

SWORDS & STONES

PROTOTYPE

Kingdoms of Avalon
Player Rulebook (Prototype)
v.1.3

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Stories tell of an age where the sun shone brightly, where kingdoms of old adorned gold-topped spires, and their wondrous technologies helped their people flourish.

That was then...

Before the Great Flood came and washed all civilizations from the face of the earth.

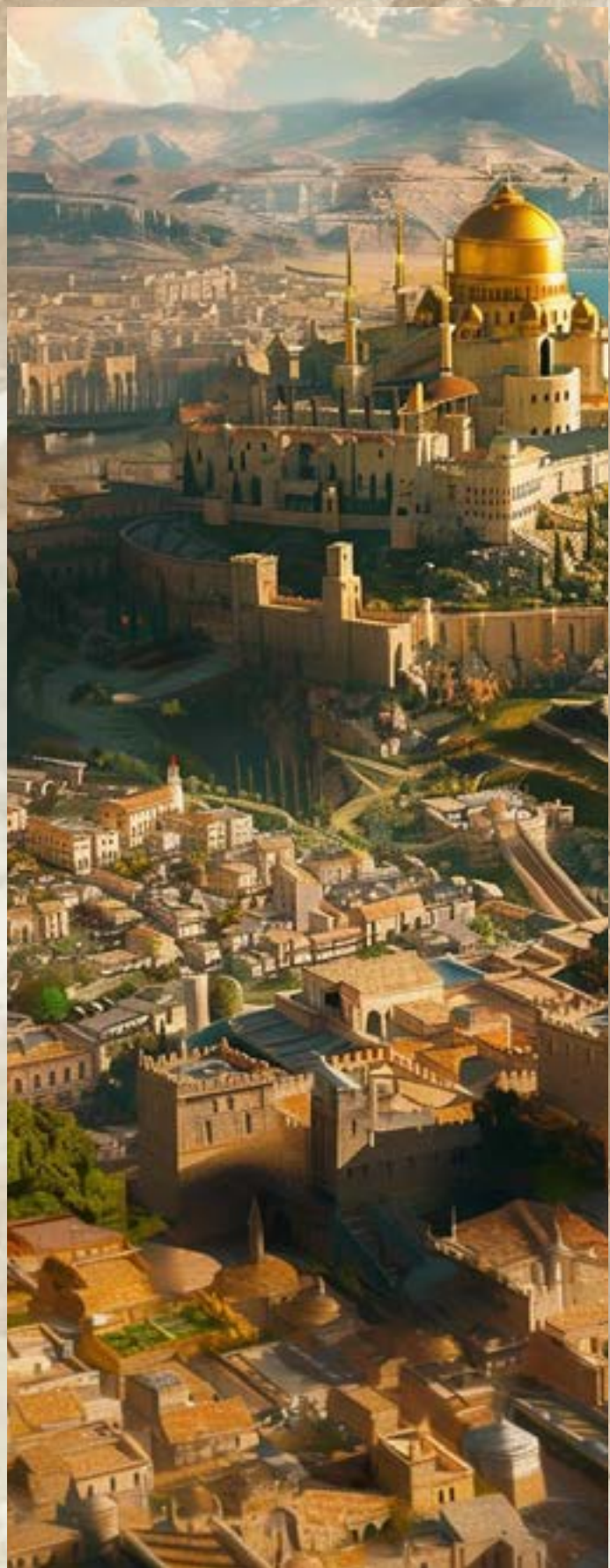
These days now - these are dark days.

Those few that survived now must rebuild from nothing, and perhaps, one day, prosper again.

Welcome to Swords and Stones. You begin with nothing but a small band of followers and must harvest resources, manage crops and your people's needs, gain favor from the gods, and build your humble village into a mighty kingdom worth defending!

Early game play is focused on surviving the harsh environment until your people establish themselves as they grow into a fledgeling town. As resources start to become scarce, other rival factions encroach on your territory, and the threat of war grows.

Small skirmishes over resources and key map positions quickly escalate into pitched battles, soon becoming fully fledged sieges, vying for control greater lands throughout, and ensuring the security and future prosperity over Avalon.





Experience

The highs and lows of kingdom management and survive the Sword and Stones world.



Express

Your inner Builder. Creator. and Master Strategist.



Prove Yourself

As a worthy leader on and off the battlefield and manage your humble village into a mighty kingdom!





Once upon a time the world was different. An age before now, remembered as the “Golden” age, was a time of peace, prosperity, and, for the most part, harmony. Long gone were the cycles of war; night raids and bloody battlefields existed only in fables and the dreams of sleeping children.

This land, Avalon, was home to not just humans but many peoples. Their wealth, knowledge, cooperation, and goodwill culminated in building the greatest kingdom ever known: the great kingdom of Arcadia.

It is said that Arcadia’s rooftops glistened as golden as the sun. Its people were merry and kind, its chosen leaders fair and wise, and its technological achievements freed its people from the constant struggle for survival.

Arcadia was a utopia, where people chose their own destinies and were not ruled by hatred or fear, where the sunshine seemed crisp and clear.

One day, a mighty fire omen set Avalon’s sky ablaze. The next day, the sky turned white, the birds fell silent, and the Forests grew still. The day after, the sky shifted to an uneasy green.

Then the rain came—torrential, incessant rain. It poured from above and rose from the seas, as if all the gods in the heavens wept for the events about to befall Arcadia and all lands of Avalon.

On the seventh day of the downpour, crops were washed away in a tide of mud. Beast-drawn transport halted as cartwheels slid off stone pavements and sank, axle-deep, into saturated earth.

By the thirtieth day, any structure not built on stone collapsed under its own sodden weight.

On the thirty-third day, the lower city was evacuated, as all but the upper city was lost to the sea.



Anyone who did not reach the gates that day was left behind, presumed lost, as the city guard sealed the main gate with stone and leather in a futile attempt to hold back the rising waters.



The evening of the fortieth day is not spoken of in good times. Masses of people clambered over one another to reach the Great Palace as their doom rose steadily. They call this night “The Night of the Rats,” for every desperate Arcadian was joined by a thousand frantic rats, scurrying up buildings and flesh alike to escape the encroaching water.

Be it king or peasant, all suffered the horrors of that day.

Respite came on the morning of the forty-fourth day, when the rain finally ceased. The ocean slowly retreated, taking with it anything not rooted deep in the earth.



The very face of the land changed. Its people—gone. Their knowledge—lost, save for a few survivors. Those who endured took what little supplies remained and abandoned the ruins of their once-utopian city, scattering in every direction in search of a new beginning. The once-great Avalonian Alliance was broken, and the united races grew fearful of one another. The lands divided once more by suspicion, distrust, and greed.

Other pockets of Avalon, beyond the great city of Arcadia, found refuge from the flood. These people, regardless of their history, blamed their leaders for their lack of foresight and abandoned their god, who had failed them in the final days, letting the world fall to ruin.

These people became known as the Paganites, who worshipped a pantheon of elder deities, ensuring no single god held too much power to betray them again. Though the waters of the great flood receded, vast regions became wastelands and lands of death, where

natural hollows trapped floating bodies, beasts, and animals. The air grew heavy with disease, decay, and rot, the putrid stench of death lingering for miles. As nature slowly reclaimed these regions, it spawned abundant fertility, attracting survivors to settle there, most unaware of the “long-at-rest” beneath their beds.

The fire omen that preceded the flood shattered the great northern ice sheets. New rivers, streams, deltas, and lands formed by the ice melt allowed the eastern wastelands to support plant life. With this came animals, and with animals came strangers and beasts from faraway lands.

This marked the start of the dark days. Not only are the days darker now, but all memory and knowledge of the past have been forgotten. All that drives the fractured people of Avalon now is the prophecy of a warrior of light, who will end the dark days, conquer the forces of darkness, and restore the world to harmony once again.

Until that day, war and suffering will endure.



Preface

Discovering the Rules

This rulebook lets you read, learn, and play right away. Read up to the move and combat section to understand the basics of S&S, and play through the first few turns.. The game's sandbox style gives you lots of choices, with rules for every detail. Once you get the core mechanics, you can explore more rules at your own pace, with page numbers clearly listed when introducing new concepts.

Roleplay and Game Terms

Swords and Stones is set in a mythical past in earth's long lost history, a time where magic and monsters dominate. The first release, Kingdoms of Avalon, features three founding human factions, with more fantasy factions to come. You are free to roleplay their cultures and playstyles as you wish, with some small given lore to guide you with the general "feel" of a faction.

Some rules use gendered terms like "King" for simplicity, but you can choose any title (e.g., Queen, Lord, Empress) or model to represent your leader. Just clarify to others if, for example, your Queen model is infact - your "King."

Terms: Capitalized words refer to models/ tokens on the table (units, buildings, terrain). **Red** words highlight key concepts for quick reference. Numbers in brackets (XX) point to further rules on that page. Check the Glossary for unfamiliar tabletop wargame terms.

Using Tokens or Models

The starter set includes enough tokens for two player games, and all the single player modes. With two sets of: "unit" tokens (groups of people), "building" tokens (structures), and "indicator" tokens (tracking abilities, spells, items, or conditions). In this rulebook, "tokens" means "indicator" tokens, while "units" and "buildings" are called "models" for clarity. Additional tokens and models to use instead are available at our online store. You can also find STL files to print your own. Visit SwordsAndStonesStudios.com for the latest catalogue!

Kingdom Screens

Kingdom screens are an optional rule for casual or competitive games, not recommended when learning the game. In competitive play, they are used to hide your kingdom for strategic secrecy, placed to block your opponent's view, and may move it as needed (forward, backward, or angled). However if placed too far to the center of the table, opponents might see your kingdom (through no fault of their own!). If an **enemy** unit or building is **within 5"** of your screen, **you must move it back** toward your kingdom, and **remove** it if it **overlaps your kingdom zone** (XX), at which point your kingdom is within view of the enemy forces.

Word on Cheating

As with all games, cheating is possible. Swords and Stones has a strong secrecy and strategy to gameplay; and combined with simultaneous play means that you may be faced with the moral dilemma to cheat. A simple solution to cheating is to **not play with cheaters**; and to avoid becoming a cheater yourself by understanding that cheaters never win (i.e. if you cheat and win on paper, well, you know you didn't actually win). A S&S player must adhere to a strict **code of honour**, be it thieves or kings, living or dead alike.

Inadvertent cheating, like misinterpreting rules or forgetting to deduct resources from your Stockpile, can occur. **New players** should play the **first 10 turns turn-based** (not simultaneous) so one player can check the other, resolving rule misunderstandings early. In competitive games, a referee, game master, or spectators can help prevent accidental cheating. Following the **strict phases in sequence** as well as rules like **"Deduct THEN roll"** (XX), greatly reduces player error.

The Spirit of The Game

There may be some instances where a player discovers a (currently unknown) hack in the game. To stop us writing out 100 more pages of special circumstances, the "spirit of the game" is a rule that attempts to stop these hacks and exploits. So, if you are doing something that feels "wrong", unrealistic, non thematic, and/or on the edge of the rules, serious consider if it aligns with the spirit of the game, gaming, and the general purpose of fun having! :)

Objectives

The primary objective of a game of Swords and Stones is to keep your King alive for longer than your opponent. Your King represents you, the player, and for the most part should stay safely within your kingdom. No matter the game mode - if your King is ever to die - you lose! There are two ways you can achieve victory in a standard game:

By Sword


You must kill all rival King(s) or force them to surrender to avoid watching their kingdom turn to rubble and people massacred.

By Stone

The second way to win is to build a Monument and have it stand for 25 turns! This option allows for a slower yet more defensive way to win.

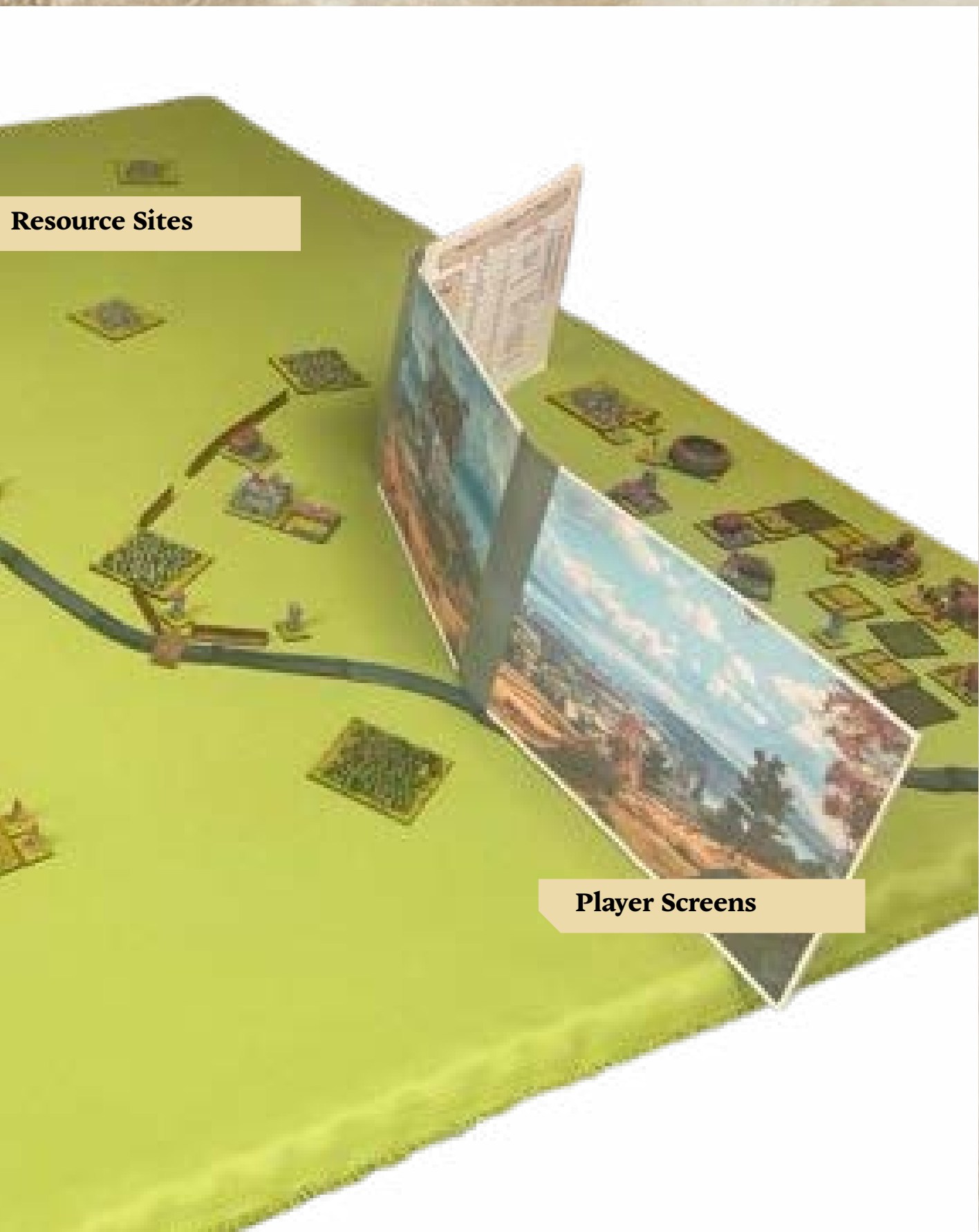


The Table (awaiting professional photographer)



Rulers and Dice

Stockpile Counter



Resource Sites

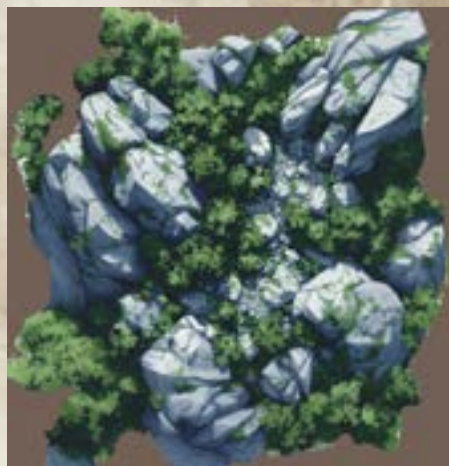
Player Screens

Setup and Tutorial

The following is the standard setup for Single player Skirmish and Multiplayer games. Experienced players may wish to change the **map type or game modes** (XX), however, for this tutorial setup we will select the “Great Plains” map, that has little **no terrain features** and thus best for learning the game.

Firstly, clear a table to play on: a standard dining room table is the bare minimum space needed for two players, however, smaller tables for single player games work fine. Wargaming tables are best, and can allow for more ‘breathing room’ and more than 2 players! Once your table is clear; setup the map!

- 1) **Add** each player’s 6 Forest **Sites** and 6 Outcrop Sites (Set A) into a group, face down on the table (anywhere) so you can not see the text/ details.



Models and tokens of Forest and Outcrop resource Sites.

2) **Shuffle** these Forests and Outcrops Sites around without looking, as to obscure what is what. **Each player** is to then **randomly remove 1 Outcrop Site** – to be excluded from this game (don't look – pack it/them away).

3) You may then **place the shuffled Sites** (keeping them face down) around the map using any method players can agree upon. Players may choose to go for a **theme** – i.e. place lots of Forests along rivers (below), clump them together, place Outcrops at the base of a Mountain etc, OR the **specific directions** given by a specific map type or game mode (XX); OR **randomly assign** using the Co-Ord system below, OR however you damn well wish!



Randomly assigning using the co-ord system

Assign an edge of the table a colour – either white (x-axis – East-West) or black (y-axis – North-South) and place dice numbered 1-6 in roughly even increments down each side of the table, starting at least 2" from the corner of the table) Roll 2d6 (one black, one white) the numbers rolled for each colour are the co-ordinates where you are to place the Resource Sites. Resource Sites that roll the same co-ordinates are placed together. Example below: Single player setup example below: 1 Outcrop was randomly removed (bottom left), and the first Site (the forest on the table) rolled a 3 white, and 2 black, and was placed accordingly.



4) Now that the table has been set, roll off to see who gets to **place their Stockpile and starting units** first. The Stockpile is the center of a player's kingdom and thus should be appropriately placed to allow for other buildings expanding around it, yet not to close the middle of the map so your opponents can easily reach you. When placing Stockpiles, keep in mind the number of players/teams, and keep them as far apart as possible.

Is it highly recommended that you place your Stockpile exactly 1" away from a resource Site you can place your starting units in contact with the Stockpile AND a Site, allowing you to make harvest rolls straight away.

Then place your starting units - **3 Villager units and your King** - in base contact with your Stockpile (and if possible, in contact with a Forest Site) and **declare** to the table your Kings **Name**, Kingdom Name, and **Faction** you are playing as (if not already done so).



5) Next, you must determine your **map section**. Map sections are **equal divisions** of the table between the players. In a 1v1 game, one half of the map is player 1's, the other half is player 2's. Where there is **3 or more players**, map sections will need to be clearly defined via measuring between neighbouring Stockpiles, placing a mark/die, and then drawing a line from the middle of the table to the edge, through the mark/die, this will roughly divide any size/shape of table into map sections.



Above: a 4 player, 5 player, and 4 player co-operative game setup, red circle indicates middle of the table, with white lines from that being the map section boundaries. The white circles indicate where the players Stockpile is. White tape measure indicates where to measure from, with red x being the center of two player's Stockpiles.

Then place your **Kingdom Screens** somewhere in front of where you wish to place your Stockpile and starting units, and **within your map section**. Make sure you have enough room to feel comfortable, but still close enough to obscure your kingdom. Kingdom Screens are only used in competitive multiplayer games, or if you wish to use them as a quick reference guide.

6) Place the Stockpile Counter, player dice, and a ruler (inches) in front of you, at the edge of the table and set your **resources and upkeep to zero** and the **turn and growth rate to 1**. You're all ready to start!

Factions

At the start of each game, you must choose a Faction: Avalonian, Paganite, or The Damned. Each gives unique advantages and disadvantages for varied strategies. New players should choose Avalonians as Paganite and The Damned factions are more suited to experienced players. See (XX) for full Faction details.

Some spells, upgrades, abilities, units, and buildings are **faction-specific**, marked with **A** for Avalonian, **P** for Paganite, or **D** for Damned. Unmarked elements are available to all factions.

Avalonians are a highly technological faction that worship “the one true God” - “Ehyeh” as their state sanctioned idol and may train a Wizard as their spell casting unit. Avalonian playstyle are defensive, forgiving, and extremely versatile, and is not only the recommended starting faction to play as, but also a highly competitive faction for all levels of play. Avalonian technology allows them to build unique black powder units in their Foundry Building.

Paganite Kingdoms worship something other than a single God - a pantheon of many Gods/Goddesses. Paganite cultures tend to shun advanced technologies and rely on their battle prowess, cavalry, deadly chariots, and favor from their deities instead of technological innovation. They may train a Sorcerer as their Caster unit, diving powerful spells from the Gods. Paganite kingdoms worship all sorts of “good” and less-than-good deities and can perform rituals at their sacred grounds to boost their kingdom and their peoples.

The Damned start out as any other faction, however, after performing a Dark Ritual in the Temple that kingdom becomes a kingdom of the Damned; a Faction that has fallen into corruption, where the lust for absolute domination and power has resulted in a kingdom of the Damned. The Damned dig a Catacombs serving as the spawning grounds for their undying army. Warlocks are trained as their magic Caster unit and their Monks learned in the art of necromancy, able to resurrect the dead to fight alongside the rest of their unliving brethren.



The Turn

The main gameplay mechanic in S&S is the turn phases; with each turn representing a period of time passing where units may harvest, build, train, trade, buy upgrades, move, discover, and fight!

In times of **peace**, all players **simultaneously** play through the turn phases together. Once all players are finished with that phase - the next phase is worked through.



