RUNEWARS

BANNERS OF WAR
EXPANSION
RULES OF PLAY

Introduction

Hooves thundering. The elf rises from the back of her leonx and slips into the trees for a better view. Four horsemen, three in the blue-and-gold of the Daqan Lords, the last hooded and bound – a prisoner. Sir Caras has brought friends.

The elf drops back to the forest floor as Sir Caras rides into the clearing – alone, save his captive. He hurls the man from his horse to crumple at her feet. "I brought you a present," says Sir Caras.

She prods the captive with her foot. "I didn't ask you to take vengeance for me."

"Nor would I," says the man. "It's not about vengeance, my love—"

"Don't call me that!" She whirls to face him, her eyes ablaze.

"What have I done to—?"

"What have you done?" She steps forward. "I was at Summersong! I lost friends there! You said you would plead to the Council for peace!"

"I did! But Baron Zachareth holds too much sway, and he has new alliances." He pauses, considering his words. "They weren't our soldiers at Summersong, Lana." The man looks over her shoulder at his captive. "See for yourself what's become of the Lords of Bilehall."

The elf turns and tears the rough hood from the captive's face.

"Sir Caras, always a pleasure," says the captive, his voice like smoke and honey, his face dripping with nobility. "Where is my introduction?"

Sir Caras grits his teeth. "May I present the Viscount Torvic of Bilehall."

The elf scowls. "He smells like the grave. His blood – how is he alive?"

"He isn't," says the man. "The Lords of Bilehall have thrown in with Waiqar the Undying. They've betrayed us all; Latari and Daqan both."

"Why, Sir Caras," beams Torvic. "You didn't tell me the sun had set."

"What does that have to do with—"

Torvic shrieks – a keening, agonizing wail. Sir Caras falls to his knees; Lana staggers back, snatching her spear. And then Torvic is gone, leaving only a bat fluttering skyward in his wake.

"A vampire!? You thought you could bind a vampire with rope?"

"How was I supposed to know?" grumbles Sir Caras.

"This changes nothing," she says, sadly.

"So it's war," he says.

"War," she agrees. Sadness washes over her face. "The next time we meet, my love…I will kill you."

Sir Caras turns and stalks to his horse. "You can try."

Game Overview

War continues to rage across the land of Terrinoth. Each nation has made important alliances, bringing powerful new units of warriors to the battlefield to help take control of the legendary dragon runes.

Banners of War introduces many new elements to *Runewars*, expanding on existing components found in the base game while also adding new rules and optional variants to enrich and customize your *Runewars* experience. The first section of this rulebook will outline the new components found in the game while the second section will explain how to incorporate them into your game.

Component List

- 12 Blue Plastic Human Units consisting of:
  - 8 Novice Wizards
  - 4 Rocs
- 12 Green Plastic Elf Units consisting of:
  - 8 Leonx Riders
  - 4 Forest Guardians
- 12 Red Plastic Uthuk Units consisting of:
  - 8 Blood Sisters
  - 4 Obscenes
- 12 Purple Plastic Undead Units consisting of:
  - 8 Vampires
  - 4 Great Wyrms
- 8 Grey Plastic Heroes
- 3 Sheets of Punch Board consisting of:
  - 4 Activation Tokens (1 per Faction)
  - 8 Alternate City Tokens
  - 8 Exploration Tokens
  - 5 Supplemental Influence Tokens
  - 4 Development Tokens (1 for each Faction)
  - 3 Map Tiles (ranging from 1 hex to 4 hexes)
  - 10 Rune Tokens (5 dragon runes, 5 false runes)
  - 4 Capital Stronghold Tokens (1 for each Faction)
  - 15 Training Tokens
  - 1 Lost City Token
  - 8 Commander Tokens
  - 6 Desolation/Cryomancy Tokens
  - 8 Reanimate Tokens
  - 3 Peasant Tokens
  - 4 Reinforcement Sheets (1 for each faction)
  - 8 Defeated Hero Markers
- 21 Bridge-sized Cards consisting of:
  - 17 Quest Cards
  - 4 Garrison Order Cards (1 for each faction)

- 114 Small Cards consisting of:
  - 1 Title Card
  - 8 Hero Cards
  - 3 Evil Objective Cards
  - 3 Good Objective Cards
  - 9 Reward Cards
  - 3 Spring Season Cards
  - 3 Summer Season Cards
  - 3 Fall Season Cards
  - 3 Winter Season Cards
  - 32 Tactics Cards
  - 4 Victory Cards (1 for each Faction)
  - 32 Development Cards (8 for each Faction)
  - 10 Commander Cards

Component Breakdown

Plastic Units

Each faction gains two new unit types to reinforce their armies. Unit abilities are described on the corresponding unit reinforcement sheet. The figures come in four colors, one color for each of the four different factions.

