*or build in the case of Vessels*) during a future action.

*For example, paying **3 Ore** and using a **Serf** to build the **Sea Dock** will allow a player to recruit a **Sea Vessel** in the future, as well as unlock the Sea Dock's abilities.*



Each Building unlocks new abilities as the Capital upgrades. **The Serf used to build the Building MUST stay on this Worker Space for the remainder of the game** and cannot be used in any other action, nor can it be destroyed or sacrificed. Each completed Building is worth 1 at the end of the game and each Serf occupying a building Worker Space still offers its 1 when defending a Battle in your Capital City Region (*see Battling, pg. 11*).

Phase 1 — Action Selection, Capital Actions

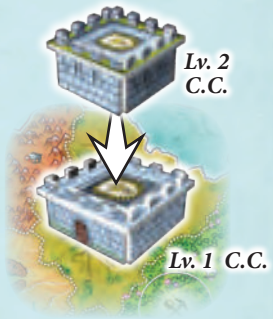
Upgrade the Capital City to the Next Level:

Pay the Resources listed in the next level's *banner* on the C.C. Board. To signify the new level, stack the **next smaller C.C. Construct** from the supply on top of the existing C.C. Construct.



*For example, with a **Capital City Lv. I**, a player pays **4 Ore, 4 Mana, and 4 Food** to upgrade their **C.C. to Lv. II**, then placing the second C.C. Construct on top of their Capital on the board.*

Upgraded Capitals unlock new abilities with Buildings and Heroes as listed on the C.C. Board and Hero Cards. It also increases the C.C.'s Strength (), the numbers of Towers and *Spell Cards* a player can have and *Scribe*, and the the Capital City is worth at endgame.



Build a Tower:

A player may build a Tower in a Land Region where they have a Serf present. **The cost of building a Tower is 1 Ore for EACH *Land Region* away from the Capital City the target *Region* is**. This distance should be the minimum number of *Land Regions* it would take a Unit to March there (*see Command Action - March, pg. 9*).



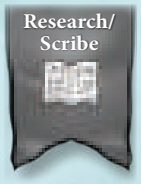
When a Tower is built, **reveal**, but do not resolve, all the **face-down Land Exploration Tokens** in the *Land Regions* adjacent to the Tower that are on the same *Continent* as the Tower. The tokens are resolved when another Unit enters those Regions.

Unlike when building a Building, the Serf is not required to stay in that Region; they are treated as a normal Unit.

*For example, this player has a Serf in this Mountains Region and is building a **Tower**. They count the Land Regions away from their C.C. and it comes to **4 Regions** (Ferry Routes make Land Regions adjacent, see Ferry Routes, pg. 9). The player pays **4 Ore** and places a Tower into this Region. Then reveals the face-down Exploration Tokens in all adjacent Land Regions on the same Continent.*

A player with a Lv.1 Capital City may only build **1 Tower**. As the C.C. is upgraded, more Towers may be built, 1 additional Tower per Level (*listed on the C.C. Board*). Players are also limited to building only **1 of their own Towers on 1 continent** (*in 2-player games, a player may have 2 Towers on 1 Continent*). Multiple Factions' Towers may occupy the same continent. A Tower may never be built in a *Capital City Region* with a Capital City Construct. Towers have a ***Natural Strength*** of and may not move (*unless an ability allows it*). They are each worth 1 per *Land Region* away from that player's C.C. at the end of the game.

Phase 1 — Action Selection, Capital Actions



Research or Scribe Spells

Researching allows players to build an arsenal of powerful Mana Spells. Select the *Research Action* to choose from **2 separate options**:



1. <u>Conjure Spells</u> – **draw 3 Spell Cards** from the Spell Deck. Then choose which cards to keep in the player's **Spell Library** (*a hand of Spell Cards*) and which to discard. Note that there is a **Spell Library Hand Limit** based on the player's **C.C. Level**. When finished Researching, discard Spells (*from those you drew and/or from those already in your Spell Library*) until the number of Spells in your Spell Library is equal to your current Hand Limit.

   *For example, a player with a Lv. 1 C.C. and **1 card in their Spell Library** takes the Research Action. They **draw 3 Spell Cards** and compare them with the Spell Card they already have in their library. They choose to **replace that card** with one of the new Spell Cards drawn, discarding the other 3 face-down to the discard pile.*

2. <u>Scribe a Spell</u> – take 1 Spell Card in your Spell Library and **permanently place it face-up in a *Scribed Spell Slot*** on the right side of the C.C. Board. Scribed Spells cannot be discarded at any time. Players may have only as many scribed Spells as the level of their Capital City. A Lv. 2 C.C. allows a player to have 2 total Scribed Spells. Players may only Scribe Spell Cards labeled "***CAST***." They may never Scribe Spell Cards labeled "***COMBAT***" or "***INTERRUPT***." Each Scribed Spell is worth 1 at the end of the game.

   For example a player with a Lv. 1 C.C. and 1 Spell Card in their Spell Library takes a Research Action. They **scribe their Spell Card**, *placing it into the **Lv. 1 Scribed Spell Slot**.*

The cards you choose are kept in your **Spell Library** or **Scribed Spell Slots** to be *Cast* in later actions (*see Command Action – Cast, pg. 10*). **Scribed Spell Cards are NOT discarded when they are Cast, nor can a player willingly discard one.** When the Spell Deck runs out, shuffle the discard pile and form a new deck.

Spell Card Types

There are 3 types of Spell Cards which are labeled on the card:

CAST

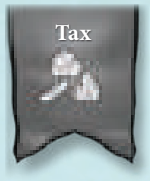
Require you to select the ***Command Action: Cast*** to use (*see Casting a Spell, pg. 10*). These Spell Cards are the only Spells that may be *Scribed*.

COMBAT

May only be Cast during a Battle (*see Battling, Pg. 11*). Cannot be *Scribed*. Combat spells may not be copied with a *Copy Spell* card by a player not involved in the current Battle.

INTERRUPT

May be used immediately after an enemy player has *Cast a Spell*. Cannot be *Scribed*.



Tax for Resources

Select the *Tax Action* to **gain one type of Resource**, the amount of which is labeled in the **Tax Track** located in the bottom left of the Game Board.



The player chooses one of the 3 Resources and immediately gains the amount listed on the slot that the Resource's Token is in. The slots are labeled "*4*," "*3*," and "*2*."

*For example, a player takes a Tax Action to gain **4 Mana**, since the Mana Token is in the "4 slot."*

After *Taxing* is complete (*including Followed Actions*), the Resource Tokens **advance**; the token in "*slot 2*" moves to "*3*," the "*3*" to the "*4*," and the "*4*" then cycles back to the beginning "*2*" slot.

Following a Capital Action

When a player selects a *Capital Action*, other players may choose to "***Follow***" the same action. To *Follow*, the player must have that **Action Slot open and have an available *Serf* in their *Courtyard***. Move a *Serf* from the Courtyard and place it in that Action Slot. That player may perform the selected action, even though it is not their turn. Only *Capital Actions*, not *Command Actions*, may be followed.



Following another player's Build Action

Serfs in the Action Bar cannot be used for any other Actions this round, cannot be targeted or sacrificed in Battle and cannot be the target of any Spells, but they do offer their Strength value if the Capital City is attacked.

Serfs must remain in their Action Slots until the end of the round. This fills that Action Slot for the remainder of the round and that action may not be taken again, neither by following with another Serf nor by taking a traditional action with a Faction Token.

Note: To keep the game moving smoothly, it is important for any players that are following to do so simultaneously. In the rare event that a conflict arises, resolve the actions in player order, starting with the active player.



Command Actions:

The **5 Action Slots** on the right side of the C.C. Board are as follows:



March a Unit or an Army

Move *1 to 5* Units from a **single Land Region**, called an "*army,*" into another Land Region. An army can consist of any number or combination of Units, from a single Serf to multiple Serfs, Warriors, and Heroes. **Regions have a limit of 5 Units per Faction after Marching, but not when an army is moving through a Region.**



The number of Regions a Unit may move in a *March* is called its **Speed (** **)** and is listed next to its picture on the C.C. Board. The army can only move as many Regions as allowed by the **lowest-Speed Unit**.

*For example, an army containing **2 Warriors** with* **1** *and a **Paladin** with* **1** *may only move 1 Region because of the Paladin's low Speed.*

Note: There are 2 March Action Slots, so this Action may be performed twice. It can even be performed twice during the same round by Mustering (see pg. 10), even by the same army.

Marching into Battle:



Armies must stop a March when they enter a Region with an opponent's Units, Vessels, Tower or Capital City. This ends a *March Action*, and it immediately results in a Battle between the two players (*see Battling, pg. 11*).

Towers are Adjacent to the Capital:



C.C. is always adjacent to a Tower

Each player's *C.C. Region*, and their Units in the Courtyard, are always considered to be adjacent to all *Regions* with the player's Towers.
Note: Towers are not adjacent to other Towers.

Exploring Land Regions:



If the army ENDS its *March* in a Land Region that has a face-down **Exploration Token**, it is immediately **revealed and then resolved** (see the Reference Sheet for outcomes). In a **Swamp Region**, 2 Exploration Tokens are revealed and resolved one at a time. Do not reveal the second token until the first is resolving. Armies may ***March* through** "unexplored" Regions without revealing their Exploration Tokens.

Ending a March in a Desert



Units cannot pass through a *Desert Region* in a single *March Action,* even if they have sufficient Speed to do so. They must end their *March* upon entering and may move out with a subsequent *March Action*.

Ferry Routes and Graticules:



Continents are connected by **Ferry Routes**, which link Land Regions together and separate Sea Regions. Two Regions connected by a Ferry Route are considered adjacent, and this is the only way for Land Units to travel across Sea Regions without a *Vessel*.

Graticules are the letters or numbers marked on the outside of the map that have matching pairs directly opposite from each other. Attached to Ferry Routes, these are considered connected and "*wrap-around*" to the opposite side of the map.

For example, this army uses **1** *to March north using the **"A" Ferry Route** into the southern continent's Region on the opposite side of the map.*



Sail a Sea Vessel

Using its Speed, the Sea Vessel may only sail into *Shore* and Sea Regions. *Shore* Regions are any Land Regions that border the Sea:

- Docked *Sea Vessels* must use **1** to first sail from Shore to Sea. A docked Sea Vessel may move into any Sea Region adjacent to that shore. Sea Vessels cannot move from one shore to another without first moving into a Sea Region.
- Use **1** to sail to adjacent Sea Regions separated by **Ferry Routes**.
- Use **1** to sail from a Sea Region to dock onto a Shore.
- Sea Regions on directly opposite sides of the board, between 2 Ferry Routes with at least 1 matching Graticule, are considered adjacent.

When a vessel is "docked" on a Shore, the Vessel is placed halfway between both the Land and Sea Region. Land Units on the Shore may freely board and exit the docked Vessel, however a Sea Vessel may not march with an army. Sea Vessels do not require Units aboard to sail.

Exploring Sea Regions:

If the *Sail* ENDS in a Sea Region that has a face-down **Exploration Token**, it is immediately **revealed and then resolved** (*see the Reference Sheet for outcomes*). In the **Central Sea Region**, 2 Exploration Tokens are revealed and resolved one at a time. Do not reveal the second token until the first is resolving. Sea Vessels may ***Sail* through** "unexplored" Sea Regions without revealing their Exploration Tokens.

Ending a Sail in the Central Sea Regions



Like armies Marching through a *Desert* Region, Sea Vessels cannot *Sail* through the Central Sea Region in a single *Sail Action*. They must end their *Sail* upon entering and may move out with a subsequent *Sail Action*.



Fly an Air Vessel

Using its Speed, an Air Vessel:

- May *Fly* through adjacent Land Regions, as if it were marching (*including between Towers and the Capital City*).
- May not use Ferry Routes.
- May *Fly* through Sea Regions, but may not end flight in a Sea Region.
- May *Fly* into a Sea Region to Battle a *Sea Vessel*, but if it survives it has only 1 to return to a friendly or unoccupied Land Region. If it cannot do this, the *Air Vessel* is destroyed.
- May pass through unexplored Land Regions, and also may end its flight to explore Regions with **Land Exploration Tokens**. However, if there are no Units aboard the vessel and the token's outcome requires the player to lose a "Unit," the player must lose the *Air Vessel*.
- May not explore Sea Regions.
- MUST stop in a Region with enemy Units or Structures to Battle.
- May *Fly* through a *Desert* Region WITHOUT stopping.



Flying over 2 Sea Regions and ending flight in a Land Region

Like the *Sea Vessel*, the *Air Vessel* may carry passenger Units which can freely board and exit the vessel if sharing the same Region but not in the middle of a *Fly Action*. Air Vessels do not require Units aboard it to fly.

Note: Air Vessels may not move using a March Action.

Flying Through the Central Sea

The Central Sea Region counts as 2 Regions when flying, so it requires 2 to fly an Air Vessel through it.





Cast a Spell

Reveal **1 Spell Card** from your **Spell Library** (*hand of Spell Cards*) OR select **1 Scribed Spell.** Then pay the cost of **Mana** (1) listed in the upper left corner, and perform the action listed on the card.



Casting immediately gains the ***Victory Points*** (1) listed in the upper right of the card for the player that cast the Spell (*advance Score Token*). A card *Cast* from your Spell Library is discarded.

