

RUNEWARS

REVISED EDITION GAMEPLAY CHANGES

Updated 5/24/2013

OVERVIEW

This document describes all of the rule changes required to play the revised edition of *Runewars* with a copy of the original edition. All of the rules in this document override any rules in the original rulebook and the *Banners of War* expansion.

MAP SETUP

When building the game board during step 3 of setup, make the following changes:

- **Home Realm Distances:** During step 4 of game board setup, players can place home realm setup tokens **three** or more areas away from each other (instead of the old minimum of four).
- **Rune Tokens:** Players do not place rune tokens in their home realms during step 8 of setup. Instead, immediately after placing map tiles during step 3 of game board setup, players perform the following:

“Starting with the first player and proceeding **counterclockwise** around the table, each player takes one dragon rune token and one false rune token. He looks at them and secretly places these tokens facedown in any two areas of his choice. **These tokens cannot be placed in an area that already contains a dragon rune or in an area adjacent to a home realm setup marker.**”

WINNING THE GAME

- **Ending the Game:** The game ends at the end of the seventh year (instead of the sixth) or after a player uses his Victory card (see below).
- **Victory:** The game **does not immediately end** when a player has six dragon runes. A player controlling six dragon runes may reveal them and then control six dragon runes one year later to win the game.

These rules function the same as the “Road to Victory” variant found in the *Banners of War* expansion. If players do not have this expansion, follow the “Victory” rules described on the following page.

Note that the “Epic Play” variant from the original edition of *Runewars* is not compatible with these new rule changes.

COMBAT

During combat, make the following changes:

- **Hexagon Units:** Routed hexagon-based units count as standing units during the Tally Strength step.
- **Hero Support:** Heroes can support units in their area during battle. This allows the player to draw additional fate cards and choose which ones to use (see “Hero Support” on the following page).
- **Latari Elves’ Sorceress Unit:** This unit’s ability now reads “Your opponent must retreat one unit **of your choice** from the battle”
- **Damage and Routs During Combat:** During steps 4 and 5 of combat, the defender must first assign damage/routs to his units before the attacker decides which of his units to assign damage/routs to.

CARD CHANGES

When using the specific cards below, make the following changes:

- The “Threatened Home Realms” Season card requires each player to move **1 rune token** (instead of 2) out of his home realm.
- The “Mobilize” and “Conquest” Order cards allow players to move heroes in addition to units.
- The “Ambush” Tactics card can only be played during the Quest Phase.



VICTORY

If a player controls six dragon runes, he can attempt to win the game. First, the player must prove that he has six dragon runes. Then, if the player controls at least six dragon runes during the same season one game year later, he wins the game (see details below).

At any point during a player's turn, the player may reveal his dragon runes until he has proven that he has enough to win the game. These tokens remain faceup (see "Revealing Rune Tokens" in the next column). Then, he places **one unused unit of his faction on top** of the current Season's deck. (If it is currently summer, he places it on top of the unrevealed summer Season cards.) This unit cannot be removed from the deck until the next season. While a player has a unit on top of a Season deck, he cannot place further units on top of Season decks.

If there is a unit on top of the current Season deck during the Resolve Season Card step, players resolve the following rule **before** drawing a Season card: If the player who owns the unit has enough dragon runes to win the game (revealing dragon rune tokens as necessary), he immediately wins the game. If he does not have at least six dragon runes, he takes his unit back to his supply, and players resolve a Season card as normal.

A maximum of one unit can be on top of each Season deck. If a player has already placed a unit on top of the current Season deck, any other player with enough dragon runes must wait until his turn in the following season to reveal his dragon runes and place his own unit on top of the deck.

Since a player can only claim victory during the year **after** he placed a unit on the season deck, players cannot place units on the season deck during the seventh year of the game.

For example, during the sixth year of the game, Tom reveals six dragon runes and places one of his footmen on top of the current Season deck (summer). However, during the following spring, he loses control of one of his areas containing a dragon rune. During the following summer, he no longer has enough dragon runes to win the game. He returns his footman to his play area. No other players have any units on top of Season decks, and because the game is now in the seventh and final year, players cannot place any units on Season decks. As a result, the winner of the game is determined at the end of winter.

Note: If playing with the *Banners of War* expansion, use the "Road to Victory" variant instead of the rules in this section.

REVEALING RUNE TOKENS

If a card instructs a player to reveal a rune token, he chooses any rune token in an area he controls and flips the rune token faceup, revealing if it is a dragon rune or a false rune token. If the card requires the player to reveal one of his dragon runes, he cannot reveal one of his false rune tokens.

Rune tokens revealed in this way remain faceup. A rune token can only be flipped facedown again if the player resolves a "Fortify" Order card (see "Fortify Order (#8)" on page 36 of the rulebook). When resolving the Order card, the player only flips facedown the rune tokens in the two areas affected by the Order card. Other revealed rune tokens on the game board remain faceup.

HEROES SUPPORTING BATTLES

During step 3 of a battle, standing heroes can **SUPPORT** friendly units during battle.

Starting with the attacker, each player may take any number of his heroes in the contested area and place each of them adjacent to a different type of friendly unit. When the player draws Fate cards for that type of unit, the player may draw one additional card, look at the cards, and immediately choose one to discard without effect.

If the player loses a battle in which one or more of his heroes supported, the heroes are routed and retreat with the player's retreating units, if any. If there are no retreating units, the routed heroes still retreat (all to one area).

Example: The Elf player has three Archers and two Pegasus Riders in a battle. He also has two heroes in the contested area. He chooses to have one of his heroes support the Archers and places the hero adjacent to the Archers. The player decides not to have his other hero support his Pegasus Riders, so that hero remains in the contested area. During the battle, the Elf player draws four Fate cards for his Archers, discards one of his choice, and resolves the other three. The Elf player loses the battle, and his surviving two Archers and one Pegasus Rider become routed and retreat. His hero who supported the Archers also becomes routed and must retreat with the Elf player's retreating units. The Elf player's hero who did not support any units does not become routed or retreat.