Plastic Heroes

These grey plastic figures represent new heroes for players to command. With the Commanders of the Battlefield variant, they can even lead units into battle.
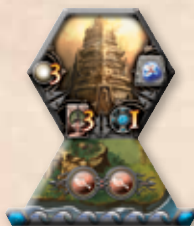
Alternate City Tokens

These tokens represent alternate neutral settlements that replace the cities found in the base game when using the Rise of the Free Cities variant. These alternate cities provide more benefits than the ones found in the base game, and some even provide dragon runes.

Lost City Token

This legendary city does not start on the game board and will only appear when instructed by certain Quest cards or game effects.

Capital Strongholds

These capital stronghold tokens can replace a stronghold when the appropriate Development card is purchased. Capital strongholds provide better defense and can hold one more development token than standard strongholds.

Commander Tokens

These tokens are placed under heroes to mark them as commanders who lead armies into battle, giving their units additional abilities during combat (see Commanders of the Battlefield on page 10).

Desolation/Cryomancy Tokens

These tokens represent areas of the world where war has turned the land into a barren waste, or the shifting of powers has called down unnaturally heavy blankets of frost and snow.

Reanimate Tokens

These tokens are treated as Reanimate figures and are brought into play for Waiqar's forces by one of his Development cards.

Peasant Tokens

These tokens represent Daqan common folk. They allow the Daqan player to leave areas under the watch of his faithful servants while his units march to battle.

Quest Cards

These new Quest cards can be shuffled into the existing Quest deck, providing heroes with additional chances to find Rewards while travelling across Terrinoth.

Garrison Order Card

This new Order card allows players to better prepare themselves for invasions from outside forces.

Hero Cards

These Hero cards are shuffled into the existing Hero deck. Heroes each have a unique ability, giving them an advantage when dueling or questing.

Objective Cards

These cards are shuffled into the existing Objective decks from the base game, providing players with more ways to earn dragon runes.

Reward Cards

These cards are shuffled into the existing Reward deck and can be earned by heroes accomplishing Quests.

Season Cards

These cards are shuffled into the existing Season decks to provide additional events that players must adapt to.

Tactics Cards

These cards are shuffled into the existing Tactics deck. In addition to adding new abilities, these cards also introduce a new type of Tactics card: the Tactical Fate card (see page 7).

Title Card

This card offers a new title for players to vie for and it provides additional resources to the faction who takes control of it.

Victory Cards

These cards provide an alternate way to end the game, eliminating the element of surprise when determining the winner. Victory cards are only used when playing with the Road to Victory optional rule (see page 11).

Development Cards

These cards represent improvements players can purchase to upgrade their units, capitals, and strongholds when playing with the Development cards optional rule (see page 9).

Commander Cards

These cards represent abilities heroes can use when leading armies into battle. They are only used when playing with the Commanders of the Battlefield optional rule (see page 10).

Reinforcement Sheets

These sheets list new units and their abilities. There is a unique reinforcement sheet for each of the four factions. These sheets are placed to the right of your faction sheet so that the initiative numbers line up.

Map Tiles

These new map tiles provide additional areas for armies to control and new places for heroes to search for hidden rewards and forgotten secrets.

The Banners of War Icon

All the cards included in this expansion are marked with the *Banners of War* symbol on their fronts (pictured here), to allow you to easily separate them from your base *Runewars* game.

Expansion Setup

The following instructions explain how to incorporate this expansion into the base game during setup:

- The new Hero, Objective, Quest, Reward, Season, and Tactics cards are shuffled into their respective decks.

- When a player chooses a faction, he receives the corresponding reinforcement sheet, units, Order card, and any other necessary components for that faction.

- During Step 1 of Map Setup, the additional Setup Quests for tiles 10, 11, and 12 are shuffled into the deck of Setup Quest cards. If a player receives one of these cards as a Setup Quest, he also receives the corresponding map tile from this expansion.