Only Spells labeled "CAST" may be used in a *Cast Action*. "COMBAT" Spells may only be used in Battles, and "INTERRUPT" Spells can be used any time an enemy casts a Spell. Unless stated otherwise, **Capital City Regions and Units inside cannot be affected by enemy Spells.** However, while in a Battle within a Capital City Region, Combat Spells may be used.

Casting Scribed Spells

A Spell in a Scribed Spell Slot may be used instead of one from the Library, and only when it is pointing upward in the "*Ready*" position (***1***).



After casting, rotate the Scribed Spell Card upside down (top pointing down) to designate it as "Exhausted" (***2***).



During the Round End Phase, all Scribed Spell Cards that are not "Ready" rotate once 90° counter-clockwise. "Preparing" Spell Cards (***3***) will rotate so that the top is facing up (these Spells are now "Ready" to be Cast again during the following round). Then "Exhausted" Spell Cards will rotate so that the top is facing to the right. *These Spells are now "Preparing" and will be unavailable to Cast during the following round. They will rotate again to "Ready" during the next Round End Phase.*



Mustering a Command Action

After a player selects a Command Action and resolves it, they may immediately "Muster" a second Command Action by placing 1 Serf from their Courtyard into an open Action Slot. Only Command Actions may be Mustered. Fully resolve each action in the order they are taken. *For example, you could March, then Muster and cast a Spell. Or even March twice (with the same or different armies) using a Muster to use both March Actions.*



Battling:

When an army or Vessel moves into a Region with enemy Units or Structures, its movement ends and a Battle occurs. One player's army will be victorious and allowed to remain in the Region, but the other army must leave and possibly lose Units. **The player who initiates the Battle, called the *attacker*, immediately gains** 1 (*advance the Score Token*).

Note: a player who uses an ability to move enemy Units into a Region with their own Units is still initiating the Battle and considered the attacker.

Total Each Army's Strength:

Both players total the **Strength** ( ) of all the Units, Vessels, and Structures in the Battle:

1. The "***Natural Strength***" is the value as listed beside the Unit's picture on the Capital City Board, or its card, before bonuses are considered.
   *For example, a Paladin has a **Natural Strength** of .*
2. Next add in all **ability bonuses** of Heroes, Vessels, and Structures that increase Strength. Defenders apply their abilities first, then the attacker.
   For example, the Paladin's ability "+ if at least 1 Serf is in his army" makes the Paladin since his army has Serfs.
3. **Cast 1 Combat Spell** to add to an army, decrease from an enemy army, or destroy enemy Units. The *defending player* always casts a Combat Spell first. Once defender does so or announces that they are not casting, the *attacking player* may then cast a Combat Spell. The *defender* may not cast a Combat Spell after the *attacker* has, however **Interrupt Spells** may still be cast.
   For example, the attacking player casts Rage which says "Before Tactic Cards are chosen, gain ."



In this example, the attacking Human army is in the Plains Region:

- **has a *Natural Strength* of :** *1 Paladin, 1 Warrior, and 2 Serfs.*
- **+ *from bonuses*** *from the Paladin's ability and the Cathedral's ability ("Warriors are + if Battling in the Plains Region").*
- **+ *from casting*** *the Combat Spell "Rage."*

The total Strength of the Human army is now:

The defending Orc army:

- ***has a Natural Strength of :*** *2 Warriors.*
- **+ *in bonuses*** *from the Blood Tent's ability ("Every Serf in your enemy's army grants +") and the Barracks' ability ("Your Warriors are +")*
- *The Orc player casts "Magic Arrow" ("Destroy 1 Warrior or Serf") instantly destroying the Human Warrior.*
- ***The total Strength of the Orc army is now:***

Since the Human army loses its Warrior to Magic Arrow, its total is now:

Select a Tactic Card to Play:

After totaling the Strength of their armies, both players gather their **hand of 7 Tactic Cards**, and each secretly selects one card to play which adds a bonus to their army's Strength. In the event that one or both players have no Units or Structures remaining in the Region due to spells or abilities, the Battle ends and no Tactic Cards are played. The amount of added is listed in the upper left of the card, as well as any bonus or effects listed below if against a specific card chosen by the enemy.

Note: The Conscripts Tactic Card may change the composition of the Armies, which may change the ability bonuses of the Heroes, Vessels, and Structures. Win or lose, each player must pay the cost of the Tactic Card, and each player gains the listed on the Tactic Card they played. If both players played Conscripts, the defender resolves it first, then the attacker.

When players select a Tactic Card, they must factor in these **two rules**:

- The player **MUST be able to afford the cost of the Tactic Card**, as noted on the upper left of the card, and MUST Spend the appropriate Resources AND/OR **Sacrifice Units** (*see below*).
- Some Tactic Cards may only be played by an *attacking* or *defending* player, and some may not be played if there are only Serfs in the army and no Structures.

Note: If a player cannot pay the cost and meet the requirements then their card is ignored and considered a . A player may NOT choose to not pay the cost of their selected Tactic Card and ignore it if they can afford to pay the cost, in Resources and/or in Units. If a Tactic Card or other ability cancels your Tactic Card, you do not have to pay the resource cost, nor do you gain its VP (positive or negative).



In this example, players simultaneously reveal Tactic Cards:

- *The Human army with reveals the **First Strike Tactic** and pays **4 Mana** to use it, so their **final total is and the player gains** 2.*
- *The Orc army with reveals the **Charge Tactic Card** and must pay **6 Mana** to use it even though they only have **4 Mana**. They intend to **sacrifice 1 Warrior** ( ) to pay the difference (see Sacrificing Units in Battle below). Since the enemy played First Strike, the Orcs receive a bonus, and their **final total is and the player gains** 3.*

With the higher strength (15 vs. 12), the Orc army is victorious, but now that the Battle is resolved the Orc army must lose a Warrior to finish paying the cost of their Tactic Card.

Sacrificing Units in Battle:

Players may choose to sacrifice one or more Units (*not including Vessels*) to help pay for the cost of a Tactic Card (*even if they have enough resources to pay for the Tactic Card without sacrificing*). The ***Natural Strength* of the Unit** sacrificed can go toward paying the cost of the Tactic Card. The Strength values of Sacrificed Units are still counted toward the army's total Strength. **Lay Units on their sides to signify that they are being sacrificed.** After the Battle resolution begins but before Damage is assigned, Sacrificed Units are removed from play, considered destroyed in battle, and returned to their owner's supply. ***Only Units (except for Vessels) may be sacrificed. Neither Vessels nor Structures may be sacrificed.***



Sacrificed Unit laid on its side

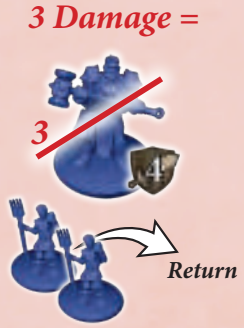
Phase 1 — Action Selection, Battling

Resolving the Battle:

The army with the highest value wins, with **ties going to the defender**:

- The ***winning army*** remains in the Region and loses no Units, except for Sacrificed Units (*if any*) to pay for their Tactic Card.
- The ***losing army:***
  - **takes "Damage"** and must lose Units and/or Structures whose ***Natural Strength* totals at least half of the the losing army's Natural Strength (*rounded up*)**. Natural Strength of the loser's army is calculated AFTER removing any Sacrificed Units. Damage is deducted from each Unit, Vessel, or Tower's own Natural Strength, and the losing player may choose which Units are lost. **Any Tower MUST be lost first since it may not remain in the Region with enemy Units and may not be moved to your Capital City.**
  - Damage must be assigned completely to one Tower, Unit, or Vessel before the rest of the damage is assigned to remaining Units or Vessels.
  - If a Structure, Unit, or Vessel takes any damage at all, *even 1*, it is destroyed. ***Destroyed Units are returned to the supply.***
  - Any remaining Units must be returned to that player's Capital City or a Region containing a Tower they control.

In the example, the winning ***Orc army remains in the Region****, after losing their sacrificed Warrior. The losing Human army suffers damage equal to half its Natural Strength of (1 Paladin and 2 Serfs), so it takes Damage. The Human player decides to lose the Paladin, because his 4 Natural Strength more than covers the 3 Damage dealt. The Paladin is returned to the player's supply and can be recruited again on a future Recruit Action. The remaining 2 Serfs must be returned to their Capital City or a Region in which that player controls a Tower.*



Battling with Towers:

Armies may Battle in Regions with Towers, which have a *Natural Strength* of (*counts toward your army's Natural Strength for purposes of Battle and determining Damage*). Towers are also considered adjacent to the Capital City's Courtyard, so a defending player may use the ***Conscripts Tactic*** to move Units from their Courtyard into the Battle. If the defending player loses the Battle, the Tower MUST take damage first before all other Units or Vessels in the army. Towers are then "destroyed" and returned to the supply. A destroyed Tower may be built again on a future *Build Action*.



Battling with Vessels:

Vessels Battle from either air or sea. They may Battle without passengers aboard, but if carrying passengers be sure to add both the of the Vessel and any Units aboard together. Sea Vessels Battle Land Units in the Land Region whose Shore it docks on.

Battling a Capital City:

To achieve the "***eXterminate Objective,***" players may Battle an enemy's Capital City. To total the Capital City's Natural Strength:

- Add listed for the Capital City's current Level only.
- Add from any Units in the Courtyard and Action Bar along with their bonuses.
- Add of any Vessels in or docked on the *Shore* of the Capital City Region.
- Add of any Serfs in any completed Buildings' Worker Spaces.
- Towers are considered adjacent to the Capital City so any armies in Regions with your Towers may be moved into the Battle using the *Conscripts Tactic Card*.
- *Note: Your Capital City can hold any number of Units and is not subject to the normal limit of* ***5 Units*** *per Faction.*





For example, this Capital City is Lv. 3, so it naturally has . There are 3 Serfs, 1 Warrior, and a Paladin (has a bonus ability) in the Courtyard and Action Bar, so together with bonuses they have . A Sea Vessel docked on the Shore Region has . The 3 Serfs on Buildings' Worker Spaces together have . ***Therefore added togehter, the total Strength of the Capital City before Tactic Cards are chosen is .***

If a player's Capital City is destroyed, that player is immediately eliminated from the game. They do not participate in end game scoring and their total **score is 0**. **Remove all their Units, Vessels, and Structures from the Game Board.**

The player who destroys the Capital City gains 5 in addition to points from starting the Battle, their Tactic Card, and Combat Spell (*if any*)**.**

Note: Abilities and Spells performed by enemy players cannot affect the Capital City from OUTSIDE, but during a Battle INSIDE the Capital City Region, abilities can take effect. For example, an enemy player cannot cast "Earthquake" and cause another player to lose Units from their Capital City. But, if they were in a Battle with the Capital City, they could cast "Fireball," causing a loss of Units there. Spells and Abilities, even during a Battle in the Capital City, cannot remove Serfs from the Action Bar or Building Spaces, nor can those Units be Sacrificed to pay for Tactic Cards.

Phase 2 — Collection

After all players have performed two actions, completing the Action Selection Phase, then players simultaneously:

1. **Collect Resources** – gain Resources from controlled Regions. A Region is controlled by the player having at least 1 Unit or Structure there. Certain "Resource Regions" yield a single type of Resource:



Mountains yield Ore



Forests yield Mana



Plains yield Food



Swamp, Desert, and Capital City Regions yield NO Resources and are not Resource Regions.

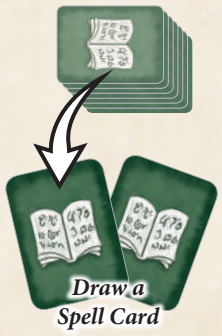
Each controlled Resource Region yields 1 Resource of its kind. In addition, Resource Regions also contain "Worker Spaces" where 1 Serf may be placed to collect 1 additional Resource from that Region. If a Tower is in a Resource Region, it collects 2 additional Resources.



For example, this player collects:

- ***2 Ore*** *(1 controlled Mountains, with 1 Working Serf)*
- ***4 Mana*** *(2 controlled Forests, one with 2 Working Serfs and one with 1 Warrior)*
- ***6 Food*** *(2 controlled Plains, one with 1 Working Serf and one with 1 Working Serf and a Tower)*

2. **Draw a Spell Card** – Each player draws **1 Spell Card from the Spell Deck** and adds it to their **Spell Library**. Then if any player has more Spell Cards than allowed by their Spell Library Hand Limit (*equal to their Capital City Level*), they choose a Spell Card to discard face-down. Remember that Scribed Spells do not count against your Spell Library Hand Limit.



Phase 3 — Round End

After *Collection*, all players return Serfs and the Action Tokens in their Action Bar back to their Capital City's Courtyard. Rotate any Scribed Spells:

- "Preparing" (*sideways*) 90° counter-clockwise to "Ready."
- "Exhausted" (*upside down*) 90° counter-clockwise to "Preparing."

Then pass the **First Player Marker** to next the clockwise player, and then start the next round.



End Game

The end of the game is triggered if any of the four "***X-Objectives***" is achieved. Once one is achieved during a game round, finish the current round and then play one additional full round, which will be the final (*in a 1-2 player game, if a player triggers the end through eXterminate, the game immediately ends*). The end of the game cannot be "un-triggered," even if conditions for the X-Objective are no longer met. After the final round, players total up their final ***Victory Points***. The *X-Objectives* are as follows:

- **eXplore** – All Land Exploration Tokens in the game have been revealed.
- **eXpand** – All of a player's Serfs and Warriors are in play.
- **eXploit** – All 3 of a player's Towers are in play.
- **eXterminate** – A player has destroyed another player's Capital City.