Phase 1 Harvest

- 1) Harvest wood or food from Forests.
- 2) Then, harvest gold, iron, and stone from Outcrops.
- 3) Next, harvest food from Farms then, food from Fishing.
- 4) Generate any favor harvested at the Temple.
- 5) Lastly, add any other remaining resources - for example; Merchant Guild Gold, or Relic Gold.

Phase 2 Compulsory

- 1) Rotate any **compulsory dice timers**
- 2) Remove/rotate any **"build points"** assuming there are units in base contact with building foundations.
- 3) Determine what your Kingdoms **upkeep** is, and **deduct** the required resources for it. If you cannot pay the required upkeep costs, your growth rate suffers for each resource you are short by.
- 4) Determine your **growth rate**. Your growth rate sets the maximum number of units you can train per turn.

Phase 3 Advance

You may complete any of the following in **any order** you wish, deducting the required resources from your Stockpile.

- Train units (up to your growth rate)
- Place building foundations
- Purchase upgrades use abilities.

It is also the phase where you can trade/exchange resources at the Market and with other players, as well as any other Diplomatic exchanges - such as declaring **war** or asking for **peace**.

Phase 4 Move and Combat

Is the phase where you first **move** your units around the tabletop; refer to terrain features (XX) for movement conditions, otherwise movement is very simple; A unit may make a normal move up to its move value per turn (XX).

There are other various moves units can make, such as moving in a shield wall formation, or declaring a charge, that are utilised in combat.

Once a player has moved all the units they wish, then that player may roll for **close combat** attacks, and then roll for **ranged attacks**.

If **war** is declared between two players./teams, then the **move and combat phase is played out turn based** between those at war factions, with the player/team declaring war taking their move and combat phase first, before the other player/team does.



Start the game already!

If you or any other players at the table have played less than 5 games, then it is recommended you make the first 10 turns turn based to help each other learn and make sure you're on the same page. Either way - at the very start of most games, you begin by immediately rolling to harvest from your units in contact with any Sites.

It is important to note that **any events before turn 10 are always "Idle Villagers"**. With "Idle Villagers" being the technical term for "they did nothing/no harvest". From **turn 10 onwards, events** are no longer automatically Idle Villagers, and **must be rolled for on the relevant event tables (XX)**.

It is recommended you play as the Avalonians for your first few games, and may wish to read the Faction overview for "Avalonians" (XX); if not - take note that Avalonians have an innate protection from harm and **may skip any 1 event per game**; and instead get "Idle Villagers". You may skip the event as soon as you've rolled to determine what it is, and not after any other subsequent dies rolled, and must declare to the table "by Ehyehs protection" when using this ability.

The following rule sections are broken down in order of the phases - harvest, compulsory, advance, and move and combat. Please read the harvest rule section, and then play out your first harvest phase, then continue onto read the compulsory and advance phases, then play through them, and then finally the move and combat phase, after which, turn 1 ends and turns 2 begins. For a detailed walkthrough of the first 3 turns, please see Appendix (XX), or a complete walkthrough/how to play guide on the Sword and Stone Studios YouTube channel, or via www.SwordAndStoneStudios.com/howtoplay.

Whenever you are **attacked by an artificial player** or a monster from an event, consult the AI Skirmisher rules (XX)

If you are playing/learning the game with another player (multiplayer), play out the game and try to win! By Sword or Stone! . If you are playing single player/solo – continue on and **build a Monument** to complete the tutorial, **or**, at the start of turn 30, turn to page XX and read how **single player skirmish** games are played, and select the **Apprentice** difficulty and try to win against an artificial Avalonian player!

Harvest Phase

To build your kingdom you will need your units to harvest various resources; there are six resource types that you can utilize in your kingdom; food, wood, stone, iron, gold, and favor.

The Stockpile

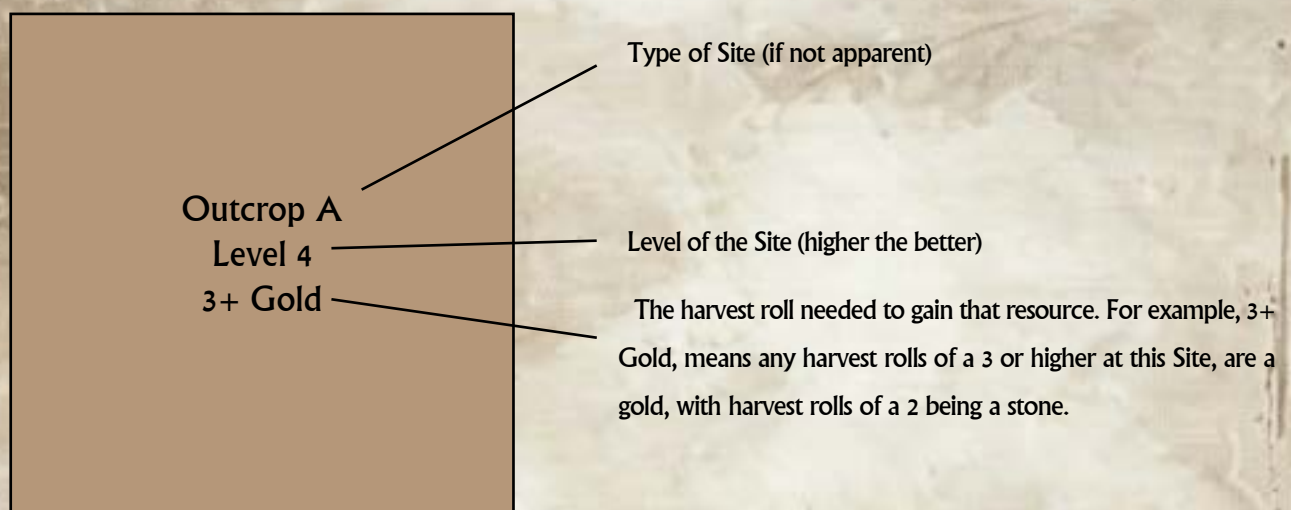
Whenever you harvest or gain resources, they are stored in your “Stockpile”. Your Stockpile is both a model building on the table and also the Stockpile Counter, used to track incoming and outgoing resources.

Resource Sites

“Sites” where you harvest the majority of your resources from, and are split into two types 1) Forests – where wood is harvested or food is hunted for, and 2) Outcrops – where you may find Stone, Gold and/or Iron. Sites can be moved into, and through, offering some combat advantages (XX).

Discovering Resource Sites

The amount of wood in a Forest or whether an Outcrop contains stone, iron, or gold, and their estimated amounts, are unknown at the start of a game. Whenever a player has a unit in contact with a resource Site, they may immediately, at any time, look under it to determine what is there.



Harvesting from Resource Sites

1) **Move** a unit to that Site – Anytime your unit is at; or moves into base contact with a Forest or Outcrop resource Site, you may look under it to determine what resources are present. When you look under a resource Site you will immediately notice 3 things:

1) **Type of Site**, and Set (if not apparent).

2) Amount of estimated resources, given by the Site's **"level"**. Resource Scarcity events slowly deplete the Sites level, until it is fully depleted (XX)

3) Harvest **rolls values** - Rolls of a 1 indicate an event and must be immediately resolved (XX), however when there is a secondary resource present at Outcrop Sites (other than stone), the roll value indicates the harvest roll needed to get that secondary resource, with a 2+ indicating a pure gold Outcrop, or a 6+ indicating a very low quality gold Outcrop.

(as per the example).

2) Determine **how many harvest** rolls you can make – In the harvest phase; each unit in base contact with the Site may roll a single 'harvest die' to attempt to harvest 1 of the relevant resource.

3) **Roll all the harvest dice** for all units harvesting at that Site at the same time.

4) Resolve Events - **Any rolls of a 1 indicate an event has occurred and must immediately rolled** for on the relevant event table (XX). (note events before turn 10 are automatically idle villagers).

5) Finally, **add successful harvests** - After events have been resolved, **all rolls of a 2-6 indicate a successful** harvest, and may add the relevant resources to your Stockpile.



Harvesting from a resource Site example – 5 units are in base contact with a level 3, 3+ gold Outcrop Site (as on the previous page), each Villager rolls a d6 harvest die (5 rolls in total) to attempt to harvest from the Site. The Villagers roll 2,2,3,1, and 6. Immediately we notice a 1 has been rolled (an event) and must immediately roll on the Outcrop Event table (127). After all event rolls have been resolved, the remaining rolls (2,2,3,6) all indicate a successful harvest, however due to it being a 3+ gold Outcrop, only the rolls of a 3 and 6 harvest a gold each, whereas the two 2's, harvest only a stone each.

If you ever harvest a gold or iron from an Outcrop, you may instead harvest a stone.

"In base contact" – This term refers to a condition where models bases are touching (even in the slightest). Whenever the rules refer to models being in "contact" "at" or "placed" this refers to being in "base contact".

Resource Scarcity and Depleted Resource Sites

Every once in a while, players will roll a "Resource Scarcity" event that indicates the resources at this Site are being depleted. Once the **Scarcity level** of a Site is **equal to the level** of that Site, then the Site has been **fully depleted** of useable resources and thus the Site is removed from play.

Hunting for Food

Any unit in contact with a Forest Site, that has **not already rolled to harvest** this turn, may roll a d6 to attempt to hunt for food (roll all hunting harvest dice at that Site at once).

Hunting rolls of a **1 indicate an event** has occurred and must be resolved immediately as normal, using the Forest event table (XX). Rolls of a **2-4 indicate no food** was harvested (unsuccessful harvest), and only rolls of a **5+** indicate a **successful** hunt for 1 food.

Fishing for Food

Any **land** unit in contact with a water source, may roll a d6 to attempt to harvest food from fishing (roll all harvest dice at once).

On a **1**, that unit must immediately roll on the fishing event table (XX), on a **2-3 no food** is harvested (unsuccessful harvest) and on a **4+** you **successfully** harvest 1 food from fishing.

Ship units may fish for food using the fishing fleets upgrade at the Dock, allowing them to **successfully harvest** food on the roll of a **3+**, with a **1** being an event, and a **2 being an unsuccessful** harvest. Whenever you roll to fish with a ship unit, they must be **rolled separately** to other (land unit) fishing attempts.

Farming for Food

You must finish harvesting from all resource Sites before rolling to harvest food from Farms.

Roll a d6 for each Farm you have (roll all at once); a **1** indicates an event has occurred and must be resolved immediately, and rolls of a **2+** indicating a **successful** Farm harvest of 1 food

Generating Favor

When you have finished harvesting from Farms, you may then attempt to generate favor from the Temple:

For every **multiple of 3 Villagers** at the Temple (or in contact with another unit at the Temple), **you may roll** a single d6 – a **1** indicating an event has occurred and must be resolved immediately; then for the rolls of 2-6; you gain 1 favor.

This method of Favor generation is for **Avalonian worship only**. **Other factions** have different ways of generating favor, as outlined in their Faction summary (64-73).

Other Resource Harvests

Once you have completed any of the above, the last thing you do on your Harvest phase is to add any other resources not gained via the above means. This includes rolling for gold from **Merchants guilds**, or generating favor from **Totems**, or any other way resources are added to your Stockpiles (for example **Relic gold**).

Other Basic Harvest Rules

Events

On occasion your units will encounter something other than a resource whilst harvesting resources.

Events occur when the roll to harvest is a 1, and must be immediately resolved before adding the successfully harvested resources. Whenever an event is rolled refer to the relevant Event Tables (XX), and once the event is determined (with the **3d6** roll) you must **declare to the table** what event you rolled.

If multiple events are rolled from the one harvest, they should be all rolled and determined first, before resolving each of them, to avoid possible confusion.

Events Before turn 10

If it is before turn 10, all events are automatically “Idle Villagers” instead of rolling on the event table.

Events leading to Combat

Some events rolled trigger a hostile unit to be placed on the table. These units, referred to as “**AI skirmishers**” take their move and combat phase first, then the remaining players take theirs. For more turn to page XX.

Deduct THEN Place! Deduct THEN Place!

Always deduct resources from your Stockpile before placing units, building foundations, or buying upgrades. This prevents confusion and accidental cheating, like forgetting if you paid for an upgrade. In solo games, saying actions or phase ends aloud can help stay organized.

Action-Economy

Units in S&S can **only ever take 1 action per turn**, they can either make an **attack, remove a Build Point, or harvest** once per turn, clarifying in some cases where a model is incontact with two or more models it can interact with. If unclear, face your models towards the object it is spending its action on.

Unconscious

There are some scenarios where your King has suffered a near-death-experience and instead of being mortally wounded and losing the game; your King becomes unconscious instead. Unconscious Kings **can't trade resources, train units, buy upgrades, place building foundations, or make any moves other than normal moves** for 3 turns (set die timer 3) (unless stated otherwise).

If an unconscious King becomes unconscious again (e.g., from another assassination), they die, and you lose. If your King is unconscious but you have a Queen in your kingdom zone, the Queen can rule, allowing normal phase actions.

Kingdom Zone

Some situations refer to doing things in, or moving to, “your kingdom zone”. This is a game term for the footprint made by drawing an imaginary loop around eligible buildings.

An eligible building is **any building that is staffed (except Farms and Towers)**, and must be **no further than 8” away from the starting Stockpile**. Communes (XX) allow you to increase this 8” radius buildings are included in your kingdom zone by +2” for each Commune you have.

If you have completed walls, then all of the zone within your walls is your kingdom zone.

When **training up units** from buildings in your kingdom zone, they can be **placed anywhere in your kingdom zone**, or on the **edge** of it (white lines)



The kingdom zone of blue player (white boundary); All buildings within a 8” radius around the Stockpile (circled) define blue’s kingdom zone. Note the Towers and Farms do not count as an eligible building, and the bathhouse to the far left is not eligible due to being over 8” away.



Now that blue has “completed walls” around their kingdom, this means that all the area within the kingdom walls is defined as the kingdom zone. In this case, this means that the Tavern is no longer included in the Kingdom Zone.


Compulsory Phase

This phase is where you keep track of all the things that make your kingdom function.

1) Rotate Compulsory Dice Timers.

Dice timers track effect durations (e.g., mine shaft collapse trapping units for 4 turns, shown by a d6 set to “4”). During the compulsory phase, **reduce all dice timers by 1**.

2) Remove/Rotate Any “Build Points”

If units are at a building foundation, reduce the BP die by 1 per unit working. When BP reaches 0, the building is complete. Once a building foundation is complete you must staff it to make it operational; **remove one unit** in contact with the newly constructed building as **staff** (most buildings do, as indicated via  yes/no in the building profile).

3) Determine and Deduct Upkeep

At the start of the game, you have no upkeep requirements, however, as you progress and build certain buildings, they can increase your kingdom’s “upkeep”. Taverns, Town Centers, Arenas, and Temples all require an upkeep of 1 food per turn, each. You **must deduct the required upkeep from your Stockpile each turn**. If you do **not** have the required resources for it - your **growth rate is reduced** by the amount you are short by, for the rest of the turn.

Non-operational buildings do not require upkeep

4) Calculate Growth Rates

Due to the nature of small, post-apocalyptic communities, the time it takes for a child to grow to working age, as well as the willingness (and the happiness) of other people to immigrate to (and from) your kingdom – you are limited at the rate you may train units at, and **may only train a maximum amount of units equal to your growth rate, per turn**.

Your kingdom’s growth rate (starting at 1 due to a Stockpile) caps how many units you can train per turn. Certain buildings/upgrades increase the growth rate but introduce upkeep costs (usually food). A Stockpile adds +1 growth rate without upkeep.

Communes can eliminate upkeep costs.

Non-operational buildings do not increase your growth rate

Advance Phase

After the compulsory phase, you can spend resources freely to:

- Train units
- Place building foundations
- Purchase upgrades
- Use non-combat abilities
- Trade, negotiate, declare war, or offer/ask for peace with other players
-

Training Units

- Requires an **operational building** and you to meet any **prerequisites**.
- **Deduct required resources** from your Stockpile.
- Place trained unit(s) at the **specific building or** anywhere in your **kingdom zone** (if the building is in your kingdom zone).
- Example: Villagers cost 1 food, trained at the Stockpile.
- **Growth rate caps/limits** total units trained per turn.
- Training units at **buildings outside of your map section** costs **double the food** requirement.

Training Villagers Up (into other units)

Whilst in your kingdom zone, a Villager may be trained up into another unit (that you have the building/pre-requisites to train). Training up Villagers in this way does **not count toward your growth rate** and requires **1 less food** than the unit normally does - the people are already present and in service to you – you're merely giving them extra weapons and training - for times when you need to quickly arm the peasantry!

Placing Building Foundations

- To construct a building; first view that building in the **building lists** at the end of this book (XX) make sure you meet any **prerequisites** (found to the right of the resource requirements) and then **deduct the required resources** from your Stockpile.
- You may then **place** that building as a '**foundation**' - a building that is currently under construction and needs "work" to complete it. To represent this, place the purchased building anywhere you wish to build it and a **BP die/dice** next to it, with the required amount of "build points" (BP) face up.
- In the **compulsory phase** you may **remove 1 BP for each unit at a building foundation**;
- Buildings may be **demolished** and the **resources** spent constructing that building are **refunded** to your Stockpile as described on page XX.

Staffed Buildings

Most buildings in S&S require 'people' to operate them, from farmers to merchants, horse trainers, to the king's court, referred to as the building's "staff". Some buildings like Walls, Moats, and Trenches, logically, do not require staff as indicated by a 'no' in their building requirements.

- When a **foundation is complete**, **remove a unit** at the foundation **as staff**. Without staff, place an "un-staffed" token/die; indicating the **building is non-operational until restaffed**.
- Kings cannot staff buildings.
- In the move phase, you can unstaff a Villager from a staffed building to use elsewhere, marking the building as unstaffed and thus non-operational. To restaff, move a unit to the building and remove it as staff. If you ever use a non-Villager unit (e.g., Sword unit) to staff a building - you may only unstaff them as a Villager unit!
- In the **move** phase, a unit in contact with an unstaffed building can staff it, taking ownership of the building (replace with your model).

Operational/Non-operational Buildings

All buildings are operational unless:

- **Enemy** units are in **contact** (except defensive buildings).
- Building requires staff but is **unstaffed**.
- Building was damaged by **fire** last turn (except defensive buildings).

Non-operational buildings cannot:

- Generate resources.
- Train units or buy upgrades.
- Use abilities (e.g., cannot use "Festag" in a non-operational Tavern,
- Require upkeep or increase growth rate.

Basically, if a building is non-operational – it is essentially **non-functional and is treated as if it were destroyed** until operational again.

Garrisoning into a Building

Certain buildings allow foot units to garrison inside for protection and cannot be targeted until they ungarrison.

To garrison, move units to the building and place units off or to the side of the table, marked with a token to track.

Garrisoned units with ranged attacks can shoot, measuring from the building's base.

Kings/Queens in contact with a friendly staffed non-Farm building are automatically garrisoned, granting the building one ranged attack (+1 range, +1 to wound). As they are automatically assumed to be garrisoned, you do not need to move them off the table and use a token.

If a building is destroyed, all garrisoned units are crushed and removed from play.

Diplomacy, Trade, Alliances, and Wars

You may interact with other players at any time, from treaties to threats. However, trading resources must be done in the advance phase and both players must have an operational Market building before they can trade with each other.

If kingdom zones touch, no Markets are needed to trade with that other player(s).

You may use pen and paper to communicate in secret with other players if you wish. However, any and all declarations of war must be done in the advance phase, and outloud to the table.

Any alliances made must be declared to the table, as allied players can share victory. If a victory condition is met, or if a Monument foundation has been placed - allied players must stay allies (i.e no doublecrossing you partner right at the very end, you have to double cross them a little sooner than that)

Team Training and Construction, Allied Kingdom-Movement

If you are allied with another player, you may:

- Remove BP from their building foundations and repair/heal their units as if they were your own.
- If you and the allied player both have Markets, or your kingdom zone touches theirs you can train your units anywhere in their kingdom zone (assuming that building itself is within the kingdom zone).
- You may also kingdom-move through buildings in your ally's kingdom zone. If the allied player objects to any of the above at all, you may not do it.

Upgrades and Abilities

You may utilize various research and technologies to aid in your kingdom. Once purchased - their affects remain in play unless stated otherwise. Some upgrades are single use only, others require a resource to be spent each time it is played – it will be evident. Some situations require you to “lose”, discard, or remove an upgrade or ability – this means exactly that – the upgrade is no longer available in your Stockpile/kingdom and must be discarded and re-purchased to be used again.

In some rare circumstances you may gain an ability or upgrade that either you don't have the prerequisites for, the building for, or even the right faction – in this case, you are allowed to play it as a normal upgrade, indefinitely, despite the lack of pre-requisites which would otherwise stop a player from using/having that upgrade/ability. This can make for unexpected situations (unknown to the author at this time) so player discretion is advised.

Abilities are like upgrades, however, do not need to be purchased to use, and are always available to you, assuming the building is constructed and operational!



Move & Combat Phase

Divided into 3 sub-phases: 1) Move, 2) Close combat attacks, 3) Ranged attacks.

In peace, players move simultaneously. In war or against hostile AI Skirmishers (from an event or game mode), it's turn-based; with the declaring war player/team going first, completing all sub-phases before others. AI Skirmishers go before all players.

Strategic movement is key to position units for or away from combat. This means that to perform well as a battlefield commander you must carefully move your units into (or sometimes away from) the enemy.

Move Subphase

Whenever you move a unit, you must decide what type of move you are making. For 99% of moves, you will make a "normal move", however when in battle there are other types of moves you can make with your units that give them certain bonuses for the following combat(s). When moving large armies and making multiple different types of moves it can get hard to remember, so if there is any risk of you forgetting what moves your units have made, use a die indicator with the number next to the move type that the unit made (i.e a "1" faceup indicates that unit is in "shield wall formation" (and took the defensive move action).