Map Tile 12

- If map tile 12 is the first tile placed, the following map tile must be placed so two different areas (hexes) touch two sides of map tile 12. Just as mountain (red) and water (blue) borders cannot be placed touching parallel red or blue borders, they also may not be placed touching a parallel yellow border.

- If map tile 12 is not the first tile placed, it must be placed so two sides of the tile's area touch at least two different areas of previously placed map tiles. The yellow border may not be placed touching a parallel red or blue border. The yellow border has no game effect besides this setup restriction.

The Lost City

When a player completes a Quest card that instructs him to place the lost city, he places it on map tile 12 so that the blue water border covers the yellow border. If map tile 12 has a desolation or cryomancy token on it (see page 8) do not place the lost city; instead remove all desolation and cryomancy tokens from the area.

This token is treated like any other city token. It provides all the benefits provided by cities and can be destroyed by abilities that destroy cities. If the lost city is destroyed, it can be found again later.

Note that this city provides the player controlling the area containing the city with a dragon rune (see Rise of the Free Cities rules on page 11) and adds additional resource icons to the area.

If a card effect instructs a player to place the lost city token while it is already on the board, ignore the effect – the city has already been found! Strongholds may not be built on map tile 12.

Unlike other city tokens, the lost city token is double-sided. This has no significance during gameplay, but it serves as a reminder not to place it on a city space during game setup.

Tile 12 and Lost City Breakdown

1. **Area Identifier:** This number is used to refer to the area on Quest cards.

2. **Resources:** These icons display the quantities of resources provided by the area.

3. **Yellow Border:** This yellow border signifies that it may not be placed touching a parallel blue or red border. Yellow borders do not affect movement.

4. **Dragon Rune:** This icon indicates that the faction that controls the city's area also controls one additional dragon rune.

5. **Resources:** These icons indicate the additional resources provided to the area by the lost city.

6. **Water Border:** This blue border is placed over the yellow border and follows normal rules for water borders.

USING THIS EXPANSION

This section describes in detail how to use the new components and rules found in the **Banners of War** expansion. It is important to note that all the rules in this section should always be used when playing the **Banners of War** expansion.

Any rules or components not described in this section are optional, and players may customize their games using as many or as few of the provided optional rules as they wish (see pages 9-11).

NEW UNITS

In **Banners of War**, each faction gains two unique unit types to add to their forces. Each faction's reinforcement reference sheet lists all the information for their new units. Players should place their reinforcement sheet to the right of their faction sheet.

Each of the new units can be recruited **in place of** a unit from the base game (as pictured on the reinforcement sheet). For example, if the Daqan player has 4 wood he can recruit 2 Bowmen, 2 Novice Wizards, or one of each.

ROC

Used by Daqan Lords as war mounts, rocs are the largest birds of prey known to man.

NOVICE WIZARD

From the prestigious University of Greyhaven, these battle-ready wizards are bound by ancient treaties to serve the Daqan Lords in times of war.

LEONX RIDER

Like many creatures of the Aymhelin, the leonx have formed a pact with the Latari elves, who now ride them into war.

FOREST GUARDIAN

Some say that the very trees of the Aymhelin march to war with the Latari. Only the elves know the truth of such rumors...

BLOOD SISTER

Members of the Covenant of Blood, these deadly witches wield blood magic in service to their tribes.

OBSCENE

Said to be possessed by demons of gluttony, these warriors of the Uthuk are fueled by a hunger that can only be described as obscene.
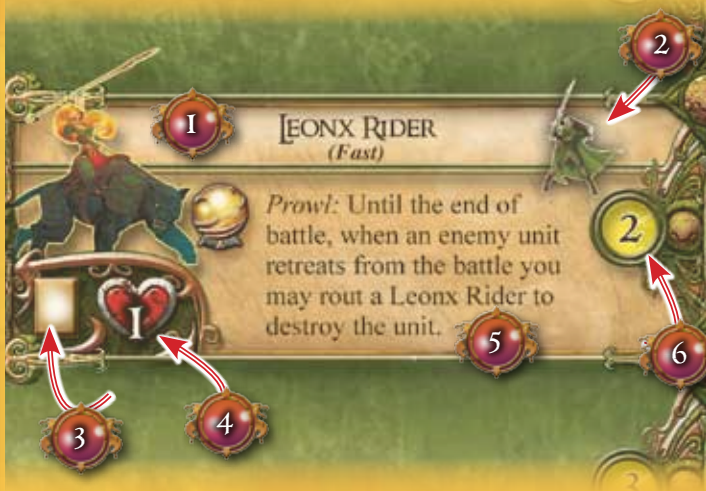
VAMPIRE

The Lords of Bilehall have forsaken their alliances and now fly with the dread bats of Waiqar the Undying.