Final Scoring

Players total their final scores. In addition to their current scores from casting Spells, Battling, and certain Exploration Tokens, players now **advance their Score Tokens**:

- for each recruited **Unit** and **Vessel** in the game (*not in the supply*) as listed on the Capital City Board.
- for each completed **Building.**
- for each built Tower (*per Land Region away from the C.C.*).
- for the final Capital Level as listed on the C.C. Board (*no if at Lv. 1*).
- for each Scribed Spell.
- for each Land and Sea Region you control at the end of the game (*not including your Capital City or Shores*). A Region is controlled if a Unit or Structure is present in that Region.
- **Bonus from** Buildings abilities as listed on the C.C. Board.
- **Bonus** from certain **Exploration Tokens** in controlled Regions.

In the event of a tie, the tied player with the highest total resources wins the game (based on the sum of all 3 resource types). If the game is still tied, enjoy the shared victory.



Read Winning Faction Lore

After determining a winner, the winning player reads their Faction's **Victory Lore** aloud (*see Faction Lore, pg. 18-19*).

Solo Play Variant

In this variant, you go head-to-head with an A.I.-controlled *Faction*, called ***the Enemy***. The Enemy controls 3 armies, each led by one of its powerful Heroes. These Heroes each have powerful abilities, and will offer you a serious challenge!

Components and Setup Changes



8 Solo Action Cards

Capital City Board: Solo Enemy Side



After you have selected your *Faction*:

1. Randomly select the *Faction* for the Solo Enemy.
2. Gather that ***Faction's* components** as if it were a normal game. Flip the Enemy's C.C. Board to the ***Solo Enemy* side.** The Enemy does not need Hero Cards, as the Enemy Hero abilities are listed on the Solo C.C. Board.
3. Place the **3 Hero Units** into the Enemy's Courtyard. DO NOT place 2 *Serfs* or 1 *Warrior* into the Courtyard.
4. Place all **3 Resource Tokens** onto the "3" space of the Resource Track.
5. Place **1 Action Token** on the "*Start*" space of *Capital City Track*. The other Action Token is removed from the game.
6. Shuffle the **Solo Action Cards** into a deck and place it face-down next to the Enemy C.C. Board.
7. The Enemy DOES NOT require Spell Cards. Do not deal cards to it.
8. All other *Faction* components are set up in the supply as normal. After you have placed your own Capital City, choose the Enemy's Capital City Region on an adjacent Continent.

Gameplay Overview

The game is played in a series of rounds as normal until one of the "***X-Objectives***" is achieved, triggering the end of the game.

Each game round, the *Action Selection Phase* goes as follows:

1. The Enemy **draws a Solo Action Card**, and **performs that action** with its first *Hero* (1).
2. You perform your **first action** (*the Enemy cannot Follow*).
3. The Enemy draws a card and performs that action with its second *Hero* (2).
4. You take your **second action** (*the Enemy cannot Follow*).
5. The Enemy draws a card and performs that action with its third *Hero* (1).

In this manner, you will perform 2 actions as normal, and the Enemy will perform 3. After all these actions are taken, the *Collection Phase* occurs, where Resources are collected as normal, and after *Resolution,* a new round begins.

Action Selection Phase - Enemy Draws Cards

Draw the topmost Solo Enemy Card and assign it to the leftmost Hero Slot at the bottom of the Capital City Board. That action will be performed by that Hero. The Enemy does not have a normal Action Bar like you do, so the Solo Enemy Cards and the Hero's card slots act as the Enemy's actions.



If the Enemy is able to perform the listed action by meeting its requirements, they MUST do so. However, if they cannot because of insufficent Resources or lacking a necessary requirement, it is considered a "***Failed Action***." Instead that Hero performs a **Move Action** (*see next page*).

***If ever there is a single Solo Enemy Card in the deck**, instead of drawing it take that card and ALL cards in the discard pile (not cards in Hero Slots) and shuffle them together. Place them face-down to form a refreshed Solo Enemy deck.*

Collection Phase – Discard Cards

After the Enemy has drawn 3 cards and performed (*or failed*) 3 actions, it is time for the *Collection Phase*. The Enemy collects Resources just like a normal player (*see Collection, pg. 13*). Then discard all 3 cards from the Hero Slots into a face-up discard pile nearby.

Solo Action Cards – The Actions

Listed at the top of the Solo Action Card is the type of action and whether or not you may Follow it. Also listed are the specifics and requirements for the action, and what constitutes a Failed Action. Note that abilities from the Heroes or from the Capital City may alter the normal rules of these actions.





<u>Recruit</u>: The Enemy pays Resources to recruit 1 Unit. Units are recruited in **priority order**, meaning if they can not be recruited then move to the next Unit in order:

1 *Air Vessel* > 2 *Sea Vessel* > 3 *Warrior* > 4 *Serf**

**Serfs can only be recruited 1 at a time, not 2.*

New Units are placed in the Region of the Hero who performed the action, and will now be part of that Hero's army. If a Unit cannot fit in that Region due to the 5 Unit Limit a Region has, then it is placed in the Capital City. If the Hero is in the Courtyard, place new Units there.

This action will fail if the Enemy does not have the required Resources available to recruit any Unit OR if no Units are available in the supply.

Build: There are 2 different "*Build*" Solo Action Cards:

- **Capital City Track:** The Enemy upgrades its entire Capital City by advancing an Action Token on a 6-space track, which marks its Capital City Level. The Enemy MUST pay the Ore amount listed on the next open space. If it reaches the end of the track, it triggers the end of the game. Increasing the Capital City Level grants more strength, VP, Constructs, and special abilities.

This action will fail if the Enemy does not have the required Resources available.

- **Towers and Vessels:** The Enemy pays Resources to build 1 feature. Units/Towers are built in **priority order**, meaning if they cannot be built then move to the next Unit in order:

Tower > *Air Vessel* > *Sea Vessel*

Towers are placed in the Region of the *Hero* who took the action. Just like a normal player, the Enemy may not build more Towers than its Capital City Level allows, and a Serf is required to be in the Region to build a Tower. When the Enemy's Tower reveals all adjacent Exploration Tokens, those tokens are collected and placed on the designated space on the Enemy's Faction Board.

Vessels are placed in the Region of the *Hero* who took the action. In the case of a *Sea Vessel*, the Hero must be on a Shore Region. If it's not on a Shore Region, the *Sea Vessel* will be built in the Capital City instead. The Enemy will try to fit as many Units in the Vessel as possible, prioritizing Heroes first, then Warriors, then Serfs. If the *Hero* is already in a *Vessel*, the new *Vessel* is placed in the Capital City.

This action will fail if the Enemy does not have the required Resources available.

Research: Unlike you, the Enemy does not need to collect Spell Cards. It has 3 Spells already at its disposal, 1 for each Hero. It will actually cast a Spell instead of taking a normal Research Action. The Enemy will gain the *Victory Points* shown and the Spell will take effect.

Spells cast by the Enemy can still be interrupted by player Spells. If a Spell is copied and turned against the Enemy, the player may make choices for the Enemy. Such as which Unit or Resources the Enemy loses.

This action will fail if the Enemy does not have the required Resources available to cast a Spell. If a Spell is useless (*such as a Spell that affects the area around a Hero, but there are no player Units around to be affected*), **the Spell is still cast and the Enemy gains the Victory Points**.

Note: When a Research Action is taken, the player can follow it as if it was a normal Research Action.

Tax: Immediately collect the listed amount of Resources in every slot on the *Tax Track*, and then after the player follows, if they do, cycle the Resource Tokens like normal. **This action cannot fail, and this Hero will then move afterward.**

Solo Play Variant

Attack: All Units in this Hero's Region move up to 2 regions to Battle the player. The Enemy can move in any direction and that the compass is ignored except for breaking a tie between two eligible targets of equal strength. However, they will only attack if the Natural Strength of the player's army is less than or equal to the Natural Strength of the Enemy Hero's army. If there are multiple player armies within range, the Enemy will attack the weakest. Ties for choosing the weakest army are broken by referring to the movement compass, and going clockwise, then choosing the first army it can reach. The Enemy also gains 1 for starting a Battle.

This action will fail if there are no player armies within 2 Regions of the Hero, or the armies are stronger than it.

Battling with a Solo Enemy

When Battling, **you first choose your Tactic Card**. Then, draw and reveal 1 Solo Action Card, noting the Strength value listed at the bottom.



*For example, if the Enemy's Tactic Card is **First Strike**, it would cancel your Tactic Card if you chose **Conscripts**.*

This value is added to the Enemy army's total Strength. In addition, a Tactic Card is listed, which is different depending on whether the Enemy is *attacking* or *defending*. This Tactic Card DOES NOT add additional Strength to the Enemy's army nor does it grant VP (*only the Solo Action Card does*), but it may change the result of your Tactic Card.

Note: If your Tactic Card cancels the Enemy's Tactic then the Solo Action Card's added Strength is cancelled as well.

If the Enemy loses a Battle, they lose Units like a normal player, but weak to strong:

Serfs > *Warriors* > *Air Vessel* > *Sea Vessel* > *Hero*

Any surviving Units return to the Capital City Courtyard. In the event that a *Hero* is destroyed, it immediately respawns in the Courtyard.

Moving a Hero if an Action fails

If the Enemy's chosen action fails, then that Hero and its army will move. The Hero and all Units in its Region will move in the direction based on the compass on the Action Card (*orient the compass to match the one in the top-left corner of the Game Board*).



The Hero's army moves in the designated direction, if it can. If it cannot, it will circle clockwise until it finds a Region that it can move into. When using the arrow, reference the center of the region and draw the line from there. If in doubt, go clockwise.

Solo Play Variant

Moving Continued...



A. The army moves to the West Region

B. The army moves to the South Region

C. The army cannot move into the Sea Region, so the pointer rotates clockwise until it points to the Southeast Region

When the Hero moves:

- Its army always moves .
- The golden rule for deciding movement is that if the Unit cannot move properly in the direction of the arrow shown, continue moving the direction clockwise until it points to a Region it can move into.
- If moving from a Capital City, it will take all available Units in the Courtyard without exceeding 5 Units. It will take as many available Warriors as possible, however the army MUST have at least 1 Serf if possible.
- If an empty *Vessel* is present in the Hero's region, the Hero boards that *Vessel* and then moves, taking 1 other Unit aboard if one is available (*prioritizing Warriors over Serfs*).
- It CANNOT move back into its Capital City or into a Region with another of its Heroes (*only 1 Enemy Faction Hero per Region*).
- If the army moves into a Region that you control, it results in a Battle (*see Battling, on previous page*).

Collecting Exploration Tokens

If the Hero **passes through or ends movement** in a Region with Exploration Tokens, the tokens are immediately taken and placed in a pile on the labeled section on the Enemy C.C. Board. The outcome listed on the Tokens do not matter. The Enemy gains 1 immediately for each Token collected.

Moving on Ferry Routes

If the movement arrow is in the same direction as a *Ferry Route*, then the Enemy army will move along the *Ferry Route*. If the *Ferry Route* has multiple branches, the Enemy army will take the one that **does not use a *Graticule***, a letter or number that wraps around the Map.



Moving Aboard Vessels

Heroes aboard *Air* and *Sea Vessels* move differently:

- the *Vessel* always moves .
- a *Vessel* and its occupants move alone and not as part of a Land army. Any Units left behind remain in their Region.
- the *Vessel* may still collect *Exploration Tokens* when passing through Regions.

Enemy Air Vessels:

- Will not move using *Ferry Routes* or *Graticules*.
- Can move through the center Sea Region, counting it as one Region, but MAY NOT stop there.
- If their second movement would end in a Sea Region, they do not move there and instead move into the next "clockwise" Land Region.
- End movement immediately if entering a Region you control, which results in a Battle.

Enemy Sea Vessels:

- Can use Graticules and wrap around the Map if they continue in the card's compass direction.
- Can Dock and Undock from Shores without using movement.
- Stop in a Sea Region with your Sea Vessel and then Battle.
- After a second movement, will Dock at the Shore Regions pointed to by the compass on the Card.
- If ending movement in a Sea Region adjacent to Land Region(s) that you control, the Enemy Sea Vessel will Dock on the Shore with the lowest ***Natural Strength*** army and then Battle, even if not in the direction of the card and even if the player's army has a higher Natural Strength than the Enemy's army.
- *A General Note on Sea Vessel Movement: Since the map is organic in nature, some movement paths may be difficult to determine. When in doubt, the movement path may bend clockwise to determine the direction.*

Moving and Gaining Resources

The Enemy Hero collects 1 Resource of a Resource Region's type when it enters that Region. If moving results in a Battle, it must be resolved first (and the Enemy must win) before gaining the Resource. For the "Attack" Action Card and Air Vessels, the Hero potentially could gain 2 Resources.



Following a Solo Action Card

You may Follow a successful Solo Action as if it were a normal action (*except for Attack*). HOWEVER, if the Enemy's Action has failed, it may not be Followed. The Enemy does not Follow your actions.



Solo Game End

The game's end is triggered when either you or the Enemy has achieved one of the 4 ***"X-Objectives,"*** or if the Enemy has reached the end of their *Capital City Track*.