Normal Move

When making a normal move, you may pivot your units facing as many times as you wish, and make move in any direction, up until that units maximum move value and can move around impassible terrain and buildings, and may move over friendly units as if they were not there. Units that make a normal move may also make a kingdom move per turn for free (XX),



Blue Spear moves 2" to the right, pivots, and then moves up a further 1", making contact with an enemy

Defensive Move

Some units may make a Defensive move to gain their relative bonuses until their next move phase. You may pivot your units facing as many times as you wish in your move subphase, however can only move a maximum of **half** of their normal move.

(1) **Shield formation** – Spear and Sword units only. Units gain (2) to their armour save.

(2) **Spear formation** –Spear units only. Units in Spear formation gain the following bonuses only to units in contact with the front of the base.

- Gain (1) to their armour save.
- Gain +1 to their attacks, and may counter-attack even if wounded.
- Gain an additional +1 to their attacks against calvary and monsters/beasts.



Top and bottom Spears make a defensive move, one in shield formation, the other in spear formation, and may only move 1/2 their normal move . Middle spear makes a normal move 2" ahead and makes contact with enemy units.

Offensive Move

Offensive moves work as a normal move, however must only pivot on their base at the start of their move, and then only move in a straight line to their target. A unit cannot make an offensive move if it starts its move within 1" of an enemy unit.

(3a) Charge Move – Sword and calvary units only. You may charge move a unit up to its maximum move, in a straight line, into an enemy unit and gain +1 to their following attack roll. Knight units gain an additional +1 to their attack roll when they charge-move. Any unit with an armor save of (3) or more that makes a charge move attack also gains the armor piercing (1) special rule. Once you have rolled for your chargers attacks, remove the charge die indicators.

(3b) Rolling Charge – Same as a charge move, however the unit making a rolling charge can make as many attacks as it can move over units in a straight line, to a maximum of 3 units/attacks. To make a rolling charge move (mostly from Chariot units), count how many units it can move over, and then, one by one roll immediately (out of phase) attacks against each of these units. If a rolling charge attack fails to wound an enemy, the rolling charge ends, and the unit is placed in front of the surviving enemy unit (that may make immediate counter-attack against the unit that made the rolling charge). Rolling charge move attacks gain +1 to attack rolls and gain the armor piercing (1) special rule. Once you have rolled for your chargers attacks, remove the charge die indicators.



(Above) The moves are planned for blues charge; The top Sword is unable to charge because there is an enemy unit within 1" so normal moves to attack the Archer instead. All other units are able to make a charge move, except the Spear (which cannot charge-move). The Chariot makes a rolling charge move, and can move over 3 units. **(Top Right)** The Chariot, making a rolling charge, must **immediately** make its attacks. As it can move over 3 enemy units, it makes 3 attacks, rolling a two successes, and then a failure on the last Sword (rolling a 1). **(Right)** Red Sword hits with their counter-attack, however a lucky roll saves blue's Chariot. The charge indicator die (3) on the Chariot is removed as the Chariot has completed that charge.



Other moves

(4) Unpack – Siege units like Catapults, Ballistas, and Cannons must make an unpack move if they wish to shoot with their ranged weapon in the following combat. A unit that makes the unpack move must not move for the rest of the turn, and may shoot with its ranged attack (i.e. must move or shoot). Mounted and Entrenched units are automatically "Unpacked"

(5) Support-move – When large blocks of infantry or calvary units move together, ranks behind the fighting rank (the first line of fighting units) make a support move to give that fighting rank a +1 bonus to their attack rolls. A support move is the same as making a normal move, however the supporting unit must end its move in contact with the rear of the fighting rank and cannot make an attack for the rest of the turn.

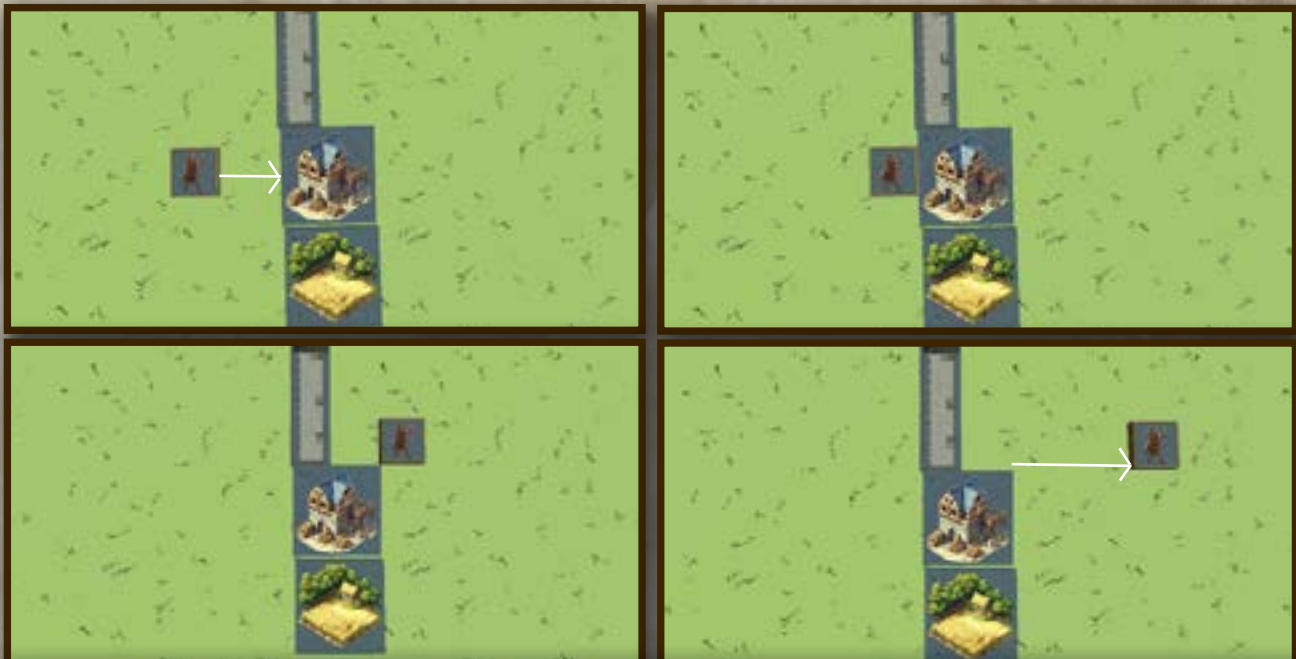
(6) Special Move – Some units have a special formation or type of move that is unique to them and not listed here. An example of a special move is a fly-move (where a unit can move 10" and can move over impassible terrain), or a submerged move where a unit moves underwater (or underground) and cannot be targetted by attacks (line of sight is broken).



As the front 3 Sword units charge into the fight, the units behind them, make a support move, backing up the charging/fighting/front ranks. The Cannon makes an Unpack move (or rather lack of move), and will get to shoot this turn.

Kingdom-Move

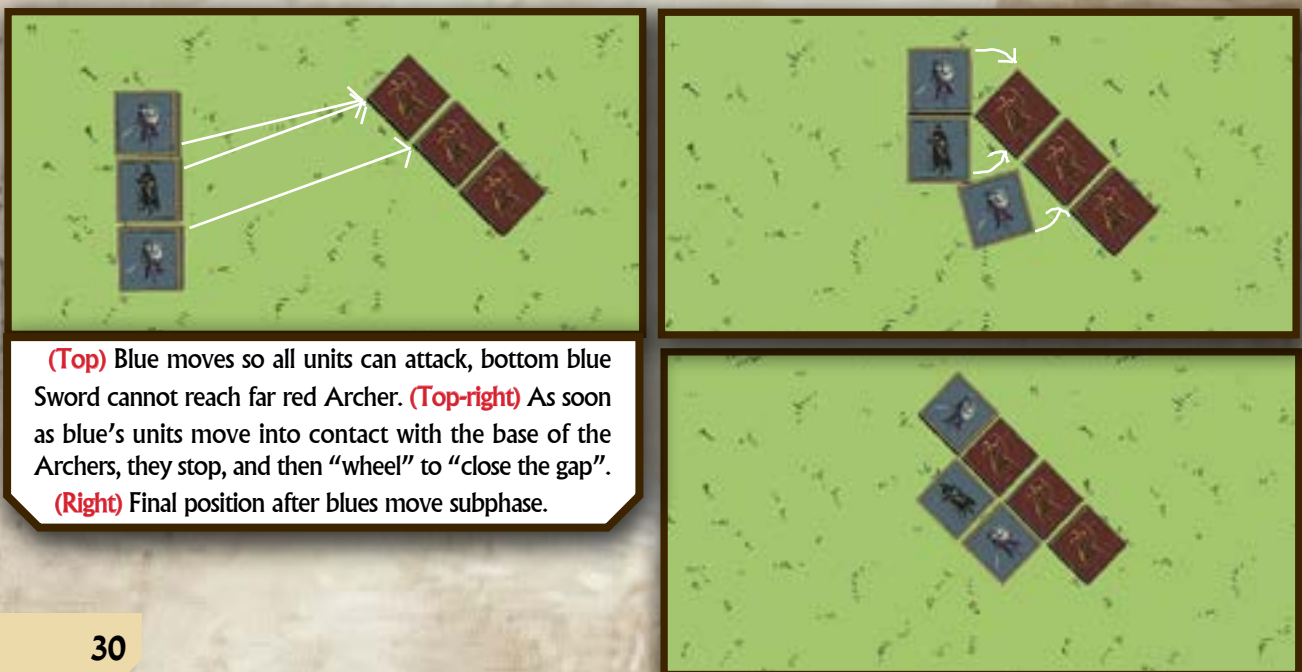
Anytime a **foot unit** moves into, or is at, a **completed staffed building** within its own **kingdom zone (XX)**, they may be moved to any other position in contact with that building for free, as long as there is enough space. A unit may only kingdom-move once per move phase. **Farms** are an exception to this rule and **cannot be kingdom-moved** through, however, can be moved onto and over, as if they were not there. Allied buildings in their own kingdom zone may be kingdom-moved through.



(Top Left) Blue moves their Archer 1" forward, making contact with their Stockpile, in their kingdom zone. **(Top Right and Bottom Left)** the Archer moves through the building for free. **(Bottom Right)** the Archer moves another 2", finishing their move. The Archer cannot kingdom-move through a Wall, as it is unstaffed, and cannot kingdom move through a Farm.

"Close the Gap" rule

If your unit ever moves into contact with an enemy model, then you must "close the gap" where possible. Closing the gap means once you reach an enemy model, or even in contact with terrain or Sites, you may, for free, move the model flush with the other model, thus "closing the gap". Wherever closing the gap, you cannot use that move to change the side a unit is attacking from.



(Top) Blue moves so all units can attack, bottom blue Sword cannot reach far red Archer. **(Top-right)** As soon as blue's units move into contact with the base of the Archers, they stop, and then "wheel" to "close the gap". **(Right)** Final position after blues move subphase.

Odd Moves and Moving Through Small Gaps

You can move your units over **friendly** units and building **foundations** as if they weren't there, as long as you can reach the other side without infringing on another models base, otherwise they cannot complete that move. Anytime a move is made that requires pushing other units aside and the pushed units cannot move back (due to impassable terrain) - then that move cannot be made.

Units may **move through gaps between** enemy units and buildings (even if their base cannot physically fit) however, must have enough movement to completely move to the other side **without infringing on another models base**, otherwise they cannot complete that move.



Blue to attack the Catapults behind Reds units. The Knight can make the move (or charge) directly, however, the Rider cannot as there is not enough room for their base to fit. The Rider will have to make another move, or move around the flank to reach the Catapult.

Gaps in buildings with enemy units blocking on the other side may make 1 attack **"through the gap"** either as a ranged attack or close combat (players choice)



A bottle-neck appears between Reds Bathhouse and Town Center. Blue Rider and Red Archer can attack each other **"through the gap"**. Blues Archers cannot target anything as LOS is blocked, however red Archer at the back can shoot through the gap aswell.

Moving through Resource Sites and Other Terrain

Forest and Outcrop Sites can be moved into and through, as can other terrain such as shallows, swamps and snow, etc all that slow or alter a unit in some way (XX). Hills do not effect unit's movement, however, can have combat and ranged bonuses (XX).

Combat Subphases

Combat is broken down into two parts; (1) **close combat**, where units fighting are in **contact** and (2) **ranged combat**, where the attacker has a **ranged attack** and is **not in contact** with it's target).

Close Combat

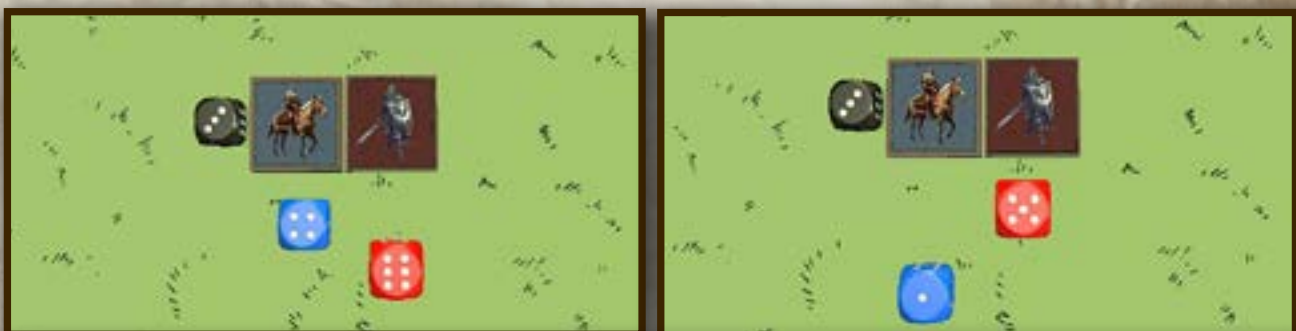
1) Determine if your unit's attack hit: Units in Swords and Stones have 1 hit point (HP) each and may make 1 attack roll per turn, unless stated otherwise. To attack with your units, you must **declare** which model is attacking which, **and roll** a d6 and consulting the CRT table.

If your die roll (with any modifiers added) is **greater than or equal to the required roll on the CRT**, you have **"hit"** the target successfully. Some conditions or effects may give a **modifier** to your die roll, thus making it easier (or harder) to hit that target.

2) The enemy unit may **make any saves**: Immediately when an enemy unit is hit by an attack it may make any saves they have via a d6 roll, to try and 'deflect' or otherwise mitigate against the damage of that attack (regeneration, healing, armour, or magical saves). If the unit rolls equal to, or greater than, their required amount(s)) they survive the attack, and live to fight on!

If a unit that is successfully hit by an attack and has no saves, or fails all their saves - the unit is **wounded and 1 HP is lost**. As most units in S&S only have 1HP - most of the time when they are wounded they are reduced to 0 HP and thus **removed from the table**, as if it was routed (fled), surrendered to the obvious victor, or put to the sword; what ever the circumstance of the engagement - that unit is now effectively destroyed. Other units, such as ships and monsters/beasts have **multiple HP** and can sustain multiple wounds before they are killed/destroyed and removed from the table.

3) A unit may counter attack if it survived an enemy attack: **Whenever a unit survives a close combat hit**, either by the **attacker missing or the unit being saved** by another means, that surviving unit may make an **immediate counter-attack** against its attacker. Counter attacks have all the same **modifiers** as an attack would have, except made out of turn via the controlling player. **Spells** never provoke counter-attacks, and buildings cannot make counter-attacks unless explicitly stated otherwise.



Blue charge-moves their Rider into close combat with red Sword, gainin +1 to their dice roll. A Rider hits a Sword on a 4+ and rolls a $(4+1) = 5$ to hit, sucessfully hitting the Sword. The Sword has a armour save (1) and rolls a 6 for their armour save, successfully saving the unit! The Sword then immediately rolls a counter attack, rolling a 5, hitting the Rider. The Rider rolls a 1 for their armour save, failing it, and is wouded and removed from the table.

Combat Results Table (CRT)

How to read - An Archer unit (and all units that use their feet to move) may move up to 3", has a ranged weapon with a range of 3" and successfully wounds a Spear unit on a d6 roll of 5 or more (in Red).
A Catapult wounds a building on the roll of a 3+ and may make 3 attacks rolls against that one building.

Rolling Unit	Villager	Spear	Sword	Archer	Rider	Knight	Monk	Queen	King	Caster	Ballista	Ram	Catapult	Cannon	Chariot	Siege Tower	Monster	Ship	Building	Stone Wall	Range	Move
Villager	4	5	5	5	5	6	4	4	5	4	4	4	4	4	6	5	-	4	5	-	-	3
Spear	3	4	4	4	3	4	3	5	4	3	3	4	3	3	5	4	5	4	5	-	-	3
Sword	3	3	4	4	4	5	3	5	3	3	3	4	3	3	5	5	6	4	5	-	-	3
Archer	4	5	5	5	5	5	4	5	4	4	4	5	5	5	5	5	6	5	-	-	3	3
Rider	3	4	4	3	4	5	3	5	4	3	3	3	3	3	4	5	6	4	5	-	-	5
Knight	2	3	3	2	3	4	2	4	3	2	3	3	3	3	4	5	4	3	5	-	-	4
Monk	5	6	6	6	6	-	6	6	6	6	6	6	6	6	6	6	-	6	-	-	-	3
Queen	3	2	2	2	2	2	2	4	2	2	2	2	4	2	3	2	4	2	5	-	-	3
King	4	6	6	6	6	6	6	6	4	6	6	6	6	6	6	6	4	6	-	-	-	3
Caster	5	5	5	5	5	5	4	5	5	4	5	5	5	5	5	5	6	5	-	-	-	3
Ballista	4	4	4	4	4	4	3	5	4	3	4	4	4	4	4	5	5	4	3	-	5	3
Ram	-	-	-	-	-	-	-	-	-	-	5	6	6	6	-	5	6	-	2 (X3)	-	-	3
Cannon	4	4	4	4	5	5	3	5	4	4	3	3	3	3	5	3	5	3	2 (X3)	2 (X3)	7	3
Catapult	3	4	4	4	5	6	3	5	4	4	5	5	4	5	5	4	5	5	2 (X3)	2 (X3)	6	3
Ship	4	5	5	5	5	6	5	6	5	5	5	5	5	5	5	5	6	5	5	-	-	6
Chariot	2	3	3	2	3	4	2	4	4	3	6	6	6	6	3	6	6	6	-	-	-	4
Monster	2	3	3	2	3	4	2	3	2	2	2	2	2	2	3	2	4	2	3 (X3)	3 (X3)	-	3

Ranged Combat

Ranged combat attacks (indicated by a range value in the CRT) occur after close combat attacks, and can not be made by units in close combat (in contact with enemy units).

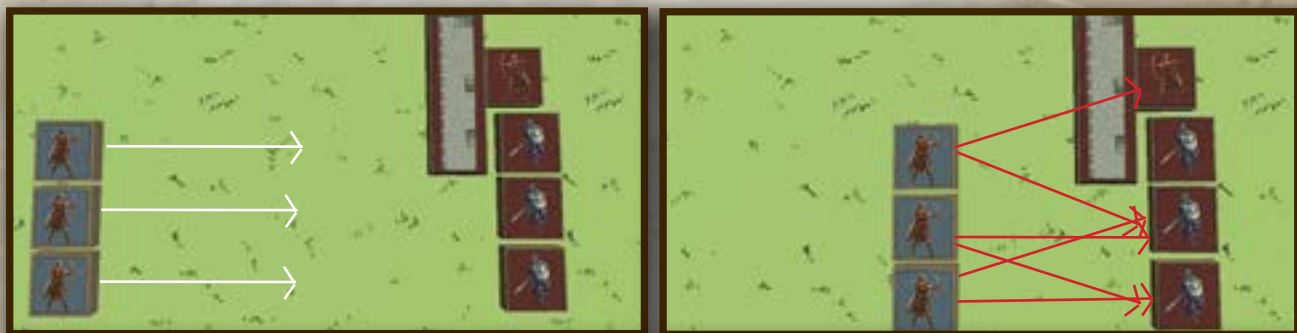
To make a ranged attack with a unit - **declare a target within range and line of sight (LOS)**, roll a d6 using the CRT. If the roll (with modifiers) is equal to or greater than the requirement, the target is hit and loses 1 HP unless saved. Ranged attacks do not trigger counter-attacks.

Units in contact with an enemy must attack in close combat, not ranged. **Ranged weapon upgrades** (e.g., crossbow's armor piercing) does **not apply in close combat**.

Buildings with ranged attacks/garrisoned units can shoot even if enemies are in contact, always using ranged attacks.

Line of Sight

Although units and buildings can see all around them, they still must have a "line of sight" to be able to see, and thus target an enemy to attack. **Line of sight is obstructed/blocked by buildings, mountains, resource Sites, and cliffs**. Whenever trying to determine if a unit has LOS - use logical discretion. Units do not block LOS. Buildings like Moats, Trenches, Farms, logically no not break LOS. Turn to page XX for LOS with units within a Trench.



Blue moves 3 Archers 3" forward ending blues move sub-phase. The red lines are the available targets for each Archer. The **top Archer** can target the red Archer ontop the Wall, suffering a -1 to hit, or the middle Sword, as LOS to the top Sword is blocked by the Wall, and the bottom Sword is out of range. LOS between **middle Archer** and top Sword is also broken by the Wall. However **bottom Archer** has got LOS all Swords, however the top Sword is out of range.

Straight Shooting

Any ranged attack made against a unit that is **within 1"** gains **+1 to their attack** against that unit. Buildings may use this rule also, and it is a good strategy for avoiding pesky undesirables loitering around the base of your buildings.

You may straight shoot with a building's ranged attack even if enemies are in contact with that building.

You may not straight shoot over another unit or if the unit straight shooting is in close combat.