GREAT WYRM

The Dragon Wars saw many of these great beasts slain...and now they rise again in service to the Great Betrayer.

REINFORCEMENT SHEET BREAKDOWN

1. **Unit Name and Image:** This name and image are used to distinguish this unit from other unit types.

2. **Recruitment:** This image indicates which unit type this figure is recruited in place of (in this case, a Leonx Rider may be recruited in place of an Elf Warrior).

3. **Unit Base Shape:** This icon matches the shape of the unit's base and is used when drawing Fate cards during battle.

4. **Unit Health:** This number is the amount of damage that is required to defeat a unit of this type.

5. **Unit Special Ability:** This ability is resolved when this type of unit draws a special ability icon during battle.

6. **Initiative Number:** This number determines which row the unit is placed in during combat, as well as the combat round that it is able to attack in.
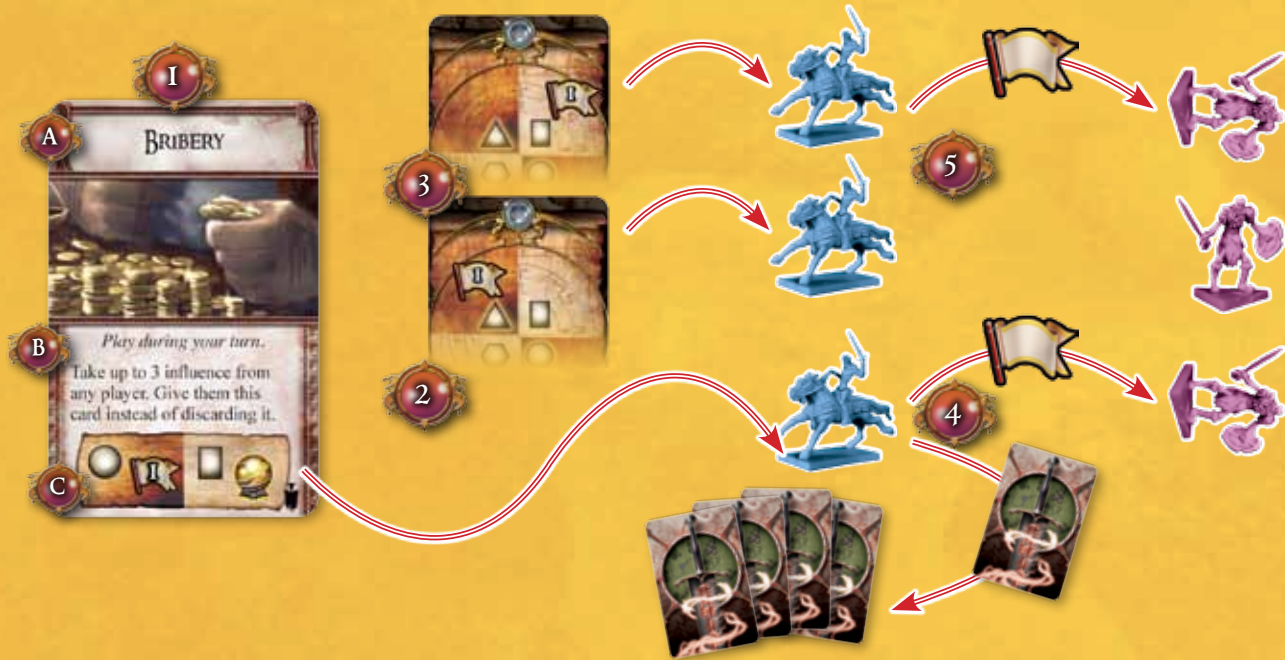
Tactical Fate Cards

Several of the new Tactics cards included in this expansion have a dual purpose, which can be identified by the Fate card symbols at the bottom of the card (see below). These special Tactics cards are called **Tactical Fate** cards. Similar to other Tactics cards, Tactical Fate cards may be played from a player's hand in order to use their text ability.