The current round is then completed, and then one more round is played *(if a Capital City is destroyed then the game is automatically over*). ***Victory Points*** are then totalled as normal, but note that the Enemy Heroes do not grant points.

Team Play Variant

In this epic variant, players gather in groups of 2 (*or 3 with the Order & Chaos Expansion*) in a war of alliances! Their powerful Factions have banded together in a campaign against their mortal enemies.

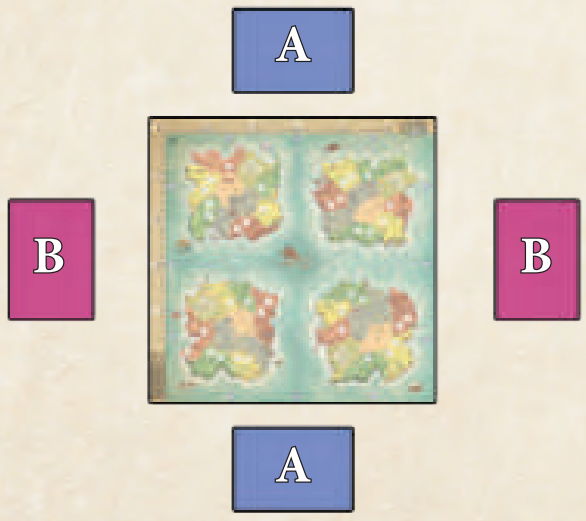
Components and Setup

Setup as you would for a normal game. Even as teams, players have their own Faction.

Player Seat Positions

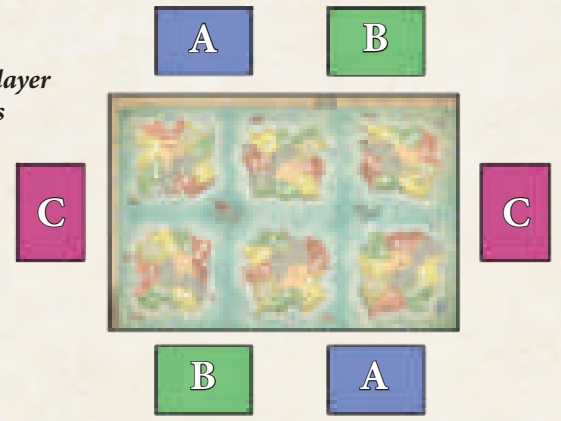
The Team Play Variant must be played as a **2 vs. 2 game** (*with two teams of 2*), or with the ***Order & Chaos Expansion*** as a **2 vs. 2 vs. 2 game** (*with three teams of 2*) or as a **3 vs. 3 game** (*with two teams of 3*). Players should decide their alliances before starting the game. These alliances will be permanent and cannot be broken. Members of the same alliance should not sit next to each other, and their seats should be alternated. So, the seating order should look like this:

2 vs. 2:



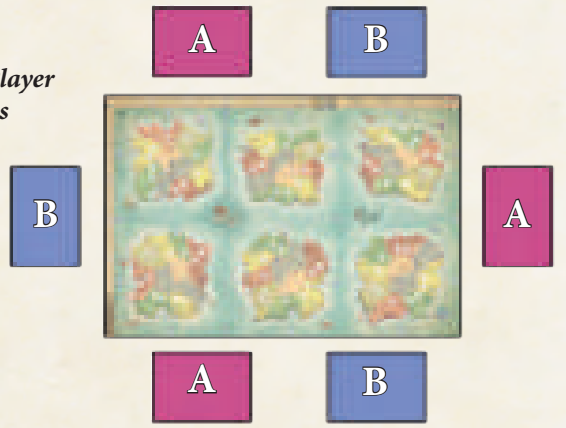
2 vs. 2 vs. 2:

Requires 5-6 Player Order & Chaos Expansion



3 v. 3:

Requires 5-6 Player Order & Chaos Expansion



Gameplay Changes

A team game is played primarily the same way as a standard game, but with the following changes:

- Players cannot attack their allies, and can **peacefully share Units in the same Region.** The allies can only have a collective total of 5 Units in a single Region**.** When this happens, **both players will gain a Resource from that Region.** However, Towers will only benefit the Faction that built it, and any Serf occupying a worker space only gains an additional Resource for the Faction it belongs to.
- When a *Tax Action* is taken, you may also give Resources from your supply, in any combination and at any time during the Tax Action, to an ally of your choice before or after you gain Resources.
- Ally Units in the same Region can move together, even if they belong to a teammate. When moving, a player can take any friendly Units in that Region with them, with their ally player's permission.
- If attacking with mixed Units, the active player chooses the Tactic Card and must pay for it. If defending in a Regions with mixed Units, the players in the team choose who will lead the Battle and select and pay for the Tactic Card.

End Game Scoring

When the end of the game is triggered, each team will combine the *Victory Points* of all team players. Regions are only counted once per team, so if a Region is shared then it only counts for one of the players. The team with the highest total wins.



Humans

All that is known for certain is that Humans, the youngest race, first sailed to Aughmoore from far away. The specifics of their homeland have been lost to time, but there are those who maintain that they are not native to this world. Pointing to the design of their water and aircraft, the few that have preserved the old ways claim the extraordinary vessels once traveled amongst the stars. Regardless of its exact origin, Human civilization has shown an unprecedented explosion in economic and cultural growth in its new home.

The originally nomadic Humans discovered an affinity for the open plains, and their territories now delineate the far-reaching meadows of Aughmoore. Families sit by firelight for hours contemplating the unobscured night sky as their children share their dreams of one day becoming a Paladin, a Human conduit of light and righteousness. Perhaps the spiritual connection they feel with the boundless heavens is indeed evidence that they once traversed the interstellar beyond.

This history has become tiresome, though, to the many Humans who now bathe in the luxuries of Mana. Goblets overflow in taverns with deep red wines artfully crafted from the finest combinations of sorcery and horticulture. Crops are as much conjured as they are cultivated, and the bounty is often lush and plenty enough to invoke impressions of an agricultural empire in even the smallest settlements' fields. Before the smoke rising from sacked villages clouded Aughmoore's skies, Human farmers ate like kings, and their royalty feasted like the Gods themselves.

War has fallen on Aughmoore, and the life of the king has been claimed by the murderous Elven Shadow Guild. With no named heir to the throne, preparation for impending battle now falls to the people. As mysticism is retrofitted for war, citizens of the Human alliance have reclaimed the old ways, harvesting their yield by sweat and stamina. Keepers of archaic naval tradition and members of the religious order alike have been called upon to defend the development of mankind. They strengthen their bodies and minds, ready to meet the contentious races that threaten their distinguished evolution with justice and swift, irrevocable retribution.

If you win with the Humans, read aloud:

Glory and gluttony return for Aughmoore's youngest race! Laelithar knew he was wise to withdraw his aid from the other races before the wars began. Now with control over all the farms and fields in the land, Humanity alone eats and drinks bountifully, ignoring the famished moans of those that remain of the other races, dying outside the Humans' high walls.



Orcs

After her failed first attempt to preside over Aughmoore, the bloody divinity Oghtaa schemed again to lay claim to the land. Opening the ancient Battle wounds beset by Norellia, the goddess of the mystic elves, Oghtaa bled from the heavens, coating the world in a thick crimson rain for a single day and night. The Blood Rain soaked deep in the earth, penetrating the very center of the world. From gore-sodden brimstone rose the repugnant Orcs.

It is the self-proclaimed right of the Orcs to rule over every last scrap of land touched by their mother's precious lifeblood. The Orcs look with disdain upon the pitiful beings resting comfortably along their once undisputed borders. Is it possible that they have forgotten the savage weight with which Orcish steel carves through muscle and sinew? They will be made to remember.

The Orcs march forth, driven by honor and glory through the rigors of battle. No worthy foe, neither foreign nor domestic, goes unchallenged. It is said that Orcs do not cry when they are born, but instead herald their arrival with a blood-curdling shriek, which deepens with every vanquished rival. Perhaps it was the thunderous roar of the battle-hardened Orcish warmongers that first commanded the attention of the Dragons. The two races, long separate, have found in each other a burning seed of violence.

Now in alliance, Orcish footsteps fall to the beat of dragon wings, forging a symphony that inspires greater terror than the very calamity of Hell's open maw. Those that do not flee will crumble under the indomitable force of the Orc army, exterminated as is the fate of all decrepit pests. For those that do flee, few shadows and crevices remain in which to hide from the reign of the Orcs' thirsting blades. Soon, there will be no opponent nor territory in all of Aughmoore that does not lie under the heavy boot of the blood-bred Orcs.

If you win with the Orcs, read aloud:

After many hard-fought Battles, the Orcs have shown no mercy to the inferior races and now they alone reign over Aughmoore. Bloody mud covers the once tranquil plains and rancid steam rises from their steel weapon refineries. Still, the Orcs hunger for war and look toward the sky, with treachery in their hearts, at their own Dragon allies.

Dwarves

The bloody divinity Oghtaa had coveted the land of Aughmoore once before creating the Orcs. Immediately following the creation of the elves by the fair Norellia, Oghtaa grew jealous. In haste, she drew ores from celestial bodies across the heavens to craft her mighty warriors. When she began to lower her creations to the land, Norellia took notice. Appalled at the selfish motivations of her counterpart, Norellia lashed out in a furious barrage of blades for twenty-two moons. The attack disrupted the spell that cradled the Dwarves in their slow descent, and they began to fall.

As the Dwarves tumbled toward the surface, unbridled by their defeated creator, they felt, for the first time, alone. A tremendous number perished in the Great Fall. Those that survived turned to stern stoicism, which offered the only escape from profound sorrow and loneliness in the early years. This temperament, so characteristic of the lords of stone, ingrained itself permanently in their demeanor.

Despair ultimately turned to introspection, and the Dwarves found divinity in themselves. The celestial ores inhabiting their veins had braced them in impact, and became the focus of their spirituality. They spurned Oghtaa, and by doing so, severed her bond to Aughmoore. The Dwarves then looked to the mountains, and found them to inspire a steadfastness that so captures the resolve of The Fallen. Atop the highest peaks, the Dwarves found peace.

After a great era of tranquil isolation, the squabbling races grew tired of destroying each other and sought a new challenge in the Dwarves. Their armies broke upon the stonework fortifications like waves, searching for any flaw in the exceptional craftsmanship. They found none. Their threats to overtake the sacred temples and towers of the stone ones proved to be empty. There is a secret, however. The Dwarves are quite outnumbered. It is for this reason that they fight with such stalwart courage, making a single defender feel like a thousand, and showing all of Aughmoore that their heavenly blood is not to be boiled.

If you win with the Dwarves, read aloud:

Repelling their foes with sheer might, the Dwarves rid Aughmoore of all but a few of the enemy races. But with the others gone, the Dwarves become deeply aware of their small numbers and the great loneliness of before returns. Now they build a great tower reaching back toward the creator they rejected, but Oghtaa does not easily forgive.

Elves

Aughmoore had existed for some time before catching the eye of the universe's greater forces. It was the fair Norellia, an entity of pure energy, who first examined this world. As she approached, she discovered a mighty echo ringing from the forests. She curiously ventured deeper and deeper into the dark woods until the sound was almost deafening. In a clearing, bathed in a pool of dancing rays that penetrated the high canopy, stood two impressive stags. One was made of incandescent light, the other of shadowy darkness, their antlers locked in an endless competition.

Norellia wept at the sight of the beautiful forces, doomed to destroy each other over the course of eternity. In a moment of compassion, she sacrificed a fraction of her own power to fuse them. As the creatures became one, their figures turned upright and their antlers narrowed to the familiar pointed ears of the mystical Elves.

Born of both light and darkness, the Elves are creatures of disciplined study and wild frivolity. A piece of Norellia remains in them, and their spirits are now intertwined with the fluid resonance of Aughmoore's mystical forces. Even apprentice sorcerers are capable of incanting advanced spells with little exertion, and strange phenomena are often thought to be amplifications of the wicked tongues of Elves hidden away in wispy towers.
Still preserved in the Elven spirit is the instinct to hunt, to stalk, to move through the night as but an obscure shade and pounce upon unwitting prey. Many great beasts have been tracked and slaughtered to sustain the encampments that weave through the treetops, but these abilities are equally fitted for war.

As the younger races turned to the forests for sap and lumber to construct their superfluous edifices, the Elves trained to protect their birthplace. In their studies, they discovered a great and terrible power, the ability to persuade the flow of Mana from their enemies to their own forces. Through subtlety, might, and elite magical prowess, the Elves have shown that those who threaten their thicketed homelands place themselves in imminent danger.

If you win with the Elves, read aloud:

A burst of searing light from the rarest and most powerful Elven spell has brought victory for the superior race. Now the High Elven Order must convene to decide how to rebuild Aughmoore. Some Elders believe their Mana should be used to restore the old ways of cooperation among the races but others wish to seek out their creator, Norellia, and wage celestial war against her nemesis, Oghtaa. The debate may last generations.

Glossary

Action Bar – Row of *9 Action Slots* along the top of the C.C. Board. Players place Action Tokens on these slots to perform these Actions OR place Serfs to ***Follow*** or ***Muster*** an Action (*pg. 6*):

- **Capital Actions** – *4 Action Slots* (***Recruit, Build, Research,*** and ***Tax***) selected by a player on their turn and can be ***Followed*** by other players using a Serf from their Courtyard (*pg. 6-8*).
- **Command Actions** – *5 Action Slots* (***March, March, Sail, Fly,*** *and* ***Cast***) selected by a player on their turn, who may also choose to ***Muster*** to take a second *Command Action*, marking it with a Serf from their Courtyard (*pg. 9-10*).