Misc Combat Rules

War with an Artificial Player/Skirmisher

- If an **event triggers combat with an “artificial player”** (AI Skirmisher), war is declared, and the **AI moves** and attacks **first**.
- In single-player, the player controls the AI Skirmishers (XX). In multiplayer games, another player controls the AI.
- In single-player, co-op, or campaign modes, large AI combats use an **auto-resolve** function (page XX).

Monsters and Beasts – Use the Monster profile, however, often will have extra bonuses such as an extra HP or attacks, making for various unique and different ways to be deadly. In single player games, Monsters are given basic goals, describing how they move and attack in the AI skirmisher rule section (XX). When a Monster appears via an event in multiplayer games, use another player to control it to carry out the monsters motivations instead.

Simultaneous Play When at War – Experienced players will understand when the move and combat phases need to be turn-based, and when they don't; and although players may be at war with each other - they can actually make the move phases at the same time - simultaneously. Of course, when there's actually the potential for combat or technical movement - it must revert back to being strictly turn-based. If this 'rule' confuses you at all - ignore it.

War Prisoners – When you wound a unit in close combat that is not in contact with a unit friendly to it (i.e alone) or any time a Knight, Queen or Caster unit is wounded - you may immediately spend 1 food and take that unit prisoner instead of removing them from play. Once you do this, you may place that enemy unit at your Stockpile, with that unit now your prisoner.

If you come to an agreement over a ransom price, the hostage units are immediately placed in contact with the original player's Stockpile and may not move this turn, with any exchanged resources being immediately traded regardless of if both players have a Market or not.

If a player ever needs their “war prisoner” model/token back because they do not physically have enough of that unit's model type to train/place on the table – they may be taken from your opponent's Stockpile “prison” freely, without any of the above mentioned effects.

More Ways to Die!

Besides being mauled to death by a huge animal in a Forest, buried alive in a deep mine shaft, or the good ol' bleeding-out-to-death in the heat of battle; there are NOW even more NEW(ish) and EXCITING (unless it's you) ways which you and your people can meet an untimely demise!

Crushed! – Anytime a building or Wall is destroyed/removed from play with units garrisoned inside, or 'on top of', those units are lost. Including staff and Kings.

Magical Attacks – A unit hit with a spell/magical attack may not make any armour saves for that attack. Only magical armour and protection spells, that give a magical save may still be made against magical attacks, and are not modified by armour piercing weapons.

Drowned – A land unit that is pushed/moved into a water source is removed from play. Trench sections that are filled with water from a non-well water source remove all land units in the Trench from play at the end of the advance phase.

Fire! – In some circumstances buildings may catch fire; this is an unusual mechanism that does d6 fire damage/wounds to any non-defensive building if it successfully rolls to hit.. Whenever a non-defensive building takes damage due to fire, it becomes non-operational for the entire next turn (place a fire token).

Burning Men – When a unit or building is hit with a fire attack that unit may not make any armour saves for those wounds, however may make a magical save if they have one.

Forest Fires – Anytime a Forest Site is hit with a Fire attack it gains 1 Scarcity poin. A Forest Site uses the building profile for attacks against it.

Removed from Play

Some spells, abilities or other attacks “remove units from play” in which case - no saves of any kind are allowed, as these units meet their doom in a more creative manner than just being wounded normally, or otherwise 'transported' far, far away, forever. A unit is still removed from play even if it has multiple HP remaining.

Converting Units

Be it through beauty and charm, jedi mind tricks, or a legitimately good sermon – all Queens, Casters, and Monk units may trade their action for a ranged “conversion spell” that instead of wounding its target - converts them to your side!

Targets must be within 3”. Roll 4+ (3+ for Queens) anytime in your move and combat phase to successfully convert another players unit. Converted units join your side but can’t move, attack, or counter-attack this turn. Replace with your model. No favor needed, nor saves allowed, against conversion attempts. Conversion attempts do not trigger counter-attacks, and can be made in times of peace against non-enemy units, although, if you keep it up, I expect war will soon follow!

You may not convert units in their own kingdom zone, monsters/beasts, Kingdom of Bone units, Kings, Queens, or Casters.

Repairing and Healing units

Units/buildings with multiple HP can be healed or repaired:

You may repair a Ship unit for 1 HP in Advance phase when in contact with a friendly Dock, or you may spend 1 wood and use a friendly land unit’s action to repair it 1 HP. For repairing buildings see (XX).

Units that are alive (not undead/zombified/Kingdom of bone units), may add back a single HP/wound using the Monk/Casters heal ability (XX) or by moving them into a friendly Temple building. Temple buildings heal all units in contact with them for 1HP/wound at the start of each advance phase.

Undead units may be ‘healed’ 1HP via a successful Vigor Mortis spell, instead of becoming a zombie unit. Undead units in contact with their Temple (catacombs) may be healed 1HP per turn, however, must also spend 1 favor to gain back HP/wounds in this way.

Armour Saves

When a unit is wounded in the combat phase it may have a particular upgrade (or ability) that gives them armour, for example - all Sword and Spear units have a armour save (1) when they are trained (giving them a 6+ armour save). Armour saves may be added together, for example the Gambesons upgrade (XX), which gives infantry, calvary and Queens an armour save of (1). Thus, a Sword unit with the Gambesons upgrade has a total armour save of (2) and,when rolling a saving dice roll, are saved on a 5+.

There are many ways to be wounded that armour is not effective against at all – for instance being on fire – or being hit by a huge rock, cannon ball (siege unit attacks) or plasmatic ball of energy (magic), these attacks completely ignore a units armour save. Some other attacks can be armour piercing, and lowers the targets total armour save by the specified amount. Crossbows, for example, have an armour piercing (1) which means its ranged attack deducts -1 from the targets total armour save (however, not when in close combat (XX)).

Total armour save	Roll needed to save
1	6
2	5+
3	4+
4	3+
5	2+
6	1+
7	0+

Magical Armour Saves

Are an additional saving roll to an armour save roll, and work exactly as a normal armour save does, however have one key difference – they gain that save regardless of the type of attack. I.e. is not ignored by fire, siege unit attacks, magical attacks, and is not modified by armour piercing attacks.

Buildings and Damage

Each building has a certain number of “Hit Points” (HP) representing the number of “wounds/hits” the building can take before it is destroyed. Use dice to keep track of how many wounds/hits a building has taken. When the amount of wounds/hits a building has taken is equal to the HP of the building, that building is destroyed.

If a building is destroyed, you do not lose any upgrades already purchased, however you still need to reconstruct the building again if you still need to purchase an upgrade, use an ability from it, gain its benefits as a prerequisite, or to train a unit from that building.

Repairing Damaged Buildings

A Villager can repair a building the same way they construct buildings; they “repair” (remove) wounds/hits from the building, however done in the advance phase and not the compulsory phase.

Demolishing Buildings

To demolish a completed building or building foundation you must “deconstruct” it, exactly the same way a building is constructed, however, each unit in contact removes 2 “BP” at the start of each advance phase, instead of 1. When the BP reaches 0, the building is removed from play and the resources it took to build it are refunded to your Stockpile, and any staff that are still inside are unstaffed outside of it as a Villager unit. These buildings must be on full HP, or otherwise may not refund back the resources.

You may attack your own buildings, wounding automatically, in order to “demolish” them however, no resources are refunded in this case - it’s a pile of rubble! Moats and Stockpiles are the only buildings unable to be deconstructed or demolished (and like.. why would you?).

Palisade Walls within your map section may be refunded instantly in your advance phase and do not require BP to be deconstructed, nor need a unit in contact, however still must be on full HP.

If you wish to deconstruct a building foundation, you may, assuming you have a unit in base contact with it, and all resources spent on it are immediately refunded back to your Stockpile.

Attacking with Buildings

Some buildings have a ranged attack as indicated. You may measure anywhere from the base of the building outward. You may use a building’s ranged attack even if there are units in base contact with it until it is completely destroyed, however, the building must still be staffed!

Damage to Building Foundations

Every 1 wound a foundation takes; 2 BP are added instead of 1HP, thus knocking back the building’s progress. If a wound takes a foundation’s BP higher than their total BP, the foundation is destroyed.

Siege Warface

Besieged

When a kingdom is completely surrounded - their supply lines have been cut, and they have been “besieged”. This is a very dangerous position to be in and should be treated much like “being in check” when playing chess. When besieged, the wagon supply lines that usually haul back resources are halted and unable to gain access into, or out of your kingdom. Without essential resources, a besieged kingdom must repel the attack as soon as possible, for each turn they aren’t harvesting resources - your opponent is - and bolstering their table dominance; whilst your kingdom’s happiness and contentment wanes. You must be careful not to waste resources and concentrate on repelling the attack to allow the flow of supplies and resources into your kingdom once again. Many a games have been lost by a resigning player, due to prolonged siegegement

To besiege a kingdom, you must be able to **form a line of units that are no more than 3” apart**. Impassable terrain such as mountains and rivers, as well as resource Sites, shallows and swamps, and defensive buildings (of any player) may be included to help form this continuous line.

To besiege a kingdom with **completed Walls (XX)** you must have at least **1 unit within 3” of all** defending players **Gates**

A besieged player:

- 1) May not harvest any resources outside of the besieged area
- 2) Suffer -1 to their growth rate
- 3) May not trade resources with the Market or other players, unless you have an operational Dock.



(Left) Red has surrounded blues kingdom, with all Archers being within 3” of each other. Blue is now besieged, however due to the forest being on the inside of the siege line - can still harvest from that! (Right) Blue has completed walls with 4 Gates, however is besieged because of the enemy units within 5” of all Gates.

Completed Walls

Completed Walls is a term describing Walls built around a player's kingdom that blocks enemy units completely. i.e. an enemy cannot move (via land) into your kingdom. Impassable terrain such as mountains and rivers, as well as resource Sites, shallows and swamps, defensive buildings (of any player), as well as the edge of the table may be included as part of a Wall to help form a continuous line/completed Wall.



Despite there not being many Wall sections, blue kingdom has used a Forest Site, the edge of the table, and a river to form a completed wall.



Wall Offense

Please note; these rules regarding **"Walls"** refers to **Stone Walls and Gates** only. For **Palisade Walls and Gates** see (XX.)

Ladder Escalade

Infantry that start their move in contact with a Wall may use their normal move and spend **1 wood to build a ladder** and move to the other side. If enemy units are blocking the other side, you must make an **immediate out-of-phase attack**. If successful, move to the killed enemy's position. If unsuccessful (and still alive) they may try to make an attack to move over the Wall again next turn (if there are still enemies blocking them)

Each unit needs its own ladder (destroyed after use or making another move). Units that cross a Wall with a ladder can attack in the combat phase if in contact or range (if they haven't already done so).

Siege Towers

A huge wooden tower, on wheels, equipped with ergonomic ladders and rails for your soldiers to attack from and climb your foe's walls in both comfort and style!

A Siege Tower:

- **Allows 2 foot units to garrison inside** them. Garrisoned units cannot be targeted, and are killed if the Siege Tower is destroyed, in which case the units garrisoned inside are killed.
- That **starts** its move in **contact with a building or Wall** allows garrisoned units to **see over** that building/Wall (does not block LOS).
- That **starts** its move in **contact with a Wall** may move up to 2 garrisoned units across a Wall per move phase, pushing enemy units back or to the side to make room (let the controlling player re-arrange their own units). These units crossing a Wall can attack normally if in contact or range, however may not move for the remainder of the turn.
- **Mounted siege units on a Wall block units** from crossing with a siege tower (and a **ladder**) and must destroy it before moving into that position.



Blue tries to break over Reds Walls (from top to bottom), note; white dice indicate what units are garrisoned (white box) and red dice indicate they made the shield wall move. **Siege tower (1)** moves into contact with Red Gate, ready to deliver its garrison over the Walls next turn. **Siege tower (2)** starts their move in contact with the Wall thus moves their **two garrisoned Swords** over, pushing Red Archers back. The **2 blue Swords** behind that Siege Tower (2) now move up and garrison inside of the Siege Tower (2) themselves (ready to move over next turn). A **Sword** unit starts in contact with the Wall and uses its normal move (loses the shield wall formation) and spends 1 wood to build a ladder, and makes 1 attack against an Archer on the otherside, rolling a 1 (failing to hit), and the red Archer unit rolls a 4 (3+1, for straight-shooting rule) to counterattack, failing to hit the Sword. The **Spear** unit behind the Sword moves into contact with the Wall, planning to build a ladder next turn. **Siege tower (3)** moves into the Wall, however cannot move its garrison over due to not starting its move at the Wall. Its **garrison (two Archers)** may however, now see over the Wall, and potentially shoot the King in the coming ranged combat. **Siege Tower (4)** may move its **2 garrisoned Archers** over, however can only place them either side of the (mounted) Ballista (or attempt to attack the Ballista front on - unwise), when moving their Archer back, Red must also move the King back to make room. **Two Swords** behind them don't move this turn. **The Archer down the bottom** at the Wall builds a ladder and rolls to attack the red Archer, rolling a 6 - a hit! The blue Archer now swaps place with the red Archer it just killed. Finally, **the Archer behind that** garrisons into Siege Tower (4), and may make a ranged attack over the Wall in the coming ranged combat.

Wall Defense

Gates

Gates allow friendly units to kingdom-move through them thus to cross to the other side for free (in addition to their normal kingdom-move). If an enemy unit is in contact with your Gate - you may not kingdom move units through, however, may rappel-move as described below.

Rappelling Down a Wall

Foot units in contact with the inside of a Wall may rappel down the other side if they have not moved this turn. If there are any enemy units below, your units drop down and push back the enemy units enough to fit your unit in (let the controlling player reposition their units). Once they make a rappel-move they cannot move again this turn. Units may still make a ranged attack if possible and can make close combat attacks if they make contact with any enemy units below in the combat phase.

Shooting Off and Onto a Stone Wall/Gate

Infantry and Calvary in contact with the inside of a Wall are considered “on” the Wall and may shoot over the Wall if they have a ranged attack. While on a Wall, these units gain +1 to their range (high ground (XX)), using the base of the Wall to measure from. Units on a Wall may straight shoot down at units either side of the Wall, units climbing over the Wall, and other units on a Wall, even if in base contact.

Any attacks against units on a Wall suffer -1 to their attack and may not straight shoot if the attack comes from a unit on the ground on the outside of a Wall.

Battlements

An upgrade that allows any unit on top of a Wall to trade their normal attack for a “drop heavy/hot object” attack that hits an enemy below them in contact with the outside of a Wall on a 5+ with no armour saves allowed.

Mounting Siege Weapons on Walls

If a siege weapon is in contact with the inside of a Wall and has not moved this turn - you may spend 1 iron and declare you are moving it on top of the Wall. Whilst mounted on a Wall, these units may measure ranged attacks from the front of the Wall, directly in front of where the siege weapon is placed and gain +1 to their range (high ground) and an armour save (1). Siege units mounted in this way may not attack units within 1” (too close to shoot!).

Units mounted to a Wall (or building) are always in the unpacked move, with attacks from outside the wall suffering -1 to their attack rolls against the mounted siege unit.

You may take a siege unit down from your Wall any time during your move subphase and it may make a move as normal, and must spend another 1 iron if they wish to re-mount onto the Wall.

Moats and Trenches

Trenches are huge ditches built as a strong defensive position. They create Safe zones and Danger Zones around them, which either protect, or expose units to attacks. Moats are a water-filled trenches, and treated as a narrow river, and once built cannot be destroyed. Trenches and Moats are considered buildings for rules purposes. For more on Trenches, Moats, Danger Zones, and entrenching units, view them in the building list (XX).

Maritime Law

If a man knows not to which port he sails, no wind is favorable.

Transporting Units

A ship can carry up to **6 units** at once. In the move subphase, units must make contact with the ship to load, with a ship **unable to move on the same** turn it loads or unloads. Loaded units are placed off-table, marked by a die indicator.

The ship can unload all units when it touches land, placing them **within 2"** of it. Unloaded units **cannot move** that turn but can attack if in range or contact with enemies. If there's no space to unload without overlapping other models, unloading isn't allowed. If a ship is destroyed, it sinks, and all units aboard are lost (drowned).



Blue moves Cog (2) up and unloads all 6 Archers, all within 2" of the Cog. Blue then moves Cog (1) up, however can only unload 2 Swords as there is not enough room within 2" of the unloading Cog.

Repairing Ships

A Dock may repair 1 wound/HP to a single ship that is in contact with it, per advance phase. A land unit may spend 1 wood and add (repair) 1HP on a ship in contact with it, per advance phase. For more see XX.

Using Ships to Generate Gold

You can generate gold via the Dock upgrade "Merchant Navies". For every **two ships in contact with the edge** of the map may **generate 1 gold** in the harvest phase. Any ship that generates gold **cannot move or attack** the same turn they generated gold.

Capturing Ships

Ships may be “captured” much like taking a land unit prisoner - if you are able to destroy (remove from play) an enemy ship in close combat; you can spend 1 wood and 1 food and may capture that ship instead of sinking it. A captured ship now operates as if it was your unit on 1HP; swap for your own model.

Ships that have units loaded in them cannot be captured.

Moving Ships Off the Map

Some custom maps may have ocean/ivers behind each player’s kingdom, however there is no viable way to “travel around” in which case you find you cannot move ships to another side of the table - to other Kingdoms. If you are playing on one of these maps, you must decide if you can traverse along the edge of the map, or “off” and “around” the map.

If you allow naval units to move along the map edge - you may move ships along the edge of the table as if there was a narrow strip water there. If ships meet, they may move through one another freely and/or attack them. This will mean that your ships seem like they are on land – however are not, and whilst moving, may ignore all terrain, as if it was open sea, and not be targeted by land models, nor repaired by them. When moving to a new edge of the table, Dock units must all move to the very corner (where the land meets the ocean again), moving through it as if there were a single lane bridge there.

Some games may call for ships to not just travel around the edge of the map – but perhaps off and around the map completely – around a cape, or even the continent completely. When moving larger distances, in particular reference to a map or the territories map of Avalon (XX) players must agree on a time (in turns) it takes for a ship unit to traverse from point A to point B. For a rough guide, each small square on the map of Avalon will take a ship 3 turns to traverse.



Ships that are traversing across the map must enter via an imaginary ‘1 lane tunnel’ at the corner (A), the width of a ship unit’s base. The trailing ship (Z) must maneuver to fit through the gap.



Factions

Avalonians

The Avalonians are a culture of innovation, science, and technology. Their kingdoms bustle with the noises of progress, their densely packed cobbled streets shadowed by towering houses and stores lined with rows of goods. The air smells of cooked food and spices, with undertones of smoke and sewage. Their grandiose temples are devoted to “Ehyeh,” the Grand Creator of the Cosmos, considered the “one true God” in their eyes. Ehyeh grants her followers favor in return for prayer and devotion to improving the world, striving to bring the “Kingdom of Ehyeh” (or “Heaven,” if you will) to Avalon. Through values of good deeds, well-meaning intentions, truth, and honor, Ehyeh’s favor manifests as beneficial and protective spells to shield their crops, economy, and people from harm, as well as spells that may harm those deemed deserving.

Rulers of Avalonian kingdoms tend to play the long game, building strong walls and far-ranging war machines to slay their enemies. When they attack a rival faction, they do so with careful planning and precise tactics. Although Avalonian kingdoms share a theme of innovation and devotion to Ehyeh, different subcultures may emerge, with societies specializing in distinct elements, giving rise to unique strengths and weaknesses.



Unique Units

Avalonian Kingdoms may train a wide range of units and are well rounded in all aspects on the battlefield, however they have a particular affinity for black powder units - such as Cannoneers, Bombs, Cannons, Galleons, and Steam Tanks, enabled by their unique Foundry building, all making for an extremely dangerous 'late game' army

Unique Abilities

In addition to a large selection of upgrades, Avalonians have an innate protection from harm and may **skip any 1 event per game**; and instead get "Idle Villagers". You may skip the event as soon as you've rolled to determine what it is, and not after any other subsequent dies rolled, and must **declare** to the table "by Ehyehs protection" when using this ability.

Generating Favor from Ehyeh

Ehyeh demands her worshippers are not military units. For every **3 non-military** units (Villager, King, Queen, Monk, Caster) in contact with the Temple you may **roll to harvest 1 favor**.



Factions

Paganites

After the Great Flood and the fall of Arcadia, the remaining people lay scattered, hungry, and sick. Desperation turned to blame, as the god they once believed to be just and true abandoned them to this fate. Those who shunned the God Ehyeh became known as the Pagani or Paganites (Pay-gn-eye/ites). These people turned to worshipping a new pantheon of gods, each designated a realm of control—a sphere of influence they rule over and aid within the physical realms. Pagani societies may worship a single deity or all of them, depending on their needs and circumstances.

Paganite kingdoms are often shaped by distinct ways of living: an Aros-worshipping kingdom enforces a strict hierarchical dominance, excelling in warfare and dominating the battlefield, whereas an Akhinaian-focused kingdom is more peaceful and defensive, valuing knowledge and wisdom over brutal bloodshed. Compared to Avalonian societies, Pagani communities are more dispersed, using wood as their primary construction material. Their craftsmanship and deep devotion to their arts manifest in beautifully sculpted buildings and structures.

As a people, Paganites are often more reserved and solemn than other humans, their foundation after the Great Flood forged in extreme desperation amid raiding tribes, rampant famine, and disease, leaving residual trauma throughout their culture. Their war tactics reflect this nature, relying on fast, hard-hitting strategies. Heroic and frenzied warriors charge into the heart of battle with little remorse, while skirmishers and swift cavalry pick off vulnerable units and harass enemy flanks. Hard-hitting knights and chariots mow down foes en masse, and even their lowliest villagers, expert huntsmen, are trained with bow and arrow from birth.



Unique Units

Paganite Kingdoms may upgrade Horse Riders to Horse Archers and may train Chariot units from the Stables. Martial Traditions upgrade allows all units to become skilled archers and arbalests, and their Galleys are be trained for less.