Alternatively, a player may choose to play one or more of these cards during a battle or a duel instead of drawing Fate cards.

A player wanting to play a Tactical Fate card in this way must announce he is doing so **before** drawing Fate cards for a particular unit type. He then draws one fewer Fate card for each Tactical Fate card he chooses to play for that unit type.

The icons on the bottom of a Tactical Fate card are resolved in the same way as a Fate card, and then the Tactical Fate card is placed in the Tactics card discard pile. When a Tactical Fate card is played in lieu of a Fate card, the Tactics ability text on the card is **ignored**. A Tactical Fate card may not be used during the same season it is drawn.

EXAMPLE OF TACTICAL FATE

The Daqan player is about to draw Fate cards for his Knights during a battle:

1. The player looks at his hand of Tactics cards and sees he has the card "Bribery" – a Tactical Fate card. He takes note of the information on the card.

   a. **Name of Tactics card:** This is the title of the card used to differentiate it from other Tactics cards.

   b. **Tactics Ability:** If a player plays this card as a Tactics card, he may use the ability of the text.

   c. **Fate Symbols:** The symbols printed here are used when a player plays this card in lieu of drawing a Fate card in combat.

2. The Daqan player announces he is playing one Tactical Fate card. He draws two Fate cards for his Knights instead of three. The Tactical Fate card he has chosen to play takes the place of the third normal Fate card.

3. The player looks at all three cards. The Tactical Fate card shows the special ability icon while his two Fate cards show one miss and one rout icon.

4. As normal, he reveals and resolves the special ability icon first. This triggers his Knights' ability, allowing him to deal one rout and draw one Tactics card. After resolving the special ability, the Tactical Fate card is discarded to the Tactics card discard pile

5. Finally, the player reveals and resolves the Fate card with the rout icon.

REVEALING RUNE TOKENS

There are several instances in **Banners of War** when a player may be required to reveal rune tokens, such as when the new Tactics card "Game of Power" is played.

When instructed to reveal a rune token, the player chooses any rune token in an area he controls (unless otherwise specified) and turns the rune token faceup – revealing whether it is a dragon rune or a false rune token. If the card requires the player to reveal one of his dragon runes, he may not reveal one of his false rune tokens.

Rune tokens revealed in this way remain faceup. They may only be turned facedown again by resolving a "Fortify" Order card. The rune tokens moved in this way may be turned facedown before they are moved.

In order to trigger the effect of a card by revealing rune tokens, the player must reveal rune tokens that are not yet revealed. For example, if he already has a rune token revealed, he may not reveal this token to use the effect of "Game of Power." He must reveal another rune token in order to use the card. If all of a player's rune tokens are revealed, he cannot trigger abilities that require him to reveal a rune token.

If playing the Epic Game Variant from the base game, any Tactics cards drawn that force a player to reveal rune tokens may be discarded and replaced with a new Tactics card.

GARRISON ORDER CARD

Each faction now has access to the "Garrison" Order card. When played, this provides a bonus during the Tally Strength step when defending in battle this season. The Supremacy Bonus lets the player recruit 2 triangle units of his faction, which he may place at any stronghold he controls.

GUILDMASTER OF MERCHANTS

Guildmaster of Merchants is a Title card that eases the costs of running an empire.

The player with this title gains two additional resources of any one type each time he uses his "Harvest" Order card. The player may choose a different resource each time he resolves a "Harvest" Order card.

In addition, this player may ignore any resource loss caused by the primary ability of a Season card.

DESOLATION TOKENS

Some game effects instruct a player to place a desolation token. When these tokens are placed in an area, whoever controls the area **immediately gains resources as provided by the area**. These tokens remain in play until removed by specific game effects.

While this token is in play, the area is considered to have **no resource icons**. If there is a city present, the city no longer provides any of the printed icons when resolving a "Rally Support" Order card. In addition, if the city normally provides a dragon rune (see page 11), the city no longer provides a dragon rune until the desolation token is removed. (Dragon rune tokens and exploration tokens in the area are unaffected.)