Army – 1-5 Units from one Faction sharing a Region. An army can March only as many Regions as allowed by its Unit with the lowest Speed. Regions have a limit of 5 Units per Faction, except when an army is moving through a Region. *Note: Vessels may NOT move with an army as part of a March Action* (*pg. 9*).

Battle – When one Faction's army enters a Region occupied by an enemy's army, a Battle will occur. Total each amy's Strength, cast any Combat Spells, and then each player reveals 1 Tactic Card. Each player MUST pay the listed cost on the Tactic Card in Resources or by Sacrificing Units from their army. After the final Strength is totalled, the army with the most Strength is the winner (*in a tie, the defending army wins*). The losing army must leave that Region and will take ***Damage*** *(pg. 11-12*).

Courtyard – Area on C.C. Board where unused Action Tokens and Units inside the Capital Region may be placed. Units in the Courtyard are considered to be in that Faction's C.C. Region and vice versa.

Damage – After losing a Battle, the losing player must assign Damage equal to half their army's *Natural Strength* (*not including Sacrificed Units*) to Units in that army (*rounded up*). Each Unit may be assigned Damage up to its individual *Natural Strength*, and if a Unit is assigned even 1 Damage, it is destroyed and returned to the player's supply. Any surviving Units from the losing army are returned to the Courtyard or a Region with a friendly Tower (*pg. 12*).

Ferry Route – Dotted lines on the map which connect Land Regions on different Continents and also act as the borders separating adjacent Sea Regions. Land Regions connected by a Ferry Route are considered adjacent so Units may move from one Land Region to another along a Ferry Route without a Vessel. Some Ferry Routes connect to Graticules, and Units may move along those Ferry Routes to Land Regions on the opposite side of the board which are connected to Ferry Routes with a matching Graticule (*pg. 9*).

Graticule – Letters or numbers along the outside edge of the map that mark where a Ferry Route "wraps around" and continues. Land Regions attached to Ferry Routes with matching Graticules are considered adjacent. Sea Regions on opposite sides of the board between two Ferry Routes with matching Graticules are also considered adjacent (*pg. 9*).

Hero – Each Faction has three Hero Units in the supply which may be recruited during a Recruit Action by paying the required Resources as listed in the banner next to the Hero Unit at the bottom of the C.C. Board. A Hero can only be recruited if the required Building has been built. Each Hero's Strength and Speed are noted on the C.C. Board and has a corresponding card which lists three abilities marked ***I***, ***II***, and ***III***. These abilities correspond to the Faction's current C.C. Level and the higher-level abilities can be unlocked by upgrading to a higher C.C. Level.

Region Control – A Faction has control of a Region if they have at least one Unit or Structure in that Region. During the Collection Phase, Resource Regions a Faction controls produce. During Final Scoring, each player receives 1VP for each Region they Control, not including their Capital City Region (*pg. 13*).

Resources – Three types: ***Ore*** (), ***Food*** (), ***Mana*** (). Players collect these from Regions they control and spend them to Recruit Units, Build Structures, Cast Spells, and pay for the cost of Tactic Cards in Battles.

Resource Region – Land Regions which produce Resources during the *Collection Phase*. *Mountains* produce *Ore*, *Plains* produce *Food*, and *Forests* produce *Mana*. Other Regions produce nothing and are not considered Resource Regions (*pg. 13*).

Scribe – During a *Research Action*, a player may choose a "CAST" Spell from their Spell Library to Scribe by placing it face-up in one of the three slots to the right side of the C.C. Board. A player may only have one Scribed Spell per Capital City Level, and once a Spell is Scribed, it may never be discarded. Scribed Spells can be Cast using a *Cast Action* and are not discarded but are rotated upside-down to indicate they are Exhausted. During the Round End, players will rotate all of their Preparing and Exhausted Spells 90° counter-clockwise (*pgs. 8, 10, 13*).

Shore – Border shared between a Land Region and an adjacent Sea Region. A Sea Vessel may dock on a Shore by placing it halfway on the Land Region and halfway on the Sea Region. Vessels docked on a Shore are considered in the Land Region (*pg. 9*).

Speed () – Number of Regions a Unit may move using a *March Action* (*or a Sail or Fly action in the case of Vessels*). If an army of more than one Unit Marches together, it may only move as many Regions as allowed by its lowest-speed Unit. Units in a Vessel will move with the Vessel at the speed of the Vessel. A Unit's Speed can be found beside the Unit's image on the C.C. Board (pg. 9).

Strength ()– Both the attack value and the health amount that a Unit or Structure has during a Battle. This can be modified with bonus abilities. The *Natural Strength* of a Unit is the "unmodified" value listed on the Capital City Board (*pg. 11*).

Units and Structures – Heroes, Warriors, Serfs, and Vessels are all considered ***Units***. Towers and Capital City Constructs are considered ***Structures***.

Vessel – Two types: **Air** and **Sea**. Each Vessel requires a specific Building to be built before the Vessel can be *Recruited* or *Built* by paying the Resource cost listed in the banner beside the Vessel on the C.C. Board. Each Vessel can carry 2 Units; Vessels cannot carry other Vessels. Units in the same Region with a stationary Vessel may freely board it, moving into or out of that Vessel (*pg. 9*).

Scott Almes

HEROES OF LAND, AIR & SEA

5-6 PLAYER EXPANSION

ORDER AND CHAOS

GAMELYN GAMES

Scan to watch an instructional video for the Base Game

Aughmoore is consumed by war...

As the Elves, Dwarves, Orcs and Humans slit each other's throats for food and minerals, the Goblins and Lionkin endured Aughmoore's blight through innovation and tradition. Their humility and tendency toward reclusiveness allowed them to remain innocuous as the world first began to crumble under the fog of war—until the Armageddon.

Unleashed through the experimental weaponization of the dead, the Underworld rages to consume the world. At the heart of Aughmoore's inner flame, now fueled by the intensity of emotion and warfare, lies this sphere of unimaginable horror. Unlocked by an Elven mage high atop a darkened spire, the Underworld is the result of hexed tinkering with the webs of mortality. The mage channeled the war-furnaced core of Aughmoore to power his maddened visions of domination. His infusion returned the souls of the fallen, intending to drive his risen slaves against all who opposed him—a mistake for which the world will pay dearly. The revolt of the Undead was but a whispered premonition of Aughmoore's newly twisted fate.

The forces of the Underworld seeped into the swamps and perverted the rot. Fumes of decay became stronger, piercing and maddening the Lizardfolk psyche. The Armageddon had awoken yet another new monster. Warped visions of unknown lands filled with tempting treasures tortured the reptilians' minds. Little by little, they began to venture forth with wild, violent curiosity. They crashed relentlessly at the gates of fortresses, weathering an endless war. As the Lizardfolk and Undead armies clashed, spreading disarray across already war-torn battlefields, the hatred that drove the war was now supplemented with true fear.

Panic and dissent propagated in the face of this madness, and thus the warring races desperately sought a place of brief refuge to establish new colonies. In their travels, they uncovered a long-forgotten race—the Goblins. Thinking them weak because of their bastard heritage and ramshackled nomadic villages, the naïve races advanced with haste. From the shanties poured Goblins by the thousands, armed to their yellow teeth in gadgets and deadly fizzwidgets that eviscerated with ease. Though long exiled, the Goblins had been lying in wait, sharpening their rusty blades.

With the Goblins in pursuit and enemies old and new at every turn, traveling armies turned to Aughmoore's last imaginable sanctuary—the desert. Mercenaries drilled through abusive sun for days before spotting a speck of promise on the horizon. They rushed toward what their commanders believed to be mere mirages of settlements. Their march erupted to riot as they converged on the humble town square. There was a brief stillness in the ghost town before suddenly, the air shook with ancient roars—a trap. War had landed unwelcomed on the sanctified doorstep of powerful beasts. Aughmoore had just met, for the first time, the proud and sturdy stature of the Lionkin.

With the last independent tribes of the land absorbed into conflict, all of Aughmoore's children began to understand there will be no rest until the chaos is absolved by a single ruler. Amidst the vengeance, deceit, insanity, and pride of all, the Underworld expands, bringing Aughmoore itself closer to total annihilation. There will be no peaceful resolve, no final retreat from strife, until this land is either united under one iron order or consumed completely.



Lionkin

At the moment of creation, feral beasts roamed the deep jungles of Aughmoore on all fours. Their speed and strength unparalleled, they slaughtered all around them in sport. For centuries, beings lived in constant fear of evisceration by these great predators. Growing bored with their prey, the beasts turned on each other, forming two prides. Their savagery reached a climax when the two alphas, Ari of the pride Kelsinia and Shi'Shi of the pride Khota, mauled one another in the audience of their packs. In their vicious struggle, they fell from a waterfall into a divine pool below. The gleaming waters churned as bloody patterns danced across the surface. When the water calmed, two figures emerged, each walking upright and enlightened.

In their newfound wisdom, Ari and Shi'Shi saw instability in the destruction around them. The two leaders then created a single Lionkin tribe known as The Collective. They abandoned their jungle homes and sought isolation in the desert. Through meditation and the sport of calculated physical contest, The Collective has strived for a peaceful existence. To enhearten their bodies and minds, cubs are encouraged to challenge one another in mock colosseums drawn in the sand between meditations. Parents watch eagerly as their young learn to best their opponents with a strategic pin rather than by fang and claw. It is by this method that Regulus honed his legendary skills.

As the inhabitants of Aughmoore turn their weapons on each other, the younger generation of Lionkin have sworn off the peaceful vows made by their ancestors. Even Elder Ari and Shi'Shi have no other option but to venture from their isolation and demonstrate the true power of divine inspiration and discipline. Through these values, any Lionkin easily wades through enemies unscathed. It is the duty of the Lionkin to be an example to the warmongering races of Aughmoore who seek lazily to find fulfilment everywhere but in their own hearts.

The world will soon learn it is a deadly blunder for any soldier to swagger self-assuredly against a Lionkin, for every step reveals a calculated weakness to be exploited for the ultimate victory of the powerful Collective.

If you win with the Lionkin, read aloud:

After the final bloody battle, the Lionkin return home triumphant. Ari and Shi'Shi gather the bodies, not only of their lost Lionkin warriors, but of all the fallen races of Aughmoore, and say a vigil over the dead. Regulus wipes the blood from his sword in shame, determined to return to his ancestors' old ways of peace.



Undead

Bony fingers splinter on the cold iron bars of prison cells. They stir, restless with the urge to taste the flesh of their mortal captors. In his desire to animate mindless soldiers and strike the steadfast Dwarves from their snow-capped castles, an apprentice elven mage tore wide the seal between the realm of the living and the dead. The River Styx now flows in reverse, and the souls of the rotted people have returned. They are an accident, an explosion, their consciousness an abomination born from the embers of the Elves' reckless attempt to conquer the natural order. They are the Undead.

The Underworld calls to them. Day and night, it beckons them to feed it. In return, it promises power. They have organized an escape, and as they leave the city of their birth burning behind them, they carry one memento—the elven mage. He pleaded with them, his wretched children, but his morbid secrets are now at their limitless disposal. With them, the Undead will destroy this world, and build one worthy of their vision.

The father of the Undead was the first mortal to be condemned to the Underworld. As the echoes of his panicked cries faded, the Undead discovered that a sliver of their humanity remained, a vicious notion of retribution. As they devoured the mage, they watched their haunting faces crack into a smirk from the reflection in the victim's clouded, lifeless eyes. Happiness, as it is known to the living, is only known to the Undead as the satiation of a ravenous craving.

The reanimated warriors revel in their creation for one singular purpose—to consume, to unravel all that moves from the fabric of existence and bring out silent, still peace. In this realm, the Undead were created as slaves, but in the Underworld, they will reign as kings. They have awoken from their great slumber, and they are hungry.

If you win with the Undead, read aloud:

In the end, the dead walk the earth. King Amdiak slaughtered thousands during his bloody climb to rule over Aughmoore, but now that he has the throne, he allows his victims to return from the grave to serve him. The River Styx flows no more, and across its still waters, the border between Aughmoore and the Underworld blurs as the two realms merge.



Lizardfolk

The creation of Aughmoore was a violent process, and during its solidification, pockets of magic were trapped deep inside the world. As it cooled, this magic bubbled slowly to the surface and was encased in mud right before escaping to the atmosphere. The earth-shattering storms of the forming universe energized the encased magic, and in a violent reaction, it took form. This mix of magic, energy, and earth became the first egg nest of the Lizardfolk.

The grimy homelands of the Lizardfolk are a treacherous place. However, the viscous membranes and resilient scales of the Lizardfolk grant them a resistance to the fetid chemicals, and their ability to withstand the muck has given them the chance to discover the power of the rot. A keen knowledge about the nature of matter decomposing into energy and vice versa has allowed the Lizardfolk to tap into natural energy stores to fuel their hexes.

Once firmly protected by the fearsome headhunters, the Lizardfolk began exploring every turn of their squalid homelands. The prolonged exposure to the corrupting forces of the swamp led to a warped psyche, giving them estranged visions and the ability to briefly remove themselves from vines that entwine time and space. This warp sends the Lizardfolk into a berserk state, which many use either to maintain a great productivity or to hunt for treasures in the wastes.