Unique Abilities

Paganite construction relies heavily on wood and fine craftsmanship to build incredibly strong buildings. Once you have a **Workshop** constructed you may **trade any stone requirements for buildings for wood** instead, excluding Stone Walls, and Gatehouses. Once you have a Workshop constructed, all your **Palisade Walls gain +1 HP**.

Paganites also have a unique building - the "Sacred Grounds" to call upon a specific deity, to bless them with powerful ritual abilities aiding their Kingdom and peoples.

Generating Paganite Favor

Pagani Kingdoms worship slightly different to their Avalonian counterparts, with **any unit** being able to worship for favor at their Temple; For every multiple of **3 units** in contact with the Temple, you may **roll to harvest 1 favor**. Monks and Queens in contact with the Temple **count as 2 units** instead of 1; Kings and Casters **count as 3**.



The Paganí Pantheon

Paganite followers may either worship at the Temple for favor, or they may instead conduct a 'Sacred Ritual' in the **Sacred Grounds** building, to call upon a specific deity to gain various abilities for their Kingdom. To start a ritual you must have the required number of units in contact with the Sacred Grounds. Monks and Queens in contact with the Sacred Grounds count as 2 units instead of 1; Kings and Casters count as 3.

Pagani Rituals

Akhina – Goddess of Wisdom and Knowledge.

You may choose 1 upgrade per advance phase and gain it for free. You must have the building, faction, and any other pre-requisites necessary to be able to gain the upgrade. Requires 10 units worshipping.

Amanti - Goddess of Wilderness and Nature and Protection.

You may add +1 to your roll to hunt from a Forest Site, however rolls of a 1 still indicate an event. Any Bear attack or Villager Disappearance events are Idle Villagers instead. Requires 4 units worshipping. If you have 10 units worshipping, you gain the above and may select any 5 units at the start of each advance phase and give them a +4 magical armour save for the remainder of the turn.

Apoleo - God of Truth, Logic, and Reason.

You may use your buildings even if they are non-operational and/or unstaffed. Additionally, you may select any 2 ranged units at the start of each advance phase and give them a +2 to their wound rolls, and +1 range for the rest of the turn. Requires 4 units worshipping.

Aros - God of War, Violence, and Bloodletting.

You may roll two dice when rolling to wound an enemy in close combat and select the highest; the amount of times you may roll two dice instead of one depends on how many units are worshipping;

5-7 units = 4 times

8-19 units = 8 times

20 units = every time, however one unit must be removed per turn from the Sacred Grounds as a blood sacrifice.

Emes - God of Trade, Communication and Diplomacy.

You may postpone any declarations of war for the remainder of the turn when declared AND for the next turn as well. Also, you may roll twice when determining Strange Old Man, Strange Woman, Deep Underground Cavern, Ancient Sacred Grounds, or Coven found events and choose either result. Requires 6 units worshipping.

Hiros - Goddess of Marriage, Childbirth, and Family.

For every group of 4 units at the Sacred Grounds, you may place a Villager at your Stockpile for free in the advance phase.

Piya - Goddess of Harvest, Agriculture and Health.

All Crop Disease, Worms, and/or Insect Plague event are instead Idle Villagers. Requires 3 units worshipping. If 7 units are worshipping, you gain the above plus may conduct a "rain dance" which gives the effect of a Rain event for all successful Farm harvests. Does not stack with other Rain events.

Talos - God of Law, Order, and Justice.

May not be sabotaged or spied upon via another player and whenever a Kingdom event occurs you instead get Idle Villagers. Requires 6 units worshipping.

Vullie - God of Invention, Craft and Kingdoms.

Any foundations you place in your map section are automatically constructed the following advance phase, however, must have at least 1 unit in contact with the foundation. Excludes Moats/Trenches and Monuments. Requires 10 units worshipping.

Vena - Goddess of Love, Pleasure, and Passion.

You gain +2 to your growth rate in the advance phase (with no upkeep) for every 6 units worshipping.

Yedvadova - God of Storms and Seas

Whenever an attempt to fish is made you may add +1 to your harvest roll result, however, rolls of a 1 are still an event. Also whenever a building catches fire it only removes 2 HP (max), and fires cannot spread. Additionally all enemy ship movement is reduced by 1. Yedavoda requires 6 units worshipping.



Factions

The Damned

After the Great Flood receded, vast regions of low-lying lands became catchment pits for the debris and eroded materials carried by the waters. These areas were littered with the dead—both man and beast alike. As years passed, these regions were buried under vegetation, and the first settlers reaped the benefits of the fertile grounds. As it is in life, the living feed off the dead, and the dead feed off the living. Through greed deep within the hearts of men or an evil force that corrupted them, these kingdoms fell into darkness. Their people received an unholy blessing—an imperfect immortality. Though they remain alive, their flesh withers on decaying frames, unable to heal, repel fungal rot, or rid themselves of the maggots and beetles that burrow skin-deep—yet unable to die. Little is known about the origins of the dark arts of necromancy, but the pacts made and rituals performed allowed their kingdoms to thrive on dark energy, both in the days of their lives and their unliving existence.

The streets of the Damned lie untended, overgrown, and unmaintained. Collapsed roofs, dusty and dilapidated houses, and burnt-out shops bear no toll on the unliving. Yet their streets remain busy, packed with the once-living going about their lives in a daze of willful ignorance. The sounds of banging and rattling echo as the cities' inhabitants work together in abstract harmony, their necromantic bond keeping their goals and efforts focused and unified.

This is not to say the Damned lack basic independent thoughts, emotions, or instincts, though these are but shadows of their former selves. A Damned one would never cry for the loss of another, but lower, cruder emotional capacities persist—such as delight in the misfortune and suffering of others, pointless and excessive consumption, or primal rage over a fellow denizen's mistake.

The fighting style of the Damned is highly unpredictable. Some leaders deploy battle tactics as they did in life, with careful movement and consideration, while others overwhelm foes with sheer numbers and brute force. One thing is certain: the Damned are most deadly when ignored. If left unchecked, they amass unmanageable numbers, slaying all before them in a tide of bone and blood.



A kingdom progresses through three stages to become truly Damned. At the start of a game (the first stage), they function as any other living faction. After performing a Dark Ritual (154), they embark on the path of darkness, gaining access to black magic. In this second phase, they can resurrect the freshly slain to walk the streets in perpetual service, shrouded in a haze of unliving energy. The third and final stage is to become a Kingdom of Bone. If a ruler so chooses, they may perform a Mass Sacrifice, transforming their entire kingdom into skeletal servants. All but the upper hierarchy become truly unliving, liberated from the needs, wants, fears, and flesh of their former selves.

Unique Units

The Damned can raise undead units, including zombies, and their Warlock (Caster) can attempt to animate long-dead beasts and dragons (XX) or summon evil spirits called Fantasm (XX). They can build a Catacombs, enabling a Mass Sacrifice to transform into a Kingdom of Bone.

Unique Abilities

The Damned start the game as a normal faction, potentially pursuing righteousness before succumbing to the lure of eternal dominion. To become Damned, build a Temple and purchase the “**Dark Ritual**” upgrade. After this, you can only cast Damned spells or buy Damned upgrades but retain any unique faction upgrades purchased before the transformation (and train associated unique units). The Damned can resurrect slain units as zombies using the **Vigor Mortis** spell.

When rolling a “**Bandits**” event, the Damned slay the bandits and convert their bodies into **one Zombie** unit placed in contact with a **Temple or Catacomb**. For “**Deep Underground Cavern**,” “**Ancient Sacred Grounds**,” or “**Relic**” events, they spawn a **Fantasm** unit (XX) at the site, **as well as** the event’s normal effects.

The Damned can evolve into a **Kingdom of Bone**, their final stage, by performing a **Mass Sacrifice** at a Catacombs, fundamentally altering their gameplay.

Generating Favor of the Damned

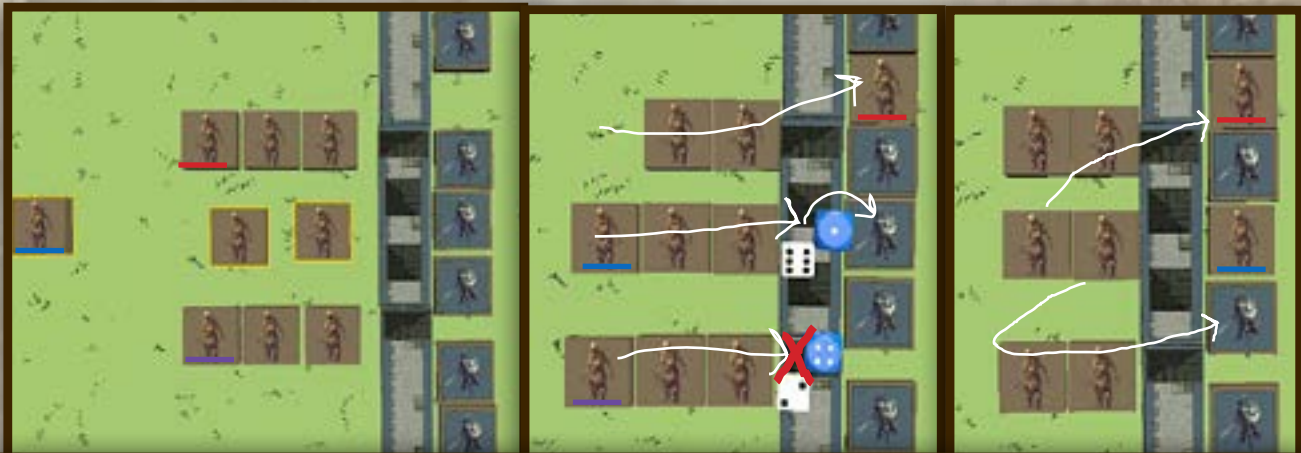
Damned Temples generate favor through dark energy, not divine worship. Unlike other factions, their power stems from rituals harnessing energy from the once-living, a practice detested even by death gods. For each **Monk, Caster, King, or Queen** in contact with a Temple, **roll to harvest 1 favor**.

Raising the Dead

Damned units **cannot convert enemies**, but Kings, Queens, Monks, and Casters can each cast **Vigor Mortis (XX)** once per turn to reanimate fallen enemies or allies as Zombie units. Zombies have **Villager profile**, are **unaffected by snow/ice** terrain, and can perform all Villager actions. When you have performed a Mass sacrifice Zombies do not suffer a -1 to wound rolls like other Kingdom of Bone units do.

Flesh Stairs

If **two zombie units are stacked** (one in contact with a Wall, another behind it), they form "Flesh Stairs" **A single non-siege unit contacting the Flesh Stairs can move over the Wall, ending its movement, per turn**. If enemy defenders are on the other side, the moving unit must immediately attack one defender as if using a ladder. If the attack wounds, the unit moves to the defender's position. If the attack fails, they must remain at the end (behind) the flesh stairs. Units crossing the Wall can attack if in range or contact with enemies (and have not attacked already).



The Zombie horde moves into contact with blues Walls. The top 3 zombies all move into the Wall together, as there is no units blocking a spot the red marked Zombie may move over for free. The middle group of 3 Zombies are blocked on the other side of the wall, and rolls a 6 to attack, the s Sword unit fails its armour save (1) and the blue marked zombie trades places. The bottom group of zombies has a small gap on the otherside, however it mostlyh cannot fit., so must make an attack to move over. The Zombie rolls a 2 and fails to wound the Sword, and the Sword counter-attacks, rolling a 4 and wounding Purple Zombie, ending the Zombies move. In the following close combat, red Zombie is the only Zombie that can make an attack, as they havent already done so this turn. The marks on the final (Right) diagram indicate the potential next (flesh-stairs) move for the Zombies outside the Wall.

Kingdom of Bones

The final stage of the Damned, where all but the upper hierarchy are fully undead. A **Mass Sacrifice** at a completed Catacombs (XX) channels the energy of ancient burial grounds, allowing Monks to raise skeletal armies that need no food, sleep, or rest.

After the Mass Sacrifice, apply the Kingdom of Bone rules:

1. All units' **food** requirements **now cost favor** instead (except Queens, Casters, and Monks).
2. Train unlimited units, **ignoring growth rates**; all **Villagers** trained are **zombified/skeletal**.
3. All units (except Kings, Queens, Casters, and Monks) are **unaffected by snow/ice** terrain.
4. Reroll **Sickness, Revolt, Crime Spree, Serial Killer, Karma Count, Wish, or Shunned** events.
5. Attacks by **all units** (except Kings, Queens, Monks, Casters, and zombies) **suffer a -1 to attack** rolls, reflecting the slow, unintelligent nature of the undead.
6. If the Catacombs is destroyed, all units except Kings, Queens, Casters, and Monks are **removed from play**, and the Kingdom of Bone upgrade is lost, as the conduit for control over the undead servants is shattered and lost.



Spells

It has long been known that when people gather and worship, that deities from above may bestow their favor upon them. A trained being, in tune to the deity's favor, may cast out this energy into the physical. Much like all worlds within the physical, an essence of force can be channelled from other realms. These boons offer many benefits bestowed upon a person, be it as small as a healing touch to mend wounds, or as awe inspiring as a realm gateway. Be it a perfect string of words or spelling, a bard's song, or a conduit in which intermediates between worlds; - sigils, incantations, rituals, sayings, spellings or 'spells' as they're widely known, can turn the tide of a battle, calm a King, or save a crop and thus a kingdom from starvation.

Only Casters (and Monks, to a lesser extent) can cast spells, with each **faction** limited to **specific spells**, and each Caster limited to a number of **known spells**. When trained, a Caster knows the heal spell (or vigor mortis is damned) and may select 2 more spells that Caster 'knows' (write them down). Each turn a Caster is in contact with a Temple, they may use their **action to spend 1 favor**, and **increase their known spells by 1**.

Each Caster can cast **one known spell per turn** and still move, attack, and counter-attack as normal. To cast a spell - **declare** it to all players in the specified phase, **deduct** its favor cost from your Stockpile immediately. Spells count as magical attacks, ignoring armor saves, and do not require line of sight unless stated otherwise.

Dispelling

When a player declares a spell, another player may attempt to dispel it. To dispel, a Caster must **spend favor equal** to the spell's cost and roll a d6. On a **2+**, the spell is dispelled and fails.

Enchantment & Conjurations

Berserkergang 8; P. Advance

Select 5 units within 5" of your Caster, they enter a berserker rage that lasts until slain (use a token to track). A berserker unit may immediately counter-attack non-calvary, non-charging units out-of-turn immediately at the same time they are attacked close combat. As soon as your opponent declares they are about to roll to attack your berserker unit, you may immediately roll your counter-attack at the same time as the attacker (assuming they haven't already counter-attacked). This can result in both units being wounded. Due to the ferocious state of berserker units - they may not be in, or enter, a friendly kingdom zone, and if they do - they immediately lose this ability.

Esoteric Erotica 4; P. Advance

You may ignore growth rates for the remainder of the turn.

House of Bubba 7; P. Advance

A huge fortified house with legs, steps into reality. Place a Tower building in contact with your Caster, this building has 4HP and uses the profile of a standard Sword unit that make only make a normal move of 3" with no upgrades or armour saves. Units that attack the House of Bubba must attack it as if it were a building. This house lasts until it is destroyed and may not be repaired or healed in anyway.

Hippicus, Hopicus, Poppy, Cockeytus 1; A, P, D. Anytime

You must say the name of the spell 3 times out loud in rapid succession to try to remove any bad luck you may be harbouring, if you cannot do this fast enough or cannot say the words accurately the spell fails. Cannot be dispelled.

Shillelagh Law 4; P. Anytime

Your Caster is turned into a hardened warrior unit that uses the same profile as a Sword unit, and has a magical armour save (4) until removed from play, in addition to any other armour save upgrades your Sword units have.

Windguardius Levitation 3; A. Move

Swish and flick away copyright infringement! You may immediately levitate 1 non-siege, non-monster/beast unit in contact with the Caster anywhere within 3" of the Caster. You may move the unit an extra 1" for each additional 2 favour spent on this spell. You may not move that unit if it interferes with another friendly or enemy unit in any way. A unit that is levitated may still make a move if they have not done so already.

You may spend an extra 3 favor and levitate a siege unit or monster/beast unit instead.

Abjuration

Guardian Ancestors 4; A, P. Advance

Select 1 unit in your map section. This unit is blessed with a guardian protector, that gives them magical armour save (3) for the remainder of the game. Place a token.

Warding Robes 5; A, P. Advance

Select 3 units within 5" of your Caster, these units are blessed with a warding spell that gives them magical armour save (4) for the remainder of the turn. Place a token.

Prayer of Gian 2; P. Advance

The next time you roll a Strange Disappearance; Bear Attack; or Mine Shaft Collapse you instead get Idle Villagers, unless another players ability, upgrade, or spell overrides it.

Cursorial

Curse 3; P,D. Advance

Select up to 3 enemy units within 5" of your Caster - those 3 units suffer -2 to their attack and counter-attack rolls for the remainder of the turn.

Aura of Dread 4; P, D. Anytime

The target player suffers -3 to their growth rate for their next advance phase.

Voodoo Magic 16; P, D. Very start of Opponents Move phase

You may immediately move any unit (yes, ungarrisoning enemy Kings included) within 30" of the Caster at the start of the targets move phase, as if it were your own unit in your own move phase. You may not move this unit into contact with a unit hostile to it and the target unit may not make any further moves this turn.

Elemancy

Bolt 3; A, P. Combat

Select 1 unit (excluding Kings, Queens and Casters) outside of their own kingdom zone and roll a d6, on a 3+ that unit is struck down by lightning, remove that model from play. If successful you may continue to cast Bolt until you are unsuccessful, at a cost of 1 favor only each time you do.

Chain Lightning 6; P, D. Combat

Select 1 unit within 1" of the Caster. Roll a d6, on a 1+ that unit is struck down by lightning; remove that model from play. The lightning then jumps to another enemy unit (casters choice) that was in contact with the unit that was just killed and roll again - this time you must roll a 2+. This lightning continues to wound and travel through units in a 'line' of contact, with the roll to wound getting higher/harder (max 6+) each time until a roll fails to wound, in which case the chain lightning ends.

Fireball 8; A,P,D. Combat

What kind of a game would this be without fireball? Select a spot within 4" of the Caster. All units and non defensive buildings within a 1" radius of that point suffers a wound on a 2+ with no armour saves allowed (fire damage)

Firewall; 5; A, P. Advance

Place 2 Wall sections in contact with each other (a continuous wall) anywhere starting within 3" of your Caster. A wall of fire appears for 3 turns (set a die timer). Any unit that passes through the Firewall suffers a wound on a 2+ with no armour saves allowed (fire damage). You may use this fire wall to split enemy units, but they do not take damage this way, only if they actively move through it. A fire-wall blocks line of sight. You may place extra Wall sections when cast, however cost an extra 3 favor each.

Gnashing Rain Var; P, D. Advance

Select a point on the map within 6" of your Caster roll a d6, on a 2+, a cloud of gnashing rain appears. The radius of the rain cloud depends on the amount of favor spent on it: 1 = only 1 unit affected within 1" of the point. 4 = all units in a 1" radius, 8 = all units in a 2" radius, 12= all units in a 3". Use tokens to indicate effected units.

All units the Rain contacts have their armour save removed for the rest of the turn.

Of Earth and Stone 4; A, P. Advance

You may place a Tower building in contact with your Caster. This Tower rises out of the ground and may shoot 3 arrows per turn as if it was a Guard Tower with the Attack Tower upgrade (3 archer profile attacks, with +1 range, +1 to wound rolls. Set a die timer (4), at the end of the timer the Tower slumps back into the ground, if it is not destroyed earlier.

Of Sword and Stone 4; A, P. Advance

Select a friendly Sword unit within 3" of the Caster. This unit's skin is turned to stone giving them a (5) armour save (saved on a 2+), and immune to fire damage until killed (place a token). Their move is reduced to 2" and may not be increased by any other means, nor can have Vigor Mortis cast upon it.

Dagobah 8; A, P. Advance

You create a region of magical swampland and must treat that area as if it were swamp terrain for the next 5 turns - set a die timer (5). The method for determining the size of the swamp is the following: Get 4d6 and drop them from a forearm's length above the table (salt sprinkle), anywhere within 12" of your Caster and must not be over a kingdom zone. If any dice roll into a players kingdom zone - move the die so they are 1" just outside of it. Buildings outside of a kingdom zone that are in a Dagobah are non-operational until the spell ends.

Call of the Cold 8; A, P, D. Advance

You summon a blizzard, turning an area into Snow/Ice terrain for the next 4 turns – set a die timer (4), and must treat the area as if it were Snow/Ice terrain. The method for determining the size of the blizzard is the following: Get 4d6 and drop them from a forearm's length above the table (salt sprinkle), anywhere in the same map section as your Caster and must not be over a kingdom zone. If any dice roll into a players kingdom zone - move them so they are 1" just outside of it. Any Farms that are in contact with the snow/ice terrain are destroyed and the staffed Villager swaped in its place.

Sacred Flame 1; A, P. Advance

Select 1 unit within 6" of the Caster. This unit's attacks now count as magical; and gain +1 to attacks against Damned faction units, for the rest of the turn,

Necromancy

Please note, necromantic spells are of a different strain of magical energy, and as such, can only be dispelled with a Caster within 3" of the target or casting unit.

Heal, free; A, P. Combat

You may use a Monk or Caster to heal a unit within LOS, within 3". As soon as they suffer an unsaved wound roll a d6; on a 3+ that unit is healed and thus saved. One use per turn per Monk or Caster. Cannot be dispelled. You may spend 1 favor and add +1 to your heal die roll. This spell counts as a magical armour save for all intensive rules purposes.


Vigor Mortis 1; D. Players, or, Opponents Combat

Immediately select a unit with LOS and within 3" of your casting unit that has just been wounded and removed from play (and failed any saves and was not healed). Roll a d6; on a 3+ that unit is returned from the dead as a Zombie unit under your control, place a Zombie in contact with the Monk./Caster). You may spend 1 favor and add +1 to your Vigor Mortis die roll. One use per Caster/Monk unit per turn.