Desolation tokens may never be placed in a home realm area or in an area already containing a desolation or cryomancy token. Desolation tokens remain on the map until removed by a card effect or ability.

CRYOMANCY TOKENS

Cryomancy tokens represent extremely frigid temperatures and unnatural snow storms. While a cryomancy token is in an area, units may ignore the movement restrictions of water (blue) borders in that area as though it were winter (adjacent areas with blue borders are unaffected by this).

While this token is in play, the area is considered to have **no resource icons**. If there is a city present, the city no longer provides any of the printed icons when using a "Rally Support" Order card. In addition, if the city normally provides a dragon rune (see page 11), the city no longer provides a dragon rune until the cryomancy token is removed. (Dragon rune tokens and exploration tokens in the area are unaffected.)

Cryomancy tokens may never be placed in a home realm area or in an area containing a desolation token. More than one cryomancy token may be placed in a single area.

Important: Remove one cryomancy token from **each area** on the board when resolving the secondary ability of a spring Season card.

SUPPLEMENTAL INFLUENCE TOKENS

This expansion includes several influence tokens with denominations of 3. If players are running short of influence tokens, they may exchange three normal influence tokens for a single "3" influence token. Each supplemental influence token is worth 3 influence tokens.

Optional Rules

This section contains optional rules which modify the game to provide customizable play experiences. Before each game, the players should decide as a group if they would like to use one or more of the following variants. This expansion includes four options, including Development Cards, Commanders of the Battlefield, Rise of the Free Cities, and Road to Victory.

Development Cards

This expansion provides each faction with eight Development cards that players can purchase to give them special advantages.

When a player resolves the Supremacy Bonus of his "Harvest" Order card, he may purchase one of his faction's Development cards **in addition to** the normal one development token. The player may choose from any of the eight Development cards available to his faction. The player is not required to purchase any; he can choose to build a development token, purchase a Development card, or both! If he chooses to purchase a Development card, he must pay the resource cost listed on the card (he immediately adjusts his resource dials).

A player may not purchase a Development card if he cannot afford the full amount of resources. Abilities generated from Development cards are permanent, and cannot be lost.

When purchasing a Development card, the player places the card faceup next to his faction sheet. Until the end of the game he receives all benefits listed on the Development card.

Development Card Break Down

1. **Name:** This title is used to differentiate Development cards from each other.
2. **Cost:** This is the cost of the Development, paid by losing resources from the resource dials.
3. **Unit:** This image indicates which unit the Development affects (if any).
4. **Ability:** This is the permanent effect the card provides.

Capital Tokens

Each faction has access to one Development card that allows the player to **replace** one of his stronghold tokens in his home realm with his capital token. If the replaced stronghold had a development token, the token is attached to his capital stronghold. Even if the replaced stronghold was damaged, the capital is placed with its undamaged side faceup (at full strength).

Capital tokens are a special type of stronghold that can hold two development tokens instead of one. Capital strongholds also provide higher strength while defending (7 while undamaged).

If a player's capital token is ever destroyed, the next time he builds a stronghold in his home realm using the Fortify Order card, he may choose to build his capital stronghold for the cost of 2 ore and 1 wood (instead of 1 ore and 1 wood for a normal stronghold).

Each player's capital token may only ever be placed in his own home realm. When conquering an opponent's capital, you may replace it with one of your own strongholds (not your capital).

Reanimate Tokens

When the Waiqar player purchases the "Lands of Blight" Development card, he gains eight Reanimate tokens. These tokens are treated exactly like plastic Reanimate figures and must be recruited like normal units.

These tokens must obey all rules and restrictions for plastic figures, including unit limits and the secondary ability of winter Season cards.

A Reanimate token may be replaced with a plastic Reanimate at any time and a plastic Reanimate may be replaced by a Reanimate token at any time, once the Development card has been purchased.

Peasant Tokens

After purchasing the "Support of the People" Development card, the Daqan player gains three peasant tokens. Any time the Daqan player moves all of his units out of an area, he may choose to place one of his unused peasant tokens in the area. When he does this, the area continues to be considered a friendly area he controls.

If all three peasant tokens are on the game board, and the Daqan player moves all of his units out of an area, he may **not** move one of his peasant tokens from another area into this area. Peasant tokens are removed from the board when an activation token (even a Daqan token) is placed in an area containing a peasant token (for any reason). Removed peasant tokens may be reused.