Energized by the addicting sensation, the Lizardfolk quickly grow tired with the familiar, and have begun straying into conflict if only to experience the new territories of their neighbors. If resisted, they have been known to grow deeply vindictive, and often join at night to cast voodoo curses against those who have halted their curiosity. They will not stop until they have explored every corner of Aughmoore, and those who stand in their way are nothing but collateral.

If you win with the Lizardfolk, read aloud:

Aughmoore has fallen into chaos! The Lizardfolk have gutted and pillaged every race, leaving nothing but destruction behind. The plains have turned to desert, the forests to swamp. Aughmoore has become a wasteland with nothing new to offer the ravenous Lizardfolk who must now find a new world to conquer or else give in to total insanity.



Goblins

Despite strained relations between the Dwarves and Elves, an infamous romance between them prevailed. Before the star-crossed lovers' execution, they gave birth to a pair of twins. The children inherited the analytical aptitude and stature of their Dwarven father and the abstract ingenuity and ears of their Elven mother. They were spared the fate of their parents, but were forced into exile. Banished to a life of two conflicting cultures, these siblings relied on each other and their cunning to survive. Through intricate experimentation with magic and technology, the siblings engineered their first offspring. Thus began the chapter of the Goblins.

Highly occupied by invention, and perhaps persuaded by the fate of their birth parents, the Goblins do not develop romantic relationships. They are not, however, withdrawn. Finding comfort in their unity as a spurned race, the Goblins have developed an interdependence much like the many gears of the machines they have created. The ideas of many are compounded together to make highly effective, though convoluted, contraptions. Many have argued that the best solution is the one that is most simple, but any Goblin could convince them otherwise, though their argument would veer through a labyrinthine array of premises.

In the impending conflict of Aughmoore, the Goblins find a great deal of strength in numbers against their many spiteful enemies. Through collaboration, they have thrived against the odds. The "twin-tanks," as the artificial reproduction devices have been named, have been modified for full capacity, and the numbers of the Goblins are growing. Through hardship and strife, their genius will carry them together towards victory.

If you win with the Goblins, read aloud:

Through their ingenuity and camaraderie, the Goblins have taken control of Aughmoore. Only a few isolated regions remain outside their power, inhabited by the weak who deserted their armies and fled from the bloodshed. Everywhere else, the Goblin twin-tanks cover the ground, multiplying their numbers to the point that no one would ever dare challenge their dominion.

Game Components

Faction Components:

- 4 Capital City Boards (*1 per Faction*)
- 80 Miniatures (*20 per Faction*)
- 12 Hero Cards (*3 per Faction*)
- 32 Constructs (*One-Time Assembly Required*):
  - 12 Capitals (*3 stackable levels per Faction*)
  - 12 Towers (*3 per Faction*)
  - 4 Sea Vessels (*1 per Faction*)
  - 4 Air Vessels (*and 2 plastic stands*)
- 12 Faction Tokens (*3 per Faction*)
- 1 Undead Underworld Card
- 6 Undead Soul Tokens

Other Components:

- 1 Expansion Game Board (*Map*)
- 14 Tactic Cards (*7 Cards for each player*)
- 6 Resource Tokens (*2 Ore, 2 Mana, 2 Food*)

Credits

Game Design: Scott Almes

Illustration: Adam P. McIver, Ian Rosenthaler

Product and Game Development: Michael Coe

Graphic and Construct Design: Benjamin Shulman

Miniatures Design: Chad Hoverter

Lore Writing: Jacob M. Burton, Dylan D. Phillips, Michael Coe

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5-6 PLAYER EXPANSION

ORDER AND CHAOS

Expansion Setup:

For a 5-6 Player Game:

1. Place the **Base Game Board** in the center of the table with the side showing "*5-6*" in the upper left corner face-up.
2. Place the **Expansion Board** next to the right side of the Game Board, aligning the edges.
3. Place **Exploration Tokens** on the Regions of the Expansion Board as well, making sure to place 2 Sea Exploration Tokens in the Central Sea Region with the *Sea Serpent*.



Playing As Undead Faction:

If a player is playing as the Undead Faction, that player takes the **Underworld Card** and **6 Soul Tokens**.



Scott Almes

Heroes of Land, Air & Sea

7th Player Expansion

Pestilence

Scan to watch an instructional video for the Base Game

Aughmoore's Great War rages on...

Across the continents, Humans and Orcs, Dwarves and Elves, Lizardfolk and Lionkin, Goblins and Undead, all have grievances with the others and all out war has consumed the world with each race seeking to eradicate the others. Fire blazes across the plains rendering their soils fallow, deforestation strips the verdant green from the land as mages search for mana to fuel their spells of combat, and the majestic mountains crumble after exhaustive ore mining to build the grandest and most impenetrable fortresses. Aughmoore's land races have become a pestilence, destroying the very world they fight for.

Watching the chaos below from their perch in the clouds, the Birdfolk have seen the land races as barbarians unworthy of their attention. Generations before this Great War, there had been another, later named by Halfling bards as the War of Wings because it had been the Birdfolk who swooped down from their elegant cloud fortresses to claim victory and bring peace once more to Aughmoore.

Their gravitas and superiority inspired songs and tales, and the Birdfolk returned to their cities in the sky and built great monuments to honor themselves.
They were as gods to the puny wingless races below, and when those races forgot the great peace they had brought, the Birdfolk turned a blind eye and forsook their inferiors.

But now as the land races erect air spires and take their battles to the sky, they can ignore these pests no longer. Still, it was with an almost bored sigh that their leader, Lord Skein, raised his talon and decreed that the Birdfolk would once again intervene, and that this time, they would not only bring peace but enforce it.

Not only has the fighting drawn the Birdfolk reluctantly down from their floating pedestal, but it has also awoken a long forgotten force beneath Aughmoore's surf, a race the Elves have casually dismissed as a myth.

The naval vessels have spilled blood and oil into the sea and much of the ocean life has perished as a result of this war. Sensing the turmoil, the mighty Merfolk, long denying the existence of land races, realize that if they do not send an army to the surface, the Great War may destroy their ecosystem.

All Merfolk unite against the pestilent races above. Even the dastardly undersea pirates, ordinarily outcast by their own people, have joined the cause. The notorious Captain Hookfin and the great warrior K'r'kn make fight side by side. Uninterested in diplomacy, the Merfolk will not settle for anything less than total annihilation of the land races. In their minds, the land races have destroyed themselves by waging this senseless war.

But in the midst of their harrowing fight, the land races see the arrival of the Birdfolk from the skies and the Merfolk from the deep as the true pestilence, meddling in a conflict that does not involve them. Laelithar's Humans, nor the other factions, will allow an easy defeat, but face these new foes with a renewed vigor and a lust for blood.



Birdfolk

Residing in elegant golden palaces built on floating platforms held in the sky by ancient magic, the Birdfolk are among Aughmoore's most mysterious races. More paranoid races like the Orcs have hypothesized that they used their wings to invinvade Aughmoore from another world. The more spiritually minded Lionkin believe them to be fallen gods, celestial deities cast out of the cosmos. The scientific Elves suggest they evolved from a long extinct land race of barbarians, developing wings to escape Aughmoore's inhospitable prehistoric famine.

The Birdfolk are content to live in isolation among the clouds, viewing all the land races as culturally, architecturally, spiritually and militarily inferior. They see themselves as gods, having conquered the sky, and they see all others as ordinary beasts toying with technologies they do not understand.

The winged gods interfered with Aughmoore's land races only once before in the great "War of Wings." In that ancient time, the Birdfolk warriors rained down from above and with their insurmountable airpower forced an era of peace across the land. Overseer Orawk, at that time a mere Steward, built temples across the six continents and commanded the land races to pay alms to their saviors and worship the Birdfolk there. But the Birdfolk soon grew flighty, and returned to the sky. After a few generations, the Birdfolk's heroics in the War of Wing were forgotten and the temples were left to ruin and myth.

Now under Lord Skein's leadership, the Birdfolk have largely ignored this new Great War raging on the land beneath. That was until a Human Airship and an Orc Dragon, locked in a fierce battle, stumbled their way into skies of the Floating Continent. As the dust from the terrible battle settled, the Birdfolk's beloved Pyramid of Avi was tragically leveled to the ground. The Birdfolk can sit idly by no longer. The time has come for the winged gods to rise again, reclaim the skies, and bring peace and stability back to Aughmoore.

If you win with the Birdfolk, read aloud:

Lord Skein stomps a talon down on the heap of land race corpses where he stands and cries out a piercing call of victory, which his warriors echo in unison. Overseer Orawk immediately assembles an expedition to unearth and restore the ruins of the temples he had built long ago. The Birdfolk plan to reign over Aughmoore as gods once again, and this time they will not allow themselves to be forgotten. The surviving land race refugees bow to Skein but the Elves whisper, "Norellia, you are not forgotten."



Merfolk

Centuries before Aughmoore even had a name, civilization toiled in her deeps. The mysterious and seldom seen Merfolk were the first advanced race in the realm, building elaborate undersea settlements before the volcanic chaos and molten mayhem of the surface had even solidified into habitable continents. Aughmoore's noxious atmosphere could not yet sustain life on land, but the Merfolk thrived, breathing the pure salt water through their gills.

Content with their life below the surface, even after the continents cooled and the land races began to emerge, the Merfolk never encountered them. Not until a young Merfolk maiden had a dark vision about other races beyond the water destroying all of Aughmoore with war. The young maiden appealed to the Merfolk Council but they rejected her premonition as a mere dream and declared that all the world is water, no such world beyond the water exists, and any who believe it shall be sentenced to death.

Determined that diplomacy with the races she envisioned could save the world, the young Merfolk girl fled the Council's custody and swam toward the lighter water above until her head burst through the waves and entered the air for the first time where she saw a land race's ship floating by. Old sailor folklore persists that alleged of "mermaids" are the illicit offspring of men and fish, but the truth is the opposite: many of the races living on Aughmoore's surface now are descended from that Merfolk maiden and the sea captain that found her.

The Merfolk Council declared the maiden dead and the citizens told her story for generations as a warning to their children not to go looking for a land beyond the water, a land that does not exist. The Merfolk thrived, sullen and hardened by the dark waters where no sunlight penetrates, and no one ever spoke of land races again, until now. The ancient maiden's prophecy has come true as a Great War on land threatens to tear Aughmoore apart. Unable to ignore the surface any longer, the Merfolk silently prepare an assault to eliminate the land races and claim Aughmoore as a world of water once more.

If you win with the Merfolk, read aloud:

Perhaps it was the element of surprise that led the Merfolk to their victory. The land races and even the mighty Birdfolk were completely unaware of their existence. But after the adrenaline of combat wears off, the Merfolk warriors and serfs gradually realize that the stories the Council had told them all their lives were lies and that there was a whole world beyond the water. A mutinous faction forms against the devoted and an undersea civil war looms on the horizon.

Birdfolk Faction Ability Overview

The Race of Birdfolk occupies the **Floating Continent**, lofting high above the **Central Sea Region (C.S.R.)**.



Birdfolk's Flight Ability:

After unlocking this ability by building the *Jousting Ring*, all Birdfolk Serfs, Warriors, and Heroes (*excluding non-flying Mercenaries*) may move with a *Fly* Action:

- Units together in a Region may *Fly* together as an army (*following normal Fly Action rules*).
- The Speed of the army is limited by the lowest unit.
- The army may include the Sphinx Air Vessel.
- Like *Flying* for an Air Vessel, the army cannot end movement in a Sea Region. The C.S.R. still countsas when *Flying* through it.
- Like *Marching*, a *Flying* army may not exceed 5 units.

The Floating Continent



Flying To and From the Continent:

When *Flying* an Air Vessel (*or a Birdfolk Unit*), it MUST move a minimum of to land on the the Floating Continent:

1. : It must first *Fly* through the C.S.R. when coming or going (*if a Sea Vessel occupies the C.S.R. then they must stop and Battle*).
2. : It then may move to ANY "Shore Region" on the Continent.



Using Ferry Routes:

All **"B" and "2" Graticules** are always connected to the game board. Land Units may *March* to connected Regions as if adjacent.

Sea Vessels:

- Cannot *Sail* to or dock with the Floating Continent.
- They instead may occupy or *Sail* out of the C.S.R. (under the Continent).
- Though the Birdfolk's Ark Sea Vessel is placed in the C.S.R. when built, **it is not adjacent to the Birdfolk's Capital City Region**. It does however have abilities to connect it to the Birdfolk C.C. (*see the Birdfolk's Faction Board*).

When the Ark is built, if the 2 Sea Exploration Tokens in the C.S.R. are not revealed, immediately reveal and resolve them one-by-one.

Merfolk Faction Ability Overview

The Race of Merfolk occupies the **Sunken Continent**, a partially submerged Continent on the gameboard.