The Zombie may not move or attack or counter-attack this turn, and uses the Villager profile, with no negative roll if you are a Kingdom of Bone for the rest of the game. This spell can be used to 'heal' an undead unit that has suffered an unsaved wound on the roll of a 3+, or may heal undead units with more than 1HP, adding 1HP each time it is cast on the roll of a 3+. Units that are removed from play via a spell or fire damage cannot have Vigor Mortis cast upon them. If a staffed building is destroyed (with staff in it) you may attempt to resurrect the staff.

Of Beast and Bone 8; D. requires Deep Burial Excavation. Advance

Roll a d6; and consult the chart. Any arisen monsters are placed in contact with your Caster, under your control. If your Caster is in your kingdom zone and you have an operational Barracks and the Metallurgy upgrade - you may add armour to a reanimated bone monsters as soon as it is reanimated.

If the above is met, you may spend 2  to permanently increase the the unit's armour save by (1) to a maximum of (5), use a token to track. Once an attempt has been made to cast this spell, you must discard the Deep Burial Excavation upgrade.

d6	Result	Detail
1-2	Fail	Incorrect assemblage
3	Mongos	Uses the standard Monster profile however has a move of 5", may not have armour.
4-5	Troll	Uses the standard Monster profile however has a 2 HP
6	Giant	Giants are a 4HP monster with 3 attacks and a move of 3". A Giant may surrender its 3 attacks and may make a single ranged attack using the Catapult profile.

Dragon Reanimation 12; D. requires Deep Burial Excavation upgrade. Advance.

Your Caster must be in your kingdom zone to attempt to reanimate. Roll a d6; on the roll of a 2+ the Dragon is reanimated and a Bone Dragon unit placed in contact with the Caster unit, under your control. A Bone Dragon has a move of 4" using the Monster profile with 4HP and a armour save (3). A Bone Dragon may make 3 magical attacks in close combat, and be equipped with armour in the same way as above (Of Beast and Bone) to a maximum of (5). Once an attempt has been made to cast this spell, you must discard the Deep Burial Excavation upgrade.



cculations

Divining 2; A,P,D. Advance

You may view any 1 Site on the table, or from the one(s) excluded at the game setup, or the amount of resources in another players Stockpile.

Realm Banishment 10; A, P. Combat

Roll a d6, on a 2+ all units within 2" of the Caster are transported to another plane of reality forever (well maybe not forever, but no-one's discovered the "return" spell yet). Roll a second d6. On a 5+ your Caster manages to evade their own spell and instead remains in this realm/in play.

Realm Gateway 8; A, P, D Advance

Place a token in contact with your Caster, this is one entrance to the Gateway. Over the next turns you may move your Caster into a position where you would like the second Gateway to be and place a second token. Units that move into contact with either Gateway are automatically, instantly transported to the other side and may not move again for the remainder of the turn (unless they are pushed out of the way by more incoming units). The Gateway is a two-way bridge and is destroyed as soon as a unit rolls to attack/wound (automatically wounded) or if canceled by the casting player in the advance phase. You may only have 1 Realm Gateway in play at any one time.

Terrain Features

Avalon is a diverse continent, with the full spectrum of climates and land/water combinations, giving a unique experience each time played. The following terrain features offer standard rules to play by, adding complexity and strategy to the standard table. The Territory tables (XX) offers a guide to set up terrain (and how much) to place on the table for various thematic maps.

We always encourage you to build your own tables with unique map features and terrain! The “home ground” table, so to speak!

Mountains and Cliffs

Serve as **impassable** objects that can add strategic and defensive choke points. If agreed upon – units in contact with a mountain may harvest an **unlimited** amount of **stone** from it, as if it were an unlimited stone Outcrop, with any Resource Scarcity events being idol villagers instead. Cliffs are essentially treated as long mountains, that often meet at the edge of other terrain features.

Hills and Valleys

Hills can be moved, built on, and used strategically in combat. A unit or building entirely on a Hill and completely higher than another unit, is said to have **high ground** over that unit. In **close combat**, units with the high ground gain **+1 to attack** rolls against lower targets. **Ranged** units and buildings (except Monks and Queens) gain **+1 to their range** when higher than their target. Hills can form Valleys and support additional terrain. Hills/Valleys block line of sight if the target is 1” lower than the Hill’s crest.



Reds Guard Tower Sits atop a Hill, and gains the high ground advantage against blue Spear. Blue Spear gains the high ground against the Ballista, however not with the Archer (and vice versa).

Snow and Ice

Units ending their move in snow or ice must roll a d6: on a 6+, they suffer a wound (no armor saves or healing allowed). Farms cannot be built touching snow or ice.

Dunelands

Dunelands are unstable sandy or dirt hills. Units starting their move in dunelands lose 1” of movement. Siege units in dunelands suffer -1 to ranged attack rolls. No building foundations or Forest sites can be placed in contact with dunelands..

Fire Tundra

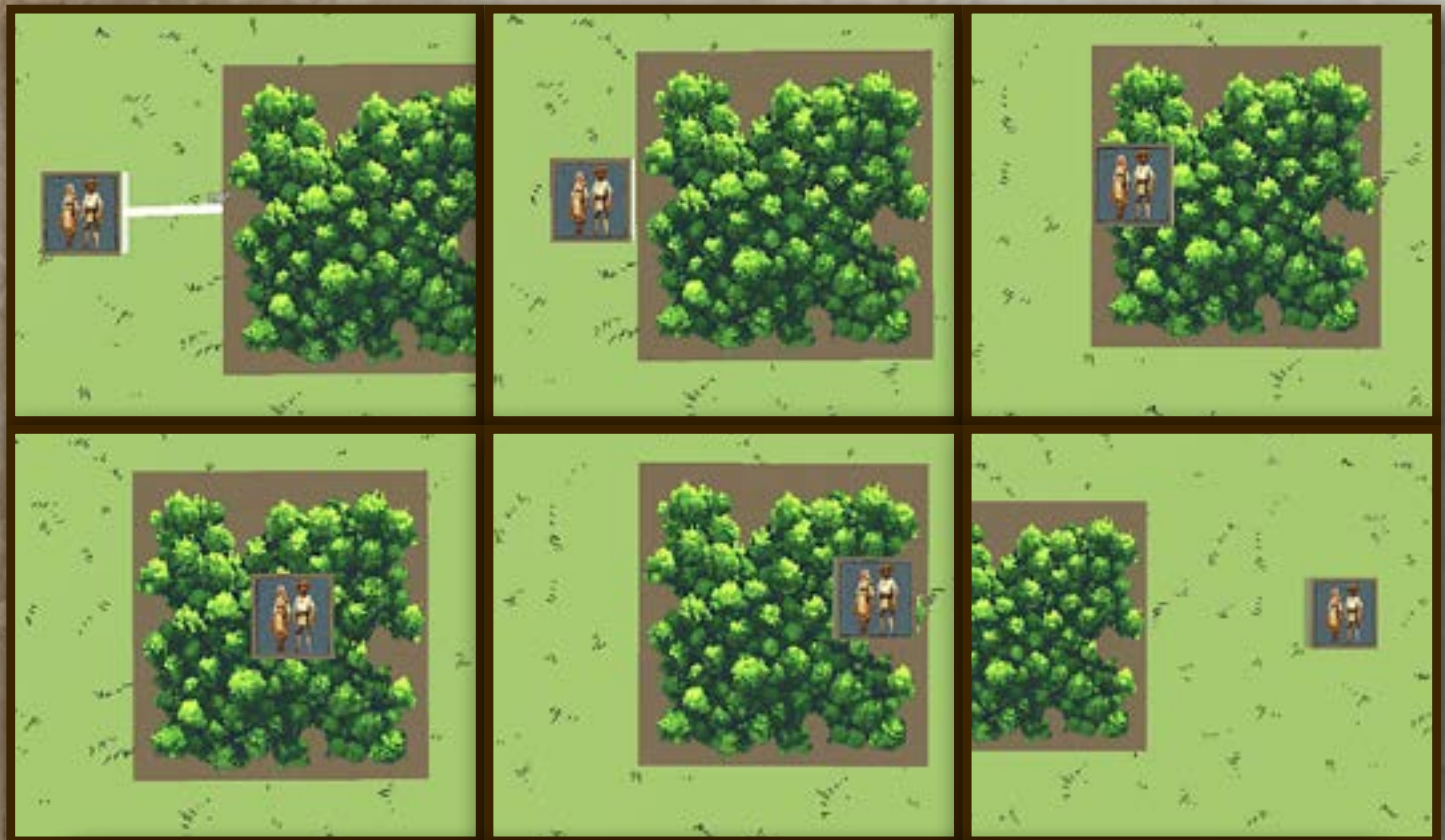
Fire tundra is a desolate, fiery landscape. Units ending their move in contact with fire tundra roll a d6: on a 5+, they suffer a wound (no armor saves, healing, zombification, or resurrection allowed). Staffed buildings and Forest sites cannot be placed in contact with fire tundra.

Outcrops and Forests

Resource Sites are terrain features that non-siege units can move into and through. To enter a Site, a unit must end its move in contact with a Site, and then may automatically move it completely in the site, yet still in contact with the edge. Whilst in a Site, a unit may only move 1", and if a unit is in base contact with the edge of the Forest, may make a normal move, or charge move, out of it.

Units within a Site cannot be charged or targeted by units outside, as they are not visible, unless both units are in contact at a Site's edge. Ranged units inside a Site and in contact with its edge can attack units outside. All combat in a Site is close combat. Spells can be cast out of Sites but not into them.

A Forest Site gains 1 Scarcity point when hit by a Fire attack. Units cannot harvest resources while inside a Site and must move completely outside to harvest from it.



A Villager unit moves into contact with Forest's edge and ends its move (1-2) and it is automatically placed completely in the Site (3). The Villager makes another 1" move, roughly halfway through the Forest and ends turn (4). The Villager moves another 1" and makes contact with the edge of the Forest site (5). The Villager that was in contact with the edge of the Forest moves normally 3" out of the Forest (6).

Oceans, Rivers, Narrow Rivers.

Rivers block land unit movement unless crossed by ship transport, a bridge, or shallows. Oceans follow the same rules as rivers. A **Moat** counts as a 1"-wide river and a building. Ships cannot navigate rivers narrower than their base.

Shallows

Shallows are designated water areas where **non-siege** units can cross. Units must start their move touching shallows and can move through them at 1" per move until fully clear. Units in shallows are in the **Danger Zone**, with attacks against them gaining +1 to their roll. Ships can move through shallows (if wide enough) at a maximum of 2" per move. Units cannot enter or exit shallows if blocked by other units. Only Docks can be built in contact with shallows..

Swamps

Swamps stop siege unit movement and limit all other units (including ships) to 1" movement while in contact. Units in swamps are in the **Danger Zone**, with attacks against them gaining +1 to their rolls. Only Docks can be built in contact with swamps..

Norwest Isles

The Sword Coast

Ice lands

Riverrun

Mountain Pass

Lonely Mountain

Rabbit Isles

The Gold Coast

The Gaps

Territories



Passage

Black Forest

Isle of Gold

Great Plains

River Styx

Crater Lake

Great Sandy

Highlands

Kings Cape

Of Avalon



Shared team islands
Each Island may have 0-1 Mountains



Large single landmass - At least 2 sides of the Map have Coastlines.
May have any amount of Terrain Features.



May have any number of terrain features, coastline, and/or islands. Rain events must be re-rolled, and Farm BP are doubled. Although there is "snow" everywhere, choose a band of "ice" running through the center of the map – that region, and only that region is treated as snow/ice Terrain.



You may have a network of Rivers and Hills.
May have a Coastline. Rivers must separate teams.



A huge mountain range separates Teams, with a gap in the middle.
May have any other amount of terrain features.



Half the outcrops are placed near or in contact with the base of the Mountain; the Mountain provides unlimited stone. May have ocean or river at each end of the Map (North-South), and/or River running through the map.



A thin strip of land down the middle of the map connects the larger landmasses on the edges of the table, surrounded by ocean either side

No other terrain features, except hills and snow/ice.



Lots of trees, lots of wood!
May include any terrain features, and extra Forest Sites if available. All Forest Sites are level 6. May add extra Forests Sites if available.



Rivers or ocean separates teams, with a single island in the middle. May have any amount of other terrain features.

No Outcrop Sites are to be removed during game setup, and half (rounding up) of all Outcrops must be randomly placed in the central island, or as close as possible to it.



You may have 0-1 Rivers, any amount of Hills.

No coast, Dock building is disabled.



A wide river (at least 4") runs through the center of map.
May have any amount of any other terrain features, no coastline.
All smaller rivers must flow into the main river.



A large lake in the middle of the map. May have any amount of other terrain features and coastline. The "lake" may be empty/ a low-lying "dish"/ inverted hill, with or without water.



Rabbit Isles



The Gold Coast



The Gaps

All islands are small, including your starting island, with each island containing no more than 2 Sites.

All players start on their own island, with only 1 Forest Site. Players may also place a Dock and a Galley in contact with your starting island at the start of the game. The only other terrain allowed is Mountains, cliffs, hills, duneland and swamps.

May have any amount of terrain. Each player may place a hill when placing their starting units and Stockpile.

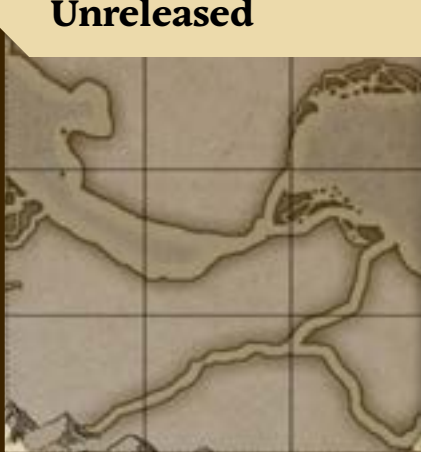
Each island in the middle has at least 1 Outcrop Site. All Outcrops on these smaller islands are automatically level 3, 2+ GOLD.

Under Construction!

Mt Doom Unreleased



Valley of the Kings Unreleased



Atlantis Isles Unreleased





May have any amount of terrain features except snow/ice. 0-1 Rivers.

A single large land mass with any number of duneland terrain areas. Instead of each player removing 1 Outcrop during game set up; you must instead remove a Forest instead (per player), and all Forests start with 1 scarcity point. Farms take double the BP and double the wood cost, unless you have the Wells upgrade. Moats, trenches, and mounds are disabled.



At least 4 Hills, may have any other amounts of Terrain Features.

May have small dense cluster of hills or mountains or cliffs creating a labyrinth in the center of the Map. Each player may place a hill when placing their starting units and Stockpile.



A landmass shaped into a "U". May have any amount of Terrain Features

Teams/Players are separated only by a large bay, the only way to reach the opponent's kingdom is via Ship transport or a long journey around the map.

**North of the Wall
Unreleased**



**Wall of Ironforge
Unreleased**



**Southern
Bad lands
Unreleased**





Competitive Multiplayer Game Modes

Competitive Multiplayer games may have a number of victory conditions, all that allow full player vs player/team vs team combat. If there is an even amount of players on each team, then Team Victories may be enabled. Team Victories allow you share victories with allied players, without having to defeat them, and may add your scores where appropriate. If Monument victories are an option, they cost extra to build if Team Victories are allowed, depending on the amount of players on that team (XX).

By Sword or Stone – This is the default/standard game mode to play – To achieve Victory, you must be the only King remaining (by Sword) or build a Monument and have it stand for 25 turns to win (by Stone).

Deathmatch – Players start with 10 Villagers, a King, a Barracks, a Town Center, Merchants Guild, Mill, 3 Farms, and a Market. All starting resources set to “20” excluding favor. Monument Victories are disabled.

Invaders – (UNDER CONSTRUCTION) In this game mode one team are the attackers, one team are the defenders. Setup the game as a Deathmatch, with the attacking team getting 10 extra gold per player. The attackers must place their starting Stockpile and units within 10” of the table’s edge and destroy (all) the defenders Stockpile(s) (they are now destructible) in 40 turns or less, otherwise, the defenders win!

Gold Rush – Be the first player to have 100 gold in your Stockpile; or Team to have 100 x (the amount of players on that team) in their combined Stockpiles.

King of the Hill – Be the first player to build a Monument on the hill in the center of the map and have it stand there for 12 turns to win. When playing this game mode, the resource cost and BP of a Monument is halved.

Deathmatch King of the Hill – King of the Hill Victory condition, with the set-up of Deathmatch.

Villager League –A Deathmatch variant where teams start on opposite map edges. Move Villager units into contact with the enemy's map edge to score a goal.

Setup: Ensure each team has an equal-sized map edge or designate specific “goal posts” for fairness, especially with more than two teams or irregular map edges.

Scoring: 1 goal per Villager reaching the enemy edge.

Game End: Ends at the start of turn 33, 55 or 77 or when a team reaches 5 goals (decided at game start). The team with the most goals wins.

Rules: Monument victories are disabled. Keep your King alive to stay in the game.

Note: Some maps may be unsuitable; use player discretion for fair setup.

Sacred Grounds – A capture-and-hold mode where teams fight to control three “Sacred Grounds” objectives for points.

Setup: At turn 20, place three objectives using the method below.

Scoring: During the advance phase, a team scores 1 point per objective they control. To control an objective, a friendly unit must be in contact with it, and no enemy units can be within 3” of it. Maximum 3 points per turn (1 point max per objective, per turn).

Victory: First team to 40 points wins.



(Above) Turn 20 layout of sacred grounds, note the center of the ‘cross’ (black dice) is centered between the players kingdom zones, and “squished” so they are not too close to a kingdom zone (represented by the circled Stockpiles). Roll a black and white die to randomly determine where the Sacred Grounds are placed (blue circle), same as the Co-Ord system (XX) Note, re-roll if there is ever 3 sacred grounds on one side of the white line.



Friendly Competitive Multiplayer Game Modes

You may use these game modes to play friendly yet competitive games where the combat phases are disabled (unless attacked by AI skirmishers from events).

Gold Rush – Be the first player/team to have 55, 77 or 99 gold in your Stockpile.

Monuments – Be the first player/team to construct a Monument.

Robber Barons – Decide to end the game at either turn 50, 80, 100, or 120. Whoever has the most gold the end of the game wins.

Victory Points – End the game at turn 50, 80, 100, or 120 and determine Victory points (XX) to see if there is a clear winner.

Dragon Hunt – The first player to tame a dragon (have a Dragon ally) wins. Anytime you roll for a Werm on the Farm event table instead roll a d6, on a 1 it is a Dragon Passover from the kingdom event table, on a 2+ it is a Dragon Passover from the Farm event tables.

Sim Kingdoms – Be the first player to build 1 of every building (except Moats/Trenches, Walls, Gates, Bridges and Mounds) 4 communes, 4 Vendors, have a Completed Wall, have a Queen, a Caster, 10 Knights, 5 Monks, 30 Barracks units and at least 10 Upgrades.

The King of the Rings – Overview: The King of the Rings is a game mode where players encounter travelers who may carry magical rings. Combat is allowed, but units and buildings in a player's kingdom zone cannot attack or be attacked.

Traveler Appearance:

Travelers appear starting from turn 10, roll 5d6 at the beginning of each turn.

If three or more dice show the same number, a traveler appears on the map, represented by a Villager unit.

Roll a white d6 for their starting point (point A) and a black d6 for their destination (point B).

Travelers move 3" per turn from point A to point B. If this path crosses a player's kingdom zone, re-roll the black die until it doesn't.

Interacting with Travelers (UNDER CONSTRUCTION)

~~Move a unit into contact with a traveler and declare to talk, or attack them.~~

~~Then roll 2d6 to determine the outcome:~~

~~1-2: Ring Found! The traveler has it.~~

~~3-5: Diseased. If talked to, your growth rate is 0 for the next turn only. If attacked in close combat, your growth rate decreases by 2 for the next turn only.~~

~~6-8: The Huddled Masses. If attacked without talking, 3 Spear units and 3 Villager units become hostile to you, moving toward your kingdom zone and attacking anything in their path. If talked to, they have no ring, but 3 Villager units join you.~~

~~9-10: Defenders of the Ring. If attacked without talking 3 Knight units and 5 Villagers units become hostile to you. If you spoke to them they are not hostile to you unless you attack them. The 5 Villagers try to reach point B with the ring, while the Knights follow and guard them – the Knights will charge move and attack anyone hostile it can within 4" of them or the Villagers. If any Villager reaches point B, the ring escapes. If all Villagers are killed or captured, the last one has the ring.~~

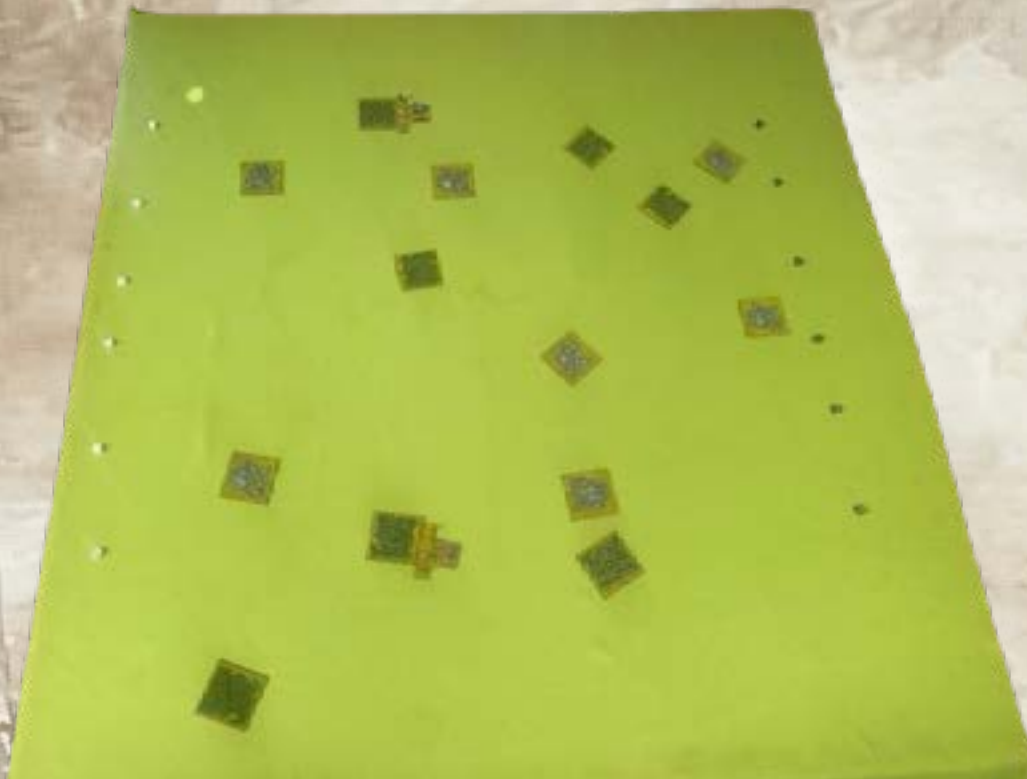
~~11: Ring Bearers. 3 Villagers appear with a ring. Escort at least 2 to point B, and they give the ring to your closest unit. If another player kills or captures them, that player takes the ring. If attacked without talking, 3 Knight units (move 4") appear, hostile to you and anyone within 4". The player who kills the last Knight gains the ring. Knights move to point B if no enemies are within 4".~~

~~12: The King of the Rings. Same as 11, but when captured, this ring pulls other rings (or units with rings) within 20" toward it by 1" at the end of each turn.~~

~~Securing the Ring:~~

When you gain a ring, it moves to your closest unit.