Commanders of the Battlefield

This variant is for players who would like to have a hero leading their army to battle.

If players agree to play with this variant, each player receives **two** Hero cards matching his alignment during setup (instead of one). Each player is then dealt one Commander card and must then choose one of his heroes to become a commander.

Each player places his Commander card faceup next to his chosen Hero card and places one of his commander tokens underneath the matching figure on the game board. This hero is now considered a commander and must follow all rules and restrictions listed in this section of the rulebook.

Commanders are still considered heroes and not units, however they **cannot** complete (or even attempt) Quests. They can still use their hero abilities and move, duel, train, or heal during the Quest Phase. Commanders can receive and use Reward cards like any other hero.

Commanders never count toward a player's hero limit (normally a player may only control three heroes). This means a player can control a total of **four** heroes as long as one of them is a commander.

Moving Commanders

Commanders may move like units when resolving a "Strategize," "Mobilize," or "Conquer" Order card. Commanders **cannot** move out of activated areas, nor can they move while routed (even during the Quest Phase).

Acquiring Commanders

Players may choose to receive a new Commander card when resolving the Supremacy Bonus of a "Rally Support" Order card. Rather than spending up to three influence to look at up to three Hero cards, the player may instead pay up to three influence to draw up to three cards from the Commander deck. The player may then choose one of them to keep, to replace his current Commander card. Any Commander cards not chosen or replaced are put at the bottom of the Commander deck.

The player is not required to replace his old Commander card when drawing new ones; however, a player may not have more than one Commander card at any time. During the Quest Phase, a player has the option of choosing a different hero to be his commander (see "Choosing a New Commander" on the right).

Choosing a New Commander

A player can choose a different hero to become his Commander at the start of the Quest Phase. He must choose a friendly hero at one of his strongholds.

The Commander card on the previous commander is immediately placed next to the new commander. The previous commander no longer follows the rules for commanders and is now considered a normal hero (for example, he can now attempt Quests).

If the player's only commander has been DEFEATED, he may draw a new Commander card and place it next to a hero currently at one of his strongholds (this may still only be done at the start of the Quest Phase).

Commanders in Battle

When a standing commander is in an area in which friendly units are resolving a battle, he provides the ability listed on his Commander card. If the player loses the battle, his commander must retreat along with his retreating units (as if the hero were a unit).

When a commander is in a contested area, he cannot be targeted by unit special abilities. For example, the Latari player may not use a Latari Warrior's special ability to destroy a damaged commander in the battle. Commanders only take damage during a battle if they have a Commander card ability stating they may take damage, **and** if the controlling player chooses to let them be damaged in this way.

If the commander is DEFEATED, he is removed from the game following normal rules for defeated heroes. The defeated commander's Commander card is then discarded.

Lieutenant General

The "Lieutenant General" Tactics card is used only if players choose to play with the Commanders of the Battlefield variant. If a player draws this Tactics card while not using this option, he discards it and draws a new Tactics card.

When played, this card remains in play and allows a player to have a second commander in play, which means he could have a total of five heroes under his control (two of which being commanders). If one of the two commanders is defeated, the player must discard that commander's Commander card as well as the "Lieutenant General" Tactics card.

When gaining new Commander cards using the Supremacy Bonus of a "Rally Support" Order card, a player may still only keep one of the drawn Commander cards. He may choose which Commander card, if any, to replace.

Rise of the Free Cities

This variant is for players who would like to place more emphasis on cities. The alternate city tokens used in this variant provide more Tactics cards, influence, and sometimes even dragon runes!

The alternate city tokens replace the original city tokens from the base game.

Three of these city tokens have dragon runes printed on them. This means that a player controlling an area containing one of these cities also controls one additional dragon rune (as printed on the city token). This dragon rune only counts towards winning the game, and cannot be targeted by effects and abilities that target rune tokens. A rune token may still be placed in this area. This means an area with a dragon rune city could potentially be worth two dragon runes to whoever controls it!

Important: When playing with this variant, players need one additional dragon rune to win the game. (If this is the only variant being played, a player would need seven dragon runes to win.)

Road to Victory

This variant is for players who prefer a game with less of an emphasis on surprise endings.