Merfolk's Swimming Ability:

After unlocking this ability by building the *Cloister*, all Merfolk Serfs, Warriors, and Heroes (*excluding non-sailing Mercenaries*) may move with a *Sail* Action:

- Units together in a Region may *Sail* together as an army through Sea Regions (*following normal Sail Action rules*).
- The Speed of the army is limited by the lowest unit.
- The army may include the Octopus Sea Vessel
- The army CANNOT end its movement in a Sea Region, unless the units gain the *lv. I* and *II* ability from the *Cloister Building*

Units in a Sea Region without a Sea Vessel:

After unlocking this ability by building the *Cloister*, all Merfolk Units (*excluding the Merfolk Air Vessel*) may occupy Sea Regions without a Sea Vessel, but **CANNOT enter Sea Regions with enemy Units** (*unless they are in an army with the Crusher Hero Unit, see Crusher's Hero Card*).

Alternatively, Merfolk Units in a Sea Region, with or without a Sea Vessel, CAN be attacked by enemy Units.

Sailing into Land Battle:

Merfolk Land Units that end their Sail by docking at a Shore Region CAN battle enemy Units in that Region.

The Sunken Continent

Land Regions in the Sunken Continent are considered "Shallow Water":

- All Land Units may *March* through, build Towers, and end their movement on them. Air Vessels can end their Fly movement on them.
- Units cannot *Sail* through Shallow Water and must dock at the Shore Regions as normal.
- They start with **Sea Exploration Tokens** rather than Land ones (*with 2 Tokens in the Swamp Regions*). Any Unit may explore them as normal.
- Towers built in Shallow Water reveal adjacent Shallow Waters' Sea Exploration Tokens as normal. See the *Quick Reference Guide* for how Sea Exploration Tokens are adjusted when resolved in Shallow Water.

Expansion Components

Faction Components:

- 2 Capital City Boards (*1 per Faction*)
- 40 Miniatures (*20 per Faction*)
- 6 Hero Cards (*3 per Faction*)
- 16 Constructs (*One-Time Assembly Required*):
  - 6 Capitals (*3 stackable levels per Faction*)
  - 6 Towers (*3 per Faction*)
  - 2 Sea Vessels (*1 per Faction*)
  - 2 Air Vessels (*1 per Faction, 3 plastic stands*)
- 6 Faction Tokens (*3 per Faction*)

Other Components:

- 1 Floating Continent Board (*and 4 plastic stilts*)
- 1 Sunken Continent Overlay Screen
- 7 Tactic Cards (*7 Cards for the 7th player*)
- 24 Exploration Tokens
- 20 Spell Cards
- 3 Resource Tokens (*1 Ore, 1 Mana, 1 Food*)
- 1 Quick Reference Sheet

Credits

Game Design: Scott Almes

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Product and Game Development: Michael Coe

Graphic and Construct Design: Benjamin Shulman

Miniatures Design: Chad Hoverter

Lore Writing: Dylan D. Phillips, Michael Coe

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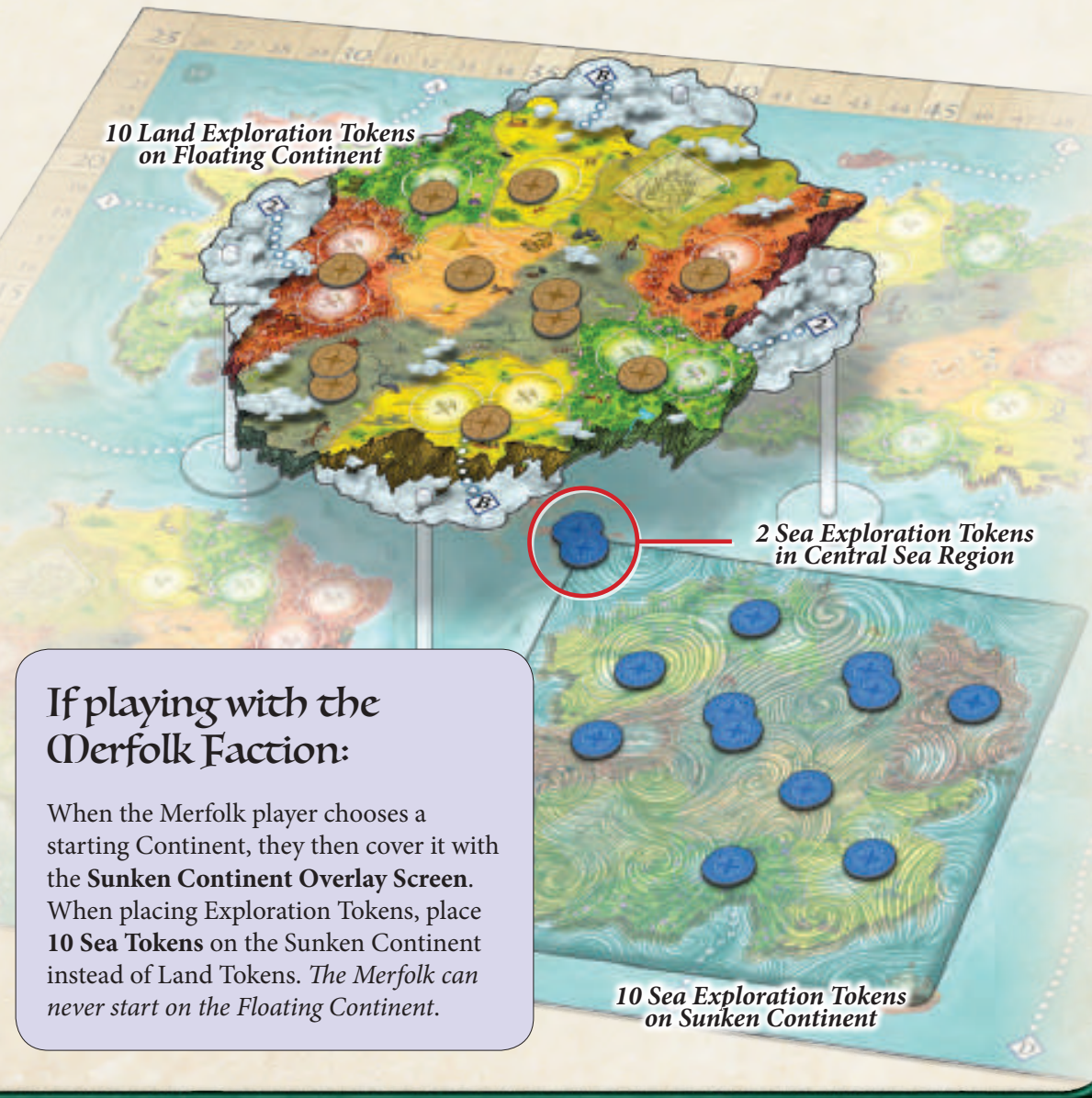
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Heroes of Land, Air & Sea
7th Player Expansion
Pestilence

Floating Continent Expansion Setup:

1. Remove the peg caps on each of the **4 Plastic Stilts**, and insert the pegs into the slots on the bottom of the **Floating Continent**. Then place the caps back on top of the pegs.
2. Place the Floating Continent (*with stilts*) on top of the space above the Central Sea Region (*C.S.R.*) on the main game board. Make sure that its orientation matches the art on the game board (*the "B" and "2" Graticules are over the matching symbols on the game board*).

   If a player chooses to play the Birdfolk, *then that player MUST start on the Floating Continent. If their is no Birdfolk in the game, any player may choose to occupy the Floating Continent.*
3. Place **10 Land Exploration Tokens** on the Regions of the Floating Continent, and make sure to place **2 Sea Exploration Tokens** in the C.S.R. under the Floating Continent, as normal.



If playing with the Merfolk Faction:

When the Merfolk player chooses a starting Continent, they then cover it with the **Sunken Continent Overlay Screen**. When placing Exploration Tokens, place **10 Sea Tokens** on the Sunken Continent instead of Land Tokens. *The Merfolk can never start on the Floating Continent.*

Exploration Token Overview

Land Exploration Tokens x70



Bonus Resources: *Another traveler has been here recently and dropped a small rucksack.* Immediately gain 1 Resource of each type shown. This may include gaining multiple Resources. ***Discard the token after resolving.***



Entanglement: *Bramble and briar come alive and twist around your body faster than you have strength to cut it away.* For Land Units to leave this Region, you must pay 1 per Unit. ***Keep this token in its Region.*** *If two Entanglements occupy the same Region then remove one from the game.*



Farm: *You notice the exposed ribs of a neglected laborer and wonder if tossing him a morsel may persuade him to leave this farm and join your army.* You may immediately pay 1 to place 1 Serf from your supply into this Region. If this Region cannot hold any more Units, place the Serf into your Courtyard. ***Discard this token after resolving.***



Fort: *The walls of this abandoned stronghold are scorched and battered from battles long ago but perhaps you will find victory here.* +1 when defending this Region. ***Keep this token in its Region.***



Mines: *A small band of rogue Kobolds snore by the opening of a vast and cavernous mine, leaving its riches unguarded.* Immediatey gain any 3 Resources of your choice. ***Discard this token after resolving.***



Monster: *Some unnatural beast, baring yellow fangs, ambushes you, leaving you bewildered and uncertain whether to fight or flee.* If your army has at least 3 *Natural Strength*, defeat this *Monster* and gain 1. If it does not, your army must move to your Capital City or to the Region of a Tower you control. ***Discard this token after resolving.***



Mysterious Wizard Tower: *Atop his tower, a shriveled old wizard babbles incoherently, his sanity lost to living in isolation, but his wisdom may yet prove useful.* When your army ends movement here (*including when this token is revealed*), you may pay 1 to perform a free *Research Action* (*cannot be followed*). ***Keep this token in its Region.*** *If two Towers occupy the same Region then remove one from the game.*



Portal: *Swirling light rips through the air before you, revealing some distant land.* Each Region with a Portal is considered adjacent. ***Keep this token in its Region.*** *If two Portals occupy the same Region then remove one from the game.*



Rogue: *A hooded figure approaches from the darkness and offers to spy on your foe for a price. His shifty demeanor convinces you it would be unwise to refuse him.* Immediately pay 1 to look at 1 random Spell Card from a player's Spell Library. If you don't pay, lose 1 Unit in this Region. ***Discard the token after resolving.***



Unstable Ground: *The ground beneath your feet rumbles and the earth suddenly splits open, knocking you backward off your feet.* You must immediately move all Land Units in this Region into an adjacent Region of your choice (*this may result in a Battle*). ***Discard this token after resolving.***



Village: *The denizens of this quaint village are kind and would surely shower a leader like you with glory.* The player that controls this Region at the end of the game gains 1. ***Keep this token in its Region.***



Wandering Knight: *At a secluded tavern, a war-weary deserter wistfully recounts tales of many great battles across Aughmoore. A mere token would likely coerce him back into the fray.* You may immediately pay 1 to place 1 Warrior from your supply into this Region. If this Region cannot hold any more Units, place the Warrior into your Courtyard. ***Discard this token after resolving.***

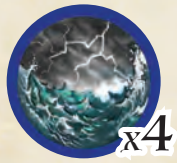
Sea Exploration Tokens x24



Bonus Resources: *A small abandoned canoe drifts eerily by. Glancing inside, you find something has been left behind.* Immediately gain 1 Resource of each of the 2 types shown. ***Discard the token after resolving.***



Island Traders: *Through the mist ahead, you make out a tiny island. As you sail along its shore, members of an indigenous tribe beckon you with valuable commodities at their feet.* When you end your *Sail* here (*including when it is revealed*), you may exchange any number of Resources within your own supply at a 1:1 ratio. ***Keep this token in its Region.***



Mystical Storm: *A thunderclap erupts and the once still waters churn around you.* Immediately move your Units in this Region to any Shore Region of your choice (*this may result in a Battle*). ***Discard the token after resolving.***



Pirates: *A cannon blast from a distant ship prepares you to be boarded. The scurvy fiends will demand something of value or else they'll have your blood.* When you enter this Region you must pay 2. If you pay, gain 1 and move the *Pirates* to any **unoccupied Sea Region** of your choice. If you cannot pay, you must lose 1 Unit and then move the *Pirates* as above. ***Keep this token in its Region, the Region it is moved to, until it is moved again.***



Sea Monster: *The sea parts as a serpent raises his enormous scaly neck out of the surf and eyes your vessel.* If your army has at least 6 *Natural Strength*, defeat this *Sea Monster* and gain 1. If it does not, your army must move to the Shore Region of your Capital City or of a Tower you control. ***Discard this token after resolving.***



Stranded Fisherman: *Fear in his eyes, the fisherman reaches a withered arm out for help from his rapidly sinking skiff.* If your Sea Vessel has room for 1 occupant, you may place 1 Serf from your supply into your Sea Vessel. ***Discard this token after resolving.***

The 4 "X-Objectives"

- **eXplore** – All Land Exploration Tokens in the game have been revealed.
- **eXpand** – All of a player's Serfs and Warriors are in play.
- **eXploit** – All 3 of a player's Towers are in play.
- **eXterminate** – A player has destroyed another player's Capital City (C.C).

Playing a Round

Each round has **3 phases** performed in order:

1. **Action Selection** – Starting with the first player, each player selects and performs one action. This process of everyone selecting actions will be **done twice**, so each player has **used both of their Action Tokens**.

2. **Collection** – All players simultaneously **collect Resources** based on the Regions they control and **draw 1 Spell Card** into their *Spell Library*.

3. **Round End** – All players **remove Action Tokens and *Serfs*** from Action Slots, placing them back into their Courtyards. Rotate any Scribed Spells that have been cast 90°. The **First Player Token** is then passed clockwise to the next player, and the next round begins.