To secure it, move that unit with the ring into contact with your Stockpile.





Single player and Cooperative Game Modes

By Sword or By Stone – Play like a multiplayer game, but face artificial player(s)/team(s) instead of human opponents, either solo or with other players. Survive periodic attacks until you muster enough strength to siege the enemy's Kingdom and destroy it, or build a Monument and maintain it for 25 turns. Battles use an auto-resolve function to determine winners and losers. See page XX for game setup.

Extra Victory Condition – Follow By Sword or By Stone rules, but choose another game mode from the Friendly Competitive Multiplayer Game Modes to add an extra victory condition. Players must survive random attacks from AI player(s) until the condition is met. See page XX for game setup..

Zombie Apocalypse – Survive endless hordes of undead. Move Zombie models/tokens as directed and battle them as real opponents, using standard combat rules instead of auto-resolve. This allows creative combat and kingdom-building strategies. See page 106 for game setup.

Campaigns – For a narrative experience, try a S&S Campaign! Play as a character, complete scenario objectives, and uncover Avalon’s history and lore. Campaigns are a separate expansion, available at our store. The Chronicles of Artha, a solo campaign about Avalon’s early history, is available at publication, with more planned.

Before the Flood – Our sages report signs the great flood may be upon us once more! Players must race against time to build a shared Monument on the hill in the middle of the Map. Team Victories are enabled, but the Monument costs more resources and BP in co-op (see page XX). Complete it before the 5th omen, when the flood arrives.

Set up a map as normal.

From turn 20, roll a d6 at the start of each turn for the whole table. The roll of a 1 signals an omen of the flood.

At the end of the turn with the 5th omen, the flood comes and ends the game.

If a communal Monument isn’t built by then, all players lose. If they build a Monument before this time, the players are victorious and (at least some) of their people are able to survive the ensuing devastating floods; and live to die another day!



Ending the Game Early

If for whatever reason you must end the game early (and must be packed away) you can do one of two things;

Save game – take a screenshot or sketch the rough layout of your kingdom and map. Make notes of what units, buildings, upgrades, and/or score you have (or set them aside somewhere). When you and the other player(s) can, you may “load game” and set up the map as it was before, however all units must start back within their own player’s kingdom zone.

Determine an early winner – Players must go through the below list, and tally their Victory Points to see if there was a clear victor, If there is none, then a draw is declared:

Once each team or player has calculated their total Victory Point scores - find who has the highest and second highest scores; if the player/team with the highest score has beaten the player/team with the second highest score by at least 10 points, then that player/team is the winner. If there is less than 10 points between first and second place, then the game is a Draw.

If playing with the Damned, multiply your final Victory point total by 0.7, rounding up to the nearest whole number, and apply that number instead.

Victory Points

- 1 For every unit and favor you have
- 1 Extra for each land military unit on the table
- 1 Extra for each Knight, Non-Dragon Beast/
Monster, or unique unit.
- 3 Extra for each Ship
Extra for each unit with a Veteran or Bomb
token
- 4 For each operational building you have,
excluding defensive buildings.
For each Tower
For each upgrade you have purchased
- 6 Extra for each Dragon / Bone Dragon, Queen,
or Caster
- 10 For each Castle
For a Completed Wall
- 20 For a Monument



Single Player Mode

Game Setup

Use these rules to play single player and co-op modes where you are fighting against AI opponent(s). By Sword or by Stone or Extra Victory Condition (XX); Set up the map as normal with any map/territory you wish (XX)

Player Starting Location(s); Single player games you may setup wherever you wish; Co-op games players may start on separate map sections (or even different tables completely if you're physically separated); or, start together and build in the middle of the map.

Determine the Enemy Factions; You must then select a Faction(s) to play against; this rulebook contains the details for playing against Avalonian, Paganite, and Damned Factions. The number of artificial player opponents is always equal to the amount of human players 1v1, 2v2, 3v3 etc.

Select a Difficulty; Either Apprentice (Easy – recommended for first time players), Veteran (Medium), or Master (Hard).

At the start of each turn, starting from the the specified turn number, each player must roll a d6 to determine if your scouts spot any enemy armies on the horizon. If a 6 is ever rolled - an enemy army has been spotted and must roll to determine the **"Scouts Report"**.

Apprentice; roll a d6 starting from turn 30 onward

Veteran; starting from turn 25

Master; starting from turn 20

Legend; starting from turn 15

Start the Game

Play the game, and prepare your defenses, your people, and your army, and at the start of the turn specified difficulty chosen (above), each player is to roll a Scout die - a d6. If a player ever rolls a 6, refer to the page opposite to determine the Scouts Report.

Determining the Scouts Report.

So, you've rolled 6 (or a 5 if you have a Monument), now you must determine your Scout's Report. You must first find out the **level** of the army spotted, given by the table below, using the current **turn number** and **the difficulty** selected. The level of an army indicates how many times you must roll on the Scouts report table.

Army Level Table

Turn	Apprentice	Veteran	Legend	God
0-10	-	-	-	-
11-20	-	1	1	1
21-30	1	1	2	2
31-40	1	2	2	3
41-50	2	2	3	3
51-60	2	3	3	4
61-70	2	3	4	4
71-80	3	4	4	5
81-90	3	4	5	5
91-100	3	4	5	6
100+	4	5	6	7

How to read the table: Left column is the current turn number and the three rows indicate the chosen difficulty; the given number - for example on turn 42 playing on the Apprentice mode is "**2**" This means that you must roll twice on the Scouts Report to determine the total army composition and will roll 2d6 **twice**, consulting the relevant faction (the one you are playing against) and determining (adding) the enemies total auto-resolve score(s).

Monument Victory in Single player games

When you have completed a Monument in these game types and the 25 turn timer starts, the enemies around the land amass even more to try and take you down within the time; To represent this, an enemy army is sighted on the **Scouts roll of a 5+** instead of a 6 during this period.



Scouts Report Tables

Avalonian Enemy

Roll 2d6 for each level of an enemy army.

2 = Roll another d6, on a **3+** there are, 5 Knights, 3 Crossbows, and 2 Catapults. **On a 1 or 2**, an envoy delivers you a message and their entire enemy army disappears (no attacks from now on) – do not roll to determine if enemies appear for this faction, they lie waiting for your attack. The message informs you that they have built a Monument and will claim this territory and win in 25 turns unless they are defeated! Set a timer for 25 turns time, if that faction still stands by the end of that turn, you (all) lose the game to that faction! Other Artificial players chosen by other players still have to roll for the difficulty dice.

3 = 4 Spears, 2 Crossbows, 1 Ram

4 = 4 Knights, 2 Catapults

5 = 6 Riders, 2 Catapults

6,7,8 = 3 Swords, 2 Archers, 1 Cannon

9 = 4 Spears, 3 Ballista, 3 Siege towers.

10 = 5 Cannoneers, 2 Cannons

11 = 4 Spears 2 Catapults

12 = 3 Monks and a Caster with d6 favor added to their final score

Paganite Army

Roll 2d6 for each level of an enemy army.

2 = Roll another d6, on a **2+** there are, 5 Knights, 3 Crossbows, and 2 Catapults. **On a 1**, an envoy delivers you a message and their entire enemy army disappears (no attacks from now on) – do not roll to determine if enemies appear for this faction, they lie waiting for your attack. They inform you they have built a Monument and will win in 25 turns unless they are defeated! Set a timer for 25 turns time, if that faction still stands by the end of that turn, you (all) lose the game to that faction! Other Artificial players chosen by other players still have to roll for the difficulty dice.

3 = 4 Spears, 4 Archers, 2 Rams

4 = 4 Knights

5 = 6 Riders, 2, Horse Archers 2 Catapults

6,7,8 = 3 Swords, 3 Spears, 3 Archers.

9 = 3 Spears, 3 Chariots, 1 Catapult.

10 = 5 Chariots, 3 Horse Archers

11 = 4 Spears, 4 Ballista

12 = 3 Monks and a Caster with d6 favor (re-rolling all 1s) added to their final score

The Damned Army

Roll 2d6 for each level of an enemy army.

1 = Roll another d6, on a **2+** there are, 5 Knights, 3 Crossbows, and 10 Zombies. **On a 1**, an envoy delivers you a message and their entire enemy army disappears (no attacks from now on) – do not roll to determine if enemies appear for this faction, they lie waiting for your attack. They inform you they have built a Monument and will win in 25 turns unless they are defeated! Set a timer for 25 turns time, if that faction still stands by the end of that turn, you (all) lose the game to that faction! Other Artificial players chosen by other players still have to roll for the difficulty dice.

2 = 5 Veteran Swords, 2 Catapults, 3 Zombies

3 = 3 Spears, 3 Crossbows, 5 Zombies

4 = 4 Knights, 2 Catapults, 4 Spears.

5 = 4 Riders, 2 Catapults, 10 Zombies

6,7,8 = 4 Swords, 4 Zombies

9 = 4 Spears, 2 Bone Trolls

10 = Bone Dragon, 5 Zombies

11 = 10 Zombies

12 = 6 Monks and a Caster with d6 favor added to their final score

Note; The final score of the damned must be multiplied by 0.7.

Determine Auto-resolve Scores

Once you have determined the scouts report and the **enemies army auto-resolve score**, you must then tally your own: This is done at the **end of the advance** phase, giving players a change to bolster their defenses/attack in the advance phase.

First, add your **kingdom defensive score** and then you must compose your own army by **setting units aside to fight** in the battle. You must count as you add and add enough units so you can **just beat** the enemy's score. Once you beat the enemies score - the enemy army is completely defeated, and you must roll a d6 for each unit you sent to fight; on a **5+ the unit returns** home after the battle (placed in your kingdom zone), otherwise, those units are lost.

When playing co-op modes your ally may add their own units to help you in a battle if you need it. If you are to ever **loose defending against** an attack, the enemy army overwhelms you and you are defeated, and your Scouts report die must now be rolled by another player at the table (take turns to roll at the start of each turn), which is often enough to overpower that player also, so co-operation is key.

If you ever **win defending** against an attack - that faction that lost to you is now weakened and vulnerable to attack as their armies has been defeated and must recuperate from the loss - the perfect time to push your advantage (if you can) and defeat them: For the next 3 turns after surviving an enemy attack (**set die timer (4)**) you may **half (rounding up)** the enemies **total armies score**, if/when you are attacked again, or when attacking an AP's Kingdom.

Attacking an Artificial Player's Kingdom.

To attack an enemy kingdom, you must set aside all the units you wish to send off to fight, **the end of the turn**, and total their auto-resolve score. Declare who you are attacking, and look up their **garrison level** on the **Enemy Kingdom Table**, and **roll on the Scouts Report Table** as required.

To calculate the artifical players auto-resolve score, **add their kingdom defense score plus the units rolled** on the Scouts Report Table (with the level given by the garrison amount)

Once you know your armies score and the enemy's score - if your score is larger than the enemies – that enemy is defeated!

You may “buy back” units using the excess score that you won by. For example, if you won by 3, you may return 3 barracks units, or 1 knight unit. After you have bought back units, for the remaining units you sent - roll a d6 - n a 5+ they

Auto-Resolve Tables

return home, otherwise are lost to the fight.

If your score is less than the enemy's then you **lose** the autoresolve and your **entire army is defeated**. If you lose an autoresolve when **defending** from an attack, you are overwhelmed by the enemy and lose the game. If there are other players still alive at the table, they must roll your Scout die instead, and must defeat your opponent aswell.

Army Auto-resolve Score

- 1** For each Barracks unit
- 2** For each Rider, Horse Archer, Monk,
- 3** For each Knight, Caster, Chariot,
- 2** For each siege unit. If the defender has completed walls, the attacker gains double (4 points) for each. Catapult, Ram, Cannon, or Siege Tower they are assaulting with. If a defender has any Ballista's they gain double the points for them.
- 4** For each Bone Dragon/Dragon/Monster/Beast, Queen, and Bomb Token.
- 1** For each Veteran Token.
- 0.4** If you are so desperate enough to need your Villagers to defend your Kingdom, then you may, however must multiply the total amount of Villagers committed to the battle by 0.4 (rounding up to the nearest whole number); but you should probably surrender at this point!

Kingdom Defense Auto-resolve Score

If you are the defender, you may add these to your score. If an artificial player is the defender, use their score on table opposite.

- 3** Each Guard Tower
- 3** For each upgrade purchased in the Barracks, Stables, Castle, University, Workshop (Players only), or the Attack Towers upgrade.
- 5** You are defending an island Kingdom,
- 5** Completed Palisade Wall, (defenders only)
- 12** You have a completed Stone Wall, (defenders only))
- 4** For completed Trench (defenders only)
- 10** You have a Castle. (Defenders only)
- 6** For completed Moat. (Defenders only)
- Var.** You may spend 1 favor (Max 10) to gain extra point to sway the tide of a close battle, 1 favor per point.
- Var.** Any faction of the Damned must multiply their total score by 0.7, rounding up this number should be less than the original)

Enemy Kingdom Table

The ever-growing threat – As time goes on, the enemies Kingdom grows just as your Kingdom does, represented by the letters A-F in the Kingdom Type below. The **Kingdom Level** letter denotes the stage of an opponents kingdom, and the **Garrison** denotes how many times you must roll on the relevant Scouts Report table to determine their garrison army.

Remember - if you ever mount an attack within 3 turns of surviving an attack from that same Artificial player, their forces are weaker, and their total units score is halved (rounding down) just before calculating the auto-resolve score.

Time	Apprentice		Veteran		Master		Legend	
After turn	Kingdom Level	Garrison	Kingdom Level	Garrison	Kingdom Level	Garrison	Kingdom Level	Garrison
10	F	1	F	1	F	1	F	1
20	F	1	F	1	E	2	E	2
30	F	1	E	1	E	2	D	2
40	F	2	E	2	D	3	D	3
50	E	2	D	3	C	2	C	3
60	E	2	C	2	C	3	C	4
70	D	2	C	3	B	2	B	3
80	D	3	C	4	B	3	B	4
90	D	3	C	4	B	3	A	3
100	C	4	B	3	A	4	A	4
110+	C	4	B	5	A	4	A	5

Key – Kingdom Level

A - Kingdom with Castle and Completed Walls (+40)

B - Kingdom with Walls (+30)

C - Town with Walls (+20)

D - Town with a Palisade (+15)

E - Town (+8)

F - Village (+3)



Zombie Apocalypse Mode

For hundreds of thousands of years people in Avalon have been killed and slain in all manner of ways, the countless amounts of the once living lie beneath our very feet, even RIGHT NOW (whoa, don't get scared now!). In the continent of Avalon two factors remain constant death, and taxes, and m'liege, we're all outta taxes (ok, may be a little scared).

The amount of deadmeat and blood-soaked soil has reached a tipping point! Zombies now start to amass wherever the living still remain and want everyone to join "team dead". You will not oblige them!

Game Setup

The overall amount and frequency of zombie attacks is determined by the number of players at the start of the game and does not change. If one player succumbs to zombies, then the zombies that would normally come for that player, now come for the rest of the players. This means players will have to work together closely to be able to repel the zombies for as long as possible.

The standard map for Zombie Apocalypse mode is the "Great Plains" map only and has 1 narrow river running through the center of the map. You may use other maps, however some are inappropriate for this mode, player discretion is advised.

Players should all build and play in the center of the table.

Starting the Game

Once you reach **turn 15** the threat of zombies becomes real, and at the **start of each turn** from turn 15 onward - each player must roll a **zombie die** - a d6. If any player rolls a **6**, zombies have been spotted moving towards your territory and you must **determine what edge** of the they come from **and how many** are there. If a player is defeated, the remaining players must roll that players zombie die as if it was their own.

Zombie Horde Incoming!

If any player rolled a 6 when rolling their zombie die - Zombies have been spotted! Determine where they come from:

Assign compass directions to the map (North, East, South, West) and roll a d6:

1 – The Zombies appear out of the ground somewhere on the map:

Turn to page 12 and randomly determine using map co-ordinate system for placing Sites at the start of a normal game. If you rolled inside players kingdom zone - put them just outside of the kingdom zone instead (player's choice).

2 – North

3 – East

4 – South

5 – West

6 – Zombies are miraculously moving away from our lands!

If a 2-5 was rolled, roll a second d6 to determine where along the edge of that table they arrive from. If a zombie horde arrives in a location blocked or unsuitable, move them to the nearest suitable place.

Place $d6 + 10$ Zombie units in a rough 'triangular' formation with the wide edge in contact with the spot the table they appeared. From turn 50 onwards the amount of Zombie units spawned increases by an extra d6.



Moving and Fighting Zombies

Zombies use the Villager profile for all purposes, and make their move and attacks first, before the players do, as per the standard **AI skirmisher** rules (121). Zombies in the Zombie Apocalypse mode receive **+1 to their rolls against all buildings** (including Walls).

Unless Zombies are already attacking a unit/building, you **must move the Zombie group/horde their maximum** move toward the nearest **non-Zombie** model calculated at the start of their move phase. A Zombie unit will prioritize attacking units before buildings, if in contact with both.

If there are ever **2 non-Zombie models equal distance away** from the horde, the horde gets confused and splits in half if larger than 30 units, with one half going one way, and the other going the other way..

Players must stay alive for as long as possible, whilst rolling a zombie die, per player, per turn, forever. If you run out of Zombie units/tokens, feel free to use other models - the zombies don't care!

Supermassive Zombie Horde

IF **two Zombie hordes are the closest units to each other with no other unit within 10"** of them, they will try to move together to form a supermassive Zombie horde.

Moving Zombies over Walls

When Zombies encounter a Wall, they use **"flesh stairs"** (XX).if they are further than 6" from a Wall, otherwise, they move around the Wall. If there are no gaps in a players Walls, and not enough zombies to form flesh stairs, zombies attack the Wall instead. (If no other viable targets). Note: dont even think about deleting wall sections to control the move of zombies, that's bad meta gaming! Dont make be write even more rules!"

Turn 100+

From turn 100 onwards, each player **must roll 2 Zombie dice** instead of 1, with all spawning Zombies now spawning from the **same point onward** - the furthest point of the edge of the map from all player's Stockpiles.

If you can survive the turns after turn 100 in this mode, record your gameplay for 5 turns (until turn 106) and send it to us to win special model prize! We, the game creators, can barely survive to turn 80, so this feat is neigh impossible with the current meta.

Anti-Zombie Tactics

- Give em the ol run-around. Much like in other zombie games, zombies can be herded by other units, while ranged units do mass damage to them at safe distance.
- Build close to other players, team work, and plugging holes in your defenses is key.
- You need to get protect your Villagers that are harvesting resources. Or try to become self sustainable kingdom via Reforestation, Stone Drill, and Merchant's Guild and Estate gold.
- Players may build a Monument as if it were a normal building (with the standard cost of a Monument, Team Victory is irrelevant - No monument Victories against Zombies.), however, in this mode a Monument offers significant anti-zombie abilities (aka. Zombie Bell).

Ending the Game

When the cesspit of lumbering hoards push through your last door and rip your King from limb-to-limb – record the turn number (for bragging rights). Game over! *R.I.P.*

Yes, I said *when* your King dies, what part of Zombie Apocalypse do you not understand?
No one gets outta here alive! *wicked evil laughter*

The Grand Campaign

(UNDER CONSTRUCTION) Players wishing to have a more grandiose Swords and Stones experience that lasts for more than just a single game - may start a "Grand Campaign" - an ongoing, or set tournament, that lasts over multiple games, months, or years! This allows for multiple players to vie for control over the continent of Avalon, and play out epic campaigns of the highest degree. Or - build a world with a group of friends, set your own objectives, make your own campaigns, or make a whole single player campaign out of it using Artificial players, the S&S Sandbox system allows you to do it all! Highly competitive? Or high roleplay? Both? Neither? The only main objective is to have fun!

Please photocopy the Campaign Map on page 86 or download it at www.swordandstonestudios.com, or as always - make your own map and your own house rules!