Normally, when a player has enough dragon runes to win the game (usually six, unless using other optional rules), he immediately reveals them and the game ends. With this variant, a player must first prove that he has enough dragon runes to win, and will then win during the following year only if he still controls enough dragon runes.

At any point during a player's turn, he may reveal dragon runes until he has proven that he has enough to win the game (see "Revealing Rune Tokens" on page 8).

Instead of immediately winning the game, the player places his faction's Victory card facedown **on top** of the current Season's deck. (If it is currently summer, place it on top of the unrevealed summer Season cards.) This Victory card will resolve in that season next year.

If the current Season deck has a Victory card on top of it during the Resolve Season Card step, it is revealed **before** drawing a Season card. If this player has enough dragon runes to win the game (revealing tokens as necessary), he reads this card aloud and wins the game. Otherwise, this card returns to him and a Season card is resolved as normal.

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

Since Victory cards are resolved during the following year, they are not used during the final year of the game. During the final year of the game, players will play until the end of winter, and then determine the winner as described in the base game.

For example, during the fifth year of the game, Tom has enough dragon runes to reveal and place his Victory card on the current season deck (summer). However, during the following spring, he loses control of one of his areas containing a dragon rune. When his Victory card is revealed next season, he no longer has enough dragon runes to win the game. Since the game is now in the sixth and final year, no more Victory cards are placed and the victor will be determined at the end of winter.

Exploration Tokens

These new exploration tokens are added to the other exploration tokens in the base game if all players agree to play with the exploration tokens optional rule described in the base game.

Flooded Area (Location):

Keep this token faceup in the area. When this exploration token is revealed, the hero who reveals it is moved up to two areas by the player to his left (units are not effected).
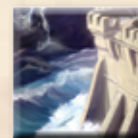
Units and heroes that do not have *Flying* may not enter or exit this area except in winter (or when a cryomancy token is present), as if all six borders were water (blue) borders. This token remains in play until the end of the game.

Defensible Area (Destructible Location):

Keep this token face up in the area. When determining the winner of a battle in this area, the defending player gains +1 Strength. A player controlling this area with at least six units during his turn may discard this token.
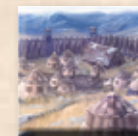
Revised Steps of Battle

1. **Place Battle Marker**

2. **Place Units Next to Faction Sheets**

3. **Start of Battle Abilities**: Starting with the attacker, resolve any Tactics cards, Commander cards, or other abilities that may be used at the "start of battle." Then, the defender may use any "start of battle" abilities.

4. **Rounds of Combat:** During a round, each player chooses one of his unit types of the appropriate initiative to fight as follows:

   a. Attacker announces any Tactical Fate cards

   b. Defender announces any Tactical Fate cards

   c. Attacker draws additional Fate cards

   d. Defender draws additional Fate cards

   e. Resolve Special Abilities

   f. Resolve Routs

   g. Resolve Damage

5. **Tally Strength:** After each unit has attacked once, both players tally their strength as follows:

   a. *Fortification Developments:* If the defender has a fortification development in the area, or has access to a Development card, he may use it now.

   b. *Count Units:* Each player totals the number of **standing units** he has in the battle. This total is known as his STRENGTH.

   c. *Add Stronghold Strength:* If the defender has a stronghold or capital present in the area, he adds its strength to his unit's strength.

   d. *Damage Stronghold:* If standing enemy units are present, the defender then flips the stronghold or capital so that its damaged side is faceup. If the stronghold or capital was already damaged, then it simply remains damaged side faceup.

6. **Resolution:** The player with the highest total strength wins the battle; in the case of a tie, the defender wins. Then the players perform the following steps:

   a. *Retreats:* The losing player retreats all friendly units.

   b. *Destroy/Conquer Stronghold:* If the attacker won the battle against a stronghold or capital, he removes the opponent's stronghold or capital token. He may then replace it with one of his own stronghold tokens (with the damaged side faceup). If all of the winning player's strongholds are already in play, he may voluntarily destroy one of his strongholds from the game board in order to replace the enemy stronghold. He may not replace an enemy capital stronghold with one of his own.

   c. *Heal:* Both players remove all damage tokens from their units involved in the battle.

   d. *Replace Units:* The winner of the battle takes all of his units that survived the battle and places them in the contested area. Any units that were routed in the battle remain routed. He then removes the battle marker from the game board.

Credits

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