Game Map Overview



Note: Regions, other than Capital City Regions, can only contain a maximum of 5 Units of a single Faction. Capital City Regions do not have a Unit maximum.

Resource Regions:



Mountains yield Ore



Forests yield Mana



Plains yield Food

Swamp, Desert, and Capital City Regions yield NO Resources and are not Resource Regions.



Action Selection Overview

Capital Actions: Can be "***Followed***" by other players using a Serf.



Recruit Units: Pay Resources to Recruit 1 new Serf (*or 2 for* 3), Warrior, Hero, or a Vessel. To Recruit a Hero or a Vessel, the required building must be built on the Capital City Board.



Build: Pay Resources to do 1 of the following:

- Build a new Building on the Capital City Board (3 + ***1 Serf***).
- Upgrade the C.C. to the Next Level.
- Build a Vessel in their C.C. (*required Building needed*).
- Build a Tower in a Region with a Serf that you control.



Research a Spell: Choose from 2 separate options:

- **Conjure Spells** – draw 3 Spell Cards and choose which spells to keep in the *Spell Library*.
- **Scribe a Spell** – take 1 Spell Card in your *Spell Library* and permanently place it face-up in a *Scribed Spell Slot*.



Tax for Resources: Gain 1 type of Resource, the amount of which is labeled in the *Tax Track.* Afterward, move each Resource Token up 1 slot, the highest moving to the lowest.

Command Actions: Can be "***Mustered***" by the active player to immediately perform a second Command Action using a Serf.



March an Army: Move 1 to 5 Units in a single Land Region into another Land Region.



Sail a Sea Vessel: Move a Sea Vessel and its occupants. Sea Vessels can only Sail to Sea Regions or *Dock* on a Shore Region.

- Shores separate Land and Sea Regions
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Cast a Spell: Pay to cast a **Spell Card** from your *Spell Library* OR *Scribed Spell Slot*. If the Spell is cast from your Spell Library, discard it after resolving.
If a Scribed Spell is cast, rotate it 180° to show it is "Exhausted" and not usable until after the end of the next round.

The 4 "X-Objectives"

- **eXplore** – All Land Exploration Tokens in the game have been revealed.
- **eXpand** – All of a player's Serfs and Warriors are in play.
- **eXploit** – All 3 of a player's Towers are in play.
- **eXterminate** – A player has destroyed another player's Capital City.

Playing a Round

Each round has **3 phases** performed in order:

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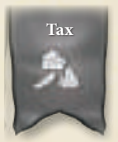
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If a Scribed Spell is cast, rotate it 180° to show it is "Exhausted" and not usable until after the end of the next round.

Exploration Token Overview

Land Exploration Tokens x82



Bonus Resources: *Another traveler has been here recently and dropped a small rucksack.* Immediately gain 1 Resource of each type shown. This may include gaining multiple Resources. ***Discard the token after resolving.***



Eggs: *Tucked away for safety by its mother, a rare dragon egg lies in wait. It could be sold for riches or the beast inside could be trained to level entire kingdoms. Regardless, it will be a great boon to the race that possesses it.* Immediately place the Eggs onto the top of one of your Towers. If the Tower is defeated, the attacking player captures the Eggs and places them on one of their Towers. The holder of the Eggs gains 1 at the end of the game. ***If any player captures the Eggs and does not have a Tower to place them in, then they are immediately discarded.***



Entanglement: *Bramble and briar come alive and twist around your body faster than you have strength to cut it away.* For Land Units to leave this Region, you must pay 1 per Unit. ***Keep this token in its Region.*** *If two Entanglements occupy the same Region then remove one from the game.*



Farm: *You notice the exposed ribs of a neglected laborer and wonder if tossing him a morsel may persuade him to leave this farm and join your army.* You may immediately pay 1 to place 1 Serf from your supply into this Region. If this Region cannot hold any more Units, place the Serf into your Courtyard. ***Discard this token after resolving.***



Fort: *The walls of this abandoned stronghold are scorched and battered from battles long ago but perhaps you will find victory here.* +1 when defending this Region. ***Keep this token in its Region.***



Harpy: *Suddenly from the shadows, a ferocious woman with feathery wings clasps her talons on the shoulders of a soldier and carries him away toward the Erinyes whom she serves.* **CHOOSE ONE:** Lose 1 Unit of your choice in this Region OR the player to your left picks up one of your Units in this Region and moves it 1 away (*only effective against Serfs, Warriors, and Heroes. Cannot result in Battle*). ***Discard this token after resolving.***



Mines: *A small band of rogue Kobolds snore by the opening of a vast and cavernous mine, leaving its riches unguarded.* Immediatey gain any 3 Resources of your choice. ***Discard this token after resolving.***



Monster: *Some unnatural beast, baring yellow fangs, ambushes you, leaving you bewildered and uncertain whether to fight or flee.* If your army has at least 3 *Natural Strength*, defeat this *Monster* and gain 1. If it does not, your army must move to your Capital City or to the Region of a Tower you control. ***Discard this token after resolving.***



Mysterious Wizard Tower: *Atop his tower, a shriveled old wizard babbles incoherently, his sanity lost to living in isolation, but his wisdom may yet prove useful.* When your army ends movement here (*including when this token is revealed*), you may pay 1 to perform a free *Research Action* (*cannot be followed*). ***Keep this token in its Region.*** *If two Towers occupy the same Region then remove one from the game.*



Portal: *Swirling light rips through the air before you, revealing some distant land.* Each Region with a Portal is considered adjacent. ***Keep this token in its Region.*** *If two Portals occupy the same Region then remove one from the game.*



Pyramid: *An ancient Birdfolk monolith, to the untrained eye merely a decaying ruin. However, the wisest of mages know of the mystical secrets entombed within.* The player that controls this Region at the end of the game gains 1. **Units may move from this Region to any Desert Region as if it were a "one-way Portal."** ***Keep this token in its Region.***



Rogue: *A hooded figure approaches from the darkness and offers to spy on your foe for a price. His shifty demeanor convinces you it would be unwise to refuse him.* Immediately pay 1 to look at 1 Spell Card from a player's Spell Library. If you don't pay, lose 1 Unit in this Region. ***Discard the token after resolving.***

Exploration Token Overview

Land Exploration Tokens x82, Continued...



Unstable Ground: *The ground beneath your feet rumbles and the earth suddenly splits open, knocking you backward off your feet.* You must immediately move all Land Units in this Region into an adjacent Region of your choice (*this may result in a Battle*). ***Discard this token after resolving.***



Village: *The denizens of this quaint village are kind and would surely shower a leader like you with glory.* The player that controls this Region at the end of the game gains 2. ***Keep this token in its Region.***



Wandering Knight: *At a secluded tavern, a war-weary deserter wistfully recounts tales of many great battles across Aughmoore. A mere token would likely coerce him back into the fray.* You may immediately pay 1 to place 1 Warrior from your supply into this Region. If this Region cannot hold any more Units, place the Warrior into your Courtyard. ***Discard this token after resolving.***

Sea Exploration Tokens x36



Bonus Resources: *A small abandoned canoe drifts eerily by. Glancing inside, you find something has been left behind.* Immediately gain 1 Resource of each of the 2 types shown. ***Discard the token after resolving.***



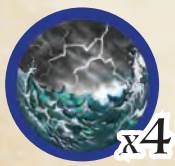
Coral Reef: *The reef below the surface are not just alluring to the eyes. The life there is more magical than the purest mana.* The player that controls this Region at the end of the game gains 2. **This Region yields any 1 Resource of your choice during *Collection*.** ***Keep this token in its Region.***



Giant Crab: *Massive spindly legs burst from the surf followed by a colossal body with beady eyes and pincers the size of war towers.* Immediately kill1 lone Serf (*could be your own*) in Region up to 3 away (*when counting Regions, you can move into, but not through, the Central Sea Region*). ***Discard the token after resolving. If there are no lone Serfs, discard this token instead.***



Island Traders: *Through the mist ahead, you make out a tiny island. As you sail along its shore, members of an indigenous tribe beckon you with valuable commodities at their feet.* When you end your *Sail* or *March* here (*including when it is revealed*), you may exchange any number of Resources within your own supply at a 1:1 ratio. ***Keep this token in its Region.***



Mystical Storm: *A thunderclap erupts and the once still waters churn around you.* Immediately move your Units in this Region to any Shore Region of your choice (*this may result in a Battle*). ***Discard the token after resolving.***



Pirates: *A cannon blast from a distant ship prepares you for attack. The scurvy fiends will demand something of value or else they'll have your blood.* When you enter this Region you must pay 2. If you pay, gain 1 and move the *Pirates* to any **unoccupied Sea Region** of your choice. If you cannot pay, you must lose 1 Unit and then move the *Pirates* as above. ***Keep this token in its Region, the Region it is moved to until it is moved again.***



Sea Monster: *The sea parts as a serpent raises his enormous scaly neck out of the surf and eyes your pathetic form.* If your army has at least 15 *Natural Strength*, defeat this *Sea Monster* and gain 1. If it does not, your army must move to the Shore Region of your Capital City or of a Tower you control. ***Discard this token after resolving. This becomes the Land Token "Monster" if found in Shallow Water.***



Stranded Fisherman: *Fear in his eyes, the fisherman reaches a withered arm out for help from his rapidly sinking skiff.* If your Sea Vessel has room for 1 occupant, you may place 1 Serf from your supply into your Sea Vessel. ***Discard this token after resolving. This becomes the Land Token "Farm" if found in Shallow Water.***



Wreckage: *In the murky waters, a crew of sailors had perished protecting a rich, lagan booty. It would be a shame for their sacrifice to be in vain.* Immediately gain any 3 Resources of your choice. ***Discard the token after resolving.***

The Floating Continent



Flying To and From the Continent:

When *Flying* an Air Vessel (*or a Birdfolk Unit*), it MUST move a minimum of to land on the the Floating Continent:

1. : It must first *Fly* through the Central Sea Region (*C.S.R.*) when coming or going (*if a Sea Vessel occupies the C.S.R. then they must stop and Battle*).
2. : It then may move to ANY "Shore Region" on the Continent.



Using Ferry Routes:

All "B" and "2" Graticules are always connected to the game board. Land Units may *March* to connected Regions as if adjacent.

Sea Vessels:

- Cannot *Sail* to or dock with the Floating Continent.
- They instead may occupy or *Sail* out of the C.S.R. (under the Continent).
- Though the Birdfolk's Ark Sea Vessel is placed in the C.S.R. when built, **it is not adjacent to the Birdfolk's Capital City Region**. It does however have abilities to connect it to the Birdfolk C.C. (*see the Birdfolk's Faction Board*).

When the Ark is built, if the 2 Sea Exploration Tokens in the C.S.R. are not revealed, immediately reveal and resolve them one-by-one.

The Sunken Continent

Land Regions in the Sunken Continent are considered "Shallow Water":

- All Land Units may *March* through, build Towers, and end their movement on them. Air Vessels can end their Fly movement on them.
- Units cannot *Sail* through Shallow Water and must dock at the Shore Regions as normal.
- They start with **Sea Exploration Tokens** rather than Land ones (*with 2 Tokens in the Swamp Regions*). Any Unit may explore them as normal.
- Towers built in Shallow Water reveal adjacent Shallow Waters' Sea Exploration Tokens as normal. See the *Quick Reference Guide* for how Sea Exploration Tokens are adjusted when resolved in Shallow Water.

Battling Overview

When an army or Vessel moves into a Region with enemy Units or Structures, its movement ends and a Battle occurs. **The player who initiates the Battle, called the *attacker*, immediately gains** (*advance the Score Token*). The other player whose units are being attacked is called the *defender*.

1. Total Each Army's Strength

1. Total the "***Natural Strength***" (*values on Capital City Board*)
2. Next add in all **ability bonuses** of Heroes, Vessels, and Structures that would increase , or decrease the enemy's .
3. Starting with the defender, each player may ***Cast* 1 Combat Spell**.

2. Select a Tactic Card to Play

From the hand of 7 Tactic Cards, each player secretly selects one Tactic Card to play *face-down* which adds a bonus to their army's Strength. **Players MUST be able to afford the cost of the Tactic Card**, or else they must *Sacrifice Units* to pay their cost (*Sacrificed Units still participate in the Battle and their are counted*).

3. Resolve the Battle

Each player gains (*or loses*) based on the Tactic Card they played. The army with the highest value wins, with **ties going to the defender**:

- The ***winning army*** remains in the Region and loses no Units, except for Sacrificed Units.
- The ***losing army:***
  - **takes "Damage"** and must lose Units and/or Structures whose ***Natural Strength* totals at least half of the the losing army's Natural Strength (*rounded up*)**.
  - Any remaining Units must be returned to that player's Capital City or a Region containing a Tower they control.

Battling a Capital City

To achieve the "***eXterminate Objective,***" players may Battle an enemy's Capital City. To total the Capital City's *Natural Strength*:

- Add listed for the Capital City's Level.
- Add from any of the Units in the Courtyard and Action Bar along with their bonuses.
- Add of any Vessels in or docked on the *Shore* of the Capital City Region.
- Add of any Serfs in any completed Buildings' Worker Spaces.
- Towers are considered adjacent to the Capital City so any armies in Regions with your Towers may be moved into the Battle using the *Conscripts Tactic Card*.



The player who destroys the Capital City gains in addition to points from starting the Battle, their Tactic Card, and Combat Spell (*if any*).