Grand Campaign Overview

The campaign works as follows;

- 1) Determine the number of players/kingdoms involved in the Grand Campaign. New players may be added to existing/ already ongoing grand campaigns.
- 2) Each player may then place their kingdom's 'Capital' on a territory (a square) on the map of Avalon, and also 'claim' 2 adjacent Territories that are next to your Capital.
- 3) Players may then take turns to issue a challenge (a game), and try to claim or settle Territories by playing and winning a game of S&S.
- 4) Winners and Losers are awarded Victory and Vengeance Points, Titles, and depending on how many territories a player has - may start with extra resources - called "supply lines", that aids their future front line settlements.

Each Territory on the map is either:

1. Unclaimed,
2. Claimed,
3. Settled with a Kingdom, or
4. A Kingdom's Capital.

If you challenge a region that is unclaimed you must fight any willing player for it (or an Artificial player). If you win, you may settle that Territory with a Kingdom. If you lose, that region becomes claimed by the other player.

If you challenge a Territory that has already been claimed by another player, you must try and claim it for yourself and must face off with that player. If you win, you may claim that Territory. If you lose, your opponent may settle that territory with a Kingdom.

If you challenge a region that is settled with a Kingdom - you must fight the controlling player for it. If you win you may claim it. If you lose, that region stays settled by the controlling player and that player may take the nearest of your claimed territories, or, claim the nearest 2 unclaimed Territories for free.

Kingdom's Capital

Your Kingdom's Capital is the heart of your empire, the last bastion and mightiest stronghold of your people. When a Kingdom's Capital is attacked, it acts as a settled Kingdom with a unique advantage of starting with 2 Gatehouses and 12 Wall Sections, placed anywhere in your map section.

If your Capital is taken - you may select another of your settled or claimed regions to become your new Capital, however does not gain the Gates and Walls starting advantage until you have won another game. If you have no more claimed or settled territories and you lose your Capital - you have either been defeated from Avalon for good, or must start again and add themselves as if they were a new player (below), depending on your agreed upon campaign 'house' rules.

Kings in Grand Campaigns

Kings in Grand Campaigns possesses a little more depth than standard one off games of S&S, where they may carry over bonuses and effects gained from previous games (with other players there to verify). These bonuses and effects are given from two ways - **Titles** (113) and **Mystery Crate** items (116, with a player's King being able to utilize the effects of 1 gained Title, or 1 gained Mystery Crate item, declared at the very start of a game.

If your **King dies** and you still have territories under your control - you must pick a new name for the next in-line to your throne, with all titles and Mystery Crate items you may have gained with that previous King being lost. This is why surrendering - and hoping your opponent shows mercy and accepts your surrender, is a good role play opportunity. It is also an option to flee off the table with you King if you wish to continue to use that same King, without surrendering (see "I'll be back" page XX)

Adding New Players

New players may join an existing campaign, and gain the same number of settled and claimed regions as the player with the lowest settled and claimed regions. They must settle and claim any unclaimed Territories first, if possible, otherwise, they must take claimed Territories from the player with the most claimed and settled lands.

Adding a new player is not a fine art and if the above rules are inadequate - feel free to determine the territories given to a new player at your discretion. Make sure to upgrade one of their claimed or settled regions to their Capital!

Player discretion is advised when adding new players (or allowing defeated/homeless Kings) in to gain more territories, can lead to endless games, so clearly defined terms of when a player is defeated for good should be made, otherwise Grand Campaigns may go on indefinitely.

Sizes of Territories

The size of a Territory is up to you. You may divide the Map of Avalon into the 18 map types as shown, or each square within the map type may be a territory (assuming that "tile" has land on it). Players do not have to play the Map type their Kingdom is on; all of these details, even the game mode or way to contest the Territories are the choice of the players! Whatever works for your gaming group's needs, to achieve the goal of maximum fun!

Supply Lines

Supply lines is a Grand Campaign mechanic that lets a player benefit from their empire across Avalon as a whole. To represent this; at the beginning of a game, a player may **add extra resources to their Stockpile at the start of a new game.**

For each **claimed** Territory you have, you may add either 1 Wood, 1 Stone, or 1 Food.

For each **settled** with a kingdom territory you have, you may add either 1 Villager, 1 gold, 2 iron, or 3 of either food, stone, or wood.

Victory and Vengeance Points

When a game of S&S ends, the winner of the game gains a Victory Point and the loser(s) gain a Vengeance point. These points, either Victory or Vengeance, must be tracked and recorded throughout the Grand Campaign and may be spent anytime, and any amount for future in-game bonuses:

Victory Points

Empires Advantage - 1 point. Gain 1 of each resource except for favor at the start of a game.

Favor of the King - 2 points. Gain 10 Favor at the start of the game.

Here comes the Calvary - 1 point. Gain 2 Knight units when you have a Castle, regardless of requirements.

Front line Advantage - 3 points. You gain an extra turn (turn 0 if you will) must be taken at the very beginning of the game, must have at least 1 settled territory adjacent to this territory.

Reinforcements - 1 point. Gain 4 Barracks units when you have a Barracks.

Bolster Frontier Outposts - 4 points. You may settle one of your claimed Territories.

Vengeance Points

Brothers without Banners - 1 point. Declare at the start of the game. Whenever Bandits take gold or food from a player, it is given to you instead, for the rest of the game. Also, whenever Forest Village is found, you may add +1 to your roll, and choose either result.

Politics - 3 points. Choose one territory settled by the opponent with the greatest number of settled territories, that territory is now settled by you instead.

The Black Sheep - 2 points. Gain 3 of each resource including favor at the start of a game.

Fiefdoms – 3 points. You may settle one of your claimed Territories.

Gondor Calls for Aid! - 1 point. Roll a d6 when needed to gain these units:

1. No one answered
2. 2 Swords and 2 Archers
3. 5 Swords
4. 4 Riders
5. 4 Archers
6. 4 Knights

These units appear anywhere within your Kingdom Zone.

Titles

The way a player behaves in a game of S&S can award them with Titles at the end of a game - These Titles confer a small specific bonus for future games. Once a game ends, you may select a title you are 'entitled' to and use that Title's bonus in the future. Keep track of what titles you have earned throughout a Grand Campaign, as you may select one you have earned at the start of each grand campaign game. It is good to be familiar with the Titles, as Titles require something to happen in-game and not necessarily at the end. It's good practice to tell another player when you are working towards a Title and whenever you reach one, and all, of its requirements, as so it is clear at the end of the game that you have earned that title.

The Brave – Requirement: Have your King wound at least 5 (non-Villager or Monk) enemy units in a single game. Reward: You may add +1 to all your Kings attack and counter-attack rolls, even if using another's (the Queens) profile.

The Butcher – Requirement: Kill at least 15 units within 5 turns, they can be prisoners with "Blood Magic" or "Blood and Circuses. Reward: Three times per game you may automatically wound with a single unit in close combat (except attacks against Kings, Queens and Casters).

The Conqueror - Requirement: Win 3 consecutive games as Pagani. Reward: You may gain the research "Leaf springs" or "Recurve bow" for free at the start of the game.

The Charitable - Requirement: Give at least 10 gold to a player who is coming last / having a bad time / having bad luck. Reward: You may add 1 gold to your starting Stockpile.

The Chosen - Requirement: Win 3 consecutive games as Avalonian. Reward: You may gain the research "Black Powder" for free, or gain 5 Favor at the start of the game.

The Cunning - Requirement: Have used "Surprise Attack" at least 3 times, and used spies or saboteurs successfully at least once in the same game. Reward: Once per game you may force a player to play without their Kingdom Screen for the rest of the turn.

The Damned - Requirement: Raise 25 zombies in a single game. Reward: Whenever you perform a Dark Ritual, you immediately gain 5 Zombie units within your kingdom zone.

The Destroyer - Requirement: Destroy at least 15 buildings in a game. Reward: You may roll a second attack for any siege unit twice a game. This acts exactly as a whole other attack - as if there were two units.

The Defender - Requirement: Do not attack anyone outside of your map Section until you have Completed Walls and a Castle. Reward: You may add Defensive Fortifications to your Stockpile at the start of the game.

The Dragon Slayer - Requirement: Your King personally caused at least 1 wound to a Dragon and the same Dragon was wounded and killed by your units only. Reward: You may automatically tame any sleeping dragon when it appears.

The Dreadful - Requirement: Kill at least 5 enemy Villagers before turn 30. Reward: You may force another players growth rate to 0 for the turn, once per game.

The Eternal - Requirement: Win 3 consecutive games as the Damned – Reward: You may gain the research “Deep Burial Excavations” for free at the start of the game.

The Feared - Requirement: Take at least 10 units prisoner and use them for “Blood Magic” or “Blood and Circuses” in a single game. Reward: Once per game, you may force the movement of all enemy units in your map section to not move for the remainder of the turn.

The Forest Lord - Requirement: Research “ReForestation Projects” 3 times in a single game, or, only deplete a maximum of 1 Forest site for the entire game (Hint: use “Regenerative Forestry”). Reward: All your ReForestation projects gain +1 to their level when grown.

The Frugal - Requirement: Have 50 gold in your Stockpile at one point of the game. Reward: You may add 3G to your starting Stockpile resources.

The Agriculturalist - Requirement: Successfully harvest from 8 farms in one turn and research all Mill upgrades (available to your faction) by the end of a game. Reward: You may start with 1 Farm instead of a Villager at the beginning of the game.

The Heretic - Requirement: Destroy all of a players Temples and Totems, without having any Temples or Totems yourself. Reward: You gain Heresy for free at the start of the game.

The Honorable - Requirement: Do not attack Villagers for an entire game (unless they have attacked you). Reward: You may ignore any single wound made against any unit once per game (Kings included).

Horse Master - Requirement: Have 20 Cavalry Units in 1 group for 1 whole turn. Reward: You may replace a starting Villager with a Rider instead, or gain 3 Rider units for free as soon as a Stable is built.

The Kind - Requirement: Never use “Crime and Punishment” “Blood Magic” or “Blood Sports”. Reward: You gain 3 Villagers the turn you build a Town Center.

The King Slayer - Requirement: You killed an enemy King with your King or Queen. Reward: Declare your Kings main rival to the table at the start of the game - whenever they roll an Assassin event they must minus 2 from their roll.

The Learned - Requirement: Purchase 20 upgrades in a single game. Reward: You gain one upgrade available to you as soon as you have built a University, for free.

The Lord of Bones - Requirement: Win a game when you are a Kingdom of Bone. Reward: You may +1 to all Of Beast and Bone spell rolls.

The Mighty - Requirement: Have built at least 1 of every building (excluding defensive buildings) and have a Castle, and completed walls once in the same game. Reward: Once you build a Castle, you may place a staffed Merchant’s Guild building anywhere within your kingdom zone for free.

The Monster - Requirement: Kill at least 5 Villager units before that player has a Town Center. Reward: Once per game you may freeze a player from harvesting from either all Forests, or all Outcrops (your choice) for the whole turn.

The Mystic - Requirement: As a Pagani or Avalonian; Spend at least 40 Favor on spells in a single game. Reward: You gain 10 favor at the start of the game.

The Noble - Requirement: Have not purchased “Warrior King” with this king, ever. Reward: You may have a maximum of 4 units generating gold at Merchant’s Guild, instead of 3.

The Pious - Requirement: Have at least 1 Villager or Monk in contact with the Temple throughout the whole game (once completed, for a minimum of 10 turns), except when/if you are attacked/ besieged. Reward: You gain 2 Monk units for free as you complete a Temple.

The Raider - Requirement: Destroy at least 3 enemy Farms before the 30th turn. Reward: You may train 2 barracks unit instantly and for free as soon as you build a barracks.

The Undying - Requirement: Win a game once you have performed Dark Rituals. Reward: Your King may ignore 1 successful wound against him, once per game.

The Vandal - Requirement: Use Fire Pots to help destroy at least 6 enemy buildings. Reward: When you use Saboteurs or Spies for the first time you may re-roll the dice roll and choose the either result.

The Warlord - Requirements: Kill at least 10 units before you have a Temple or Town Center or Castle. Rewards: You gain the Warrior King upgrade for free at the start of the game.

The Wild – Requirements: As a Pagani, do not perform any rituals for Ermes, Vullie, Apoleo, or Akhina. Reward: You may begin the game with the bonus that 4 units worshipping Amanti gives until you perform another ritual.



Mystery Crate

Draw 1 random card from the Mystery Crate stack during the event and announce the item to all players.

Item Types

General: Usable anytime

Token: Must be equipped by a unit (uses a physical token). Can be passed to another friendly unit by contact once per move subphase.

Usage

Most items have a specific turn for use (shown in the red box).

Units can equip multiple Mystery Crate items, stacking with other abilities.

Monsters and Beasts cannot equip Mystery Crate items.

Discarded or lost/destroyed items are removed from the Mystery Crate stack for the game (place in a separate stack)

Loss of Items.

If a unit with a Mystery Crate item is killed/removed from play, the item is lost.

Grand Campaign Rules

If agreed, 1 Mystery Crate item can be carried over to the next Grand Campaign game if the King is alive at the end.



AI Skirmisher Rules

AI Skirmishers are non-player units or monsters (e.g., Dragons, Werms) that appear on the board due to events. They follow specific goals, often attacking player units or Kingdoms, and must be moved, as directed, taking their move and combat phase before the player's turns.

Spawning AI Skirmishers

Skirmishers spawn at a designated location (e.g., a Forest Site) on the nearest edge to a specified point (e.g., the player's Stockpile). If the spawn area is occupied, push other units aside to fit the Skirmisher.

AI Skirmisher Behavior

AI Skirmishers act in one of the following ways during their Move and Combat phases, unless specified otherwise by their event:

- Friendly:** Does not attack until attacked, then becomes hostile to the attacking player.
- Asleep** (e.g., Dragons): Does not act until attacked. If attacked, it skips that Move and Combat phases that turn and becomes hostile to the attacking player thereafter.
- Hostile to All Players:** Moves toward and attacks the nearest player model. If already in combat, continues attacking that target.
- Hostile to One Player:** Moves toward and attacks the nearest unit or building of that player. If another player attacks it, it becomes hostile to them as well.
- Conditionally Hostile:** Hostile if or until a condition is met (e.g., Werms stop attacking if no viable target).

Hostile AI Skirmisher Rules - Hostile Skirmishers follow these rules, unless stated otherwise:

- Move their maximum distance toward their target, unless already attacking a model.
- If a move brings them within range to attack a unit or building in that turn, they will attack, regardless of their primary objective, and prioritised units over buildings.
- Have no armor or upgrades, unless specified by their event.
- Cannot be lured away from their primary target (e.g., a Kingdom Zone) by moving units to distract them. (Note: Luring is allowed in Zombie Apocalypse mode.)

Bestiary

Please refer to AI Skirmishers (XX) when determine how Monsters/Beasts move and attack.

Giants – A 4 HP monster with 3 close combat attacks or one 5" ranged attack, with +1 to their attacks, no armour saves allowed,

Troll – A Troll is a 3HP monster with +1 to its attack roll against all units.

Worm – A Worm is a 2HP Monster move of 3"

Great Eagle – A 2HP monster with a flying move of 10", and may move and end its move over or on water.

. It can transport one unit (like a flying Ship), loading and unloading in the same turn while moving normally. Ranged units suffer -1 to their wound rolls when attacking a Great Eagle.

Basilisk – A 3 HP monster with two magical ranged attacks (3" range) that can be used in close combat but do not gain the straight-shooting bonus. These attacks kill a unit and remove it from play on a 2+ roll (no effect on buildings, which are attacked using the standard monster profile).

Mongo – Mongos use the Monster profile with a move of 6".

Stone Guardians – A 3 HP monster with a magical armor save of (4). Cannot be healed.

Fantasm – A monster using the Villager profile, only wounded by magical attacks or attacks from Monks, Casters, Kings, or Queens. It automatically wounds one unit in close combat per turn (no armor saves allowed). When a Fantasm removes a unit from play, you gain 1 Favor.

Kraken – A 3 HP monster with four attacks (1" range), a move of 2" on land or 4" in water.

Leviathan – A 3 HP monster with one attack (+3 to its attack roll, no armor saves allowed), a move of 4" on land or water.

Leviathans can transport 3 units as if it were a ship, and has a submerge/emerge ability (activated in the move phase) - allowing it to go and move beneath the water without being targeted/attacked by other units, nor can it attack other units whilst under the water. You may at any time, make it emerge above the waves in your move phase for free, where it can attack and unload units as normal, however may not move or submerge the same turn .



Dragon!

Remember that saying about waking a sleeping Dragon?

A Dragon is a monster unit with 3 magical ranged attacks, with a 2" range and +2 to wound rolls. In close combat, these attacks are still considered ranged. The Dragon can fly 8" over any terrain and may move and end its move over or on water.

When a Dragon appears you must determine its gender; Roll a d6

3-4 Male Dragon with 4HP with an armour save of (2).

5-6 Female Dragon with 6 HP with an armour save of (3).



Dragon Awakening

An awakened Dragon moves 1" away from the closest unit, then attacks that unit and up to two other units or buildings (if possible), avoiding counter-attacks via not being in close combat.

Dragon Honour

In the eyes of a Dragon, might equals right, and in the rare case a Dragon is bested in combat - a Dragon will often yield in the last moments of its life, bowing and offering eternal servitude to its superior opponent.

If a King, Queen, or Knight delivers the final wound to a Dragon, you may choose to tame it instead of killing it. Declare the attempt and roll a d6:

1-3: The Dragon remains hostile with 1 HP and may immediately counter-attack.

4-6: The Dragon becomes an ally with 1 HP.

Dragon Rider

A King, Queen, or Caster in contact with a friendly Dragon may ride it, using its 8" fly movement as if it were garrisoned in a flying ship (XX). Whilst riding a Dragon, the rider cannot be targeted, and if the Dragon is killed the Rider is unharmed. The rider and dragon can load, move, and unload in the same turn.

Dragon Healing

Move a Dragon into contact with a friendly Stockpile or Temple to heal 1 HP at the start of each advance phase until fully healed.



Event Tables

All events require you to **roll 3d6 on the relevant tables**, and must be **resolved immediately**, before adding any successful harvest rolls to your Stockpile.

Please remember that all **events before turn 10 are "Idle Villagers"** only (no harvest for that roll), and from turn 10 onwards, events are played as usual.

All events **must be read aloud/declared to the table** when determined, and must be rolled in view of the table.

Forest Events

3-8

Strange Disappearance

We have lost contact with a unit completely; the cause of the disappearance unknown...

Remove a unit at this Forest from play.

9

Bear Attack

Or some other huge creature has left our unit in an arrangement of pieces.

Remove a unit at this Forest from play.

10-11

Resource Scarcity

There is a noticeable decrease in the available amount of harvestable wood in this Forest.

This Forest gains a scarcity point.

12

Idle Villagers

A unit decided it was a day off.

Unsuccessful harvest.

High Quality Timber Patch

13

This load of timber has incredible strength and durability, a tree must've grown really hard to make it!

This event counts as a triple harvest of wood (i.e gain 3 wood).

Bandits!

14

"All for one, one for all! Rob from the rich, give to the poor!"

If you have 3 Farms or less – they give you 1 food and leave. However, if you have more than 3 Farms, they demand a food donation for their hungry people. The amount is half of your total food (rounding down). If you refuse their donation demands - roll a d6;

5-6 – You fight off the bandits; and loot 1 gold and 1 iron from their fallen.

3-4 – You try to fight off the bandits however you are unsuccessful - remove all your units in contact with this Forest from play.

1-2 – Robin' the Hood; If you have 0-1 gold in your Stockpile: the bandits give you a 1 gold donation (pity on you). If you have 2 or more gold: they steal half of it (rounding down) and leave.

Strange Discovery, roll another d6:

15

Forest Village

15 (1-2)

You have come across a small village in the heart of the Forest!

Roll a d6 to confront them, if you do not; no player may harvest from this Forest until this event is played; place a token on the Forest indicating the presence of a Forest Village.

1 The Pig farmer uprising: Place 4 Swords in contact with this Site, on the edge closest to your Stockpile, and push your units back to make room, These units are now hostile towards you only. If it is before turn 15, the Pig farmer's army remains at this Site, and attacks anyone that attacks them, is in contact with the Site, or comes within 3" of them. From turn 15 onwards - the Pig farmer's army will make their way to your Stockpile, and will not stop until your Stockpile is destroyed and King slain, or until defeated themselves.

2 Angry 'Forest-Dwellers': Place 5 Villagers and 1 Rider in contact with your units at this Site, and will attack any unit that attacks them or harvests from this Site. They defend the Forest until defeated.

3-4 Amicable Forest Protectors: They ask you to leave a section of the Forest untouched and are willing to pay you 12 Wood to do so, however you must increase the Resource Scarcity by 2. If this takes it over the Site's level, then the Forest is removed from play (however a small stand remains for these Forest protectors, in our imaginations only). If you do not, you instead get Angry Forest-Dwellers (above).

5-6 Brotherhood pact: Place 2 Knight units in contact with this Forest under your control.

You discover a group of spell casters, their coven deep within the Forest

Roll a d6 to approach them, if you do not; no player may harvest from this Forest until this event is played; place a token indicating a Coven is here.

1-2 Massacre; All your units in contact with this Forest must roll a 3+ or be removed from play (no saves allowed),

3-4 Psychic Revelations; Choose a player and name an Upgrade you think that player has in their Stockpile, if they have that upgrade - you immediately gain that upgrade as well. **Or,** if you think that player does **not** have any upgrades, and they do not – you may immediately gain 1 upgrade from the Town Center or Mill for free, even if you do not have that building constructed. **For games without a human opponent** – you may immediately gain 1 upgrade from the Town Center or Mill for free, even if you do not have that building constructed.

5 Plentiful Blessing; You immediately receive d6 food, and any successful Farm harvest rolls are doubled for the rest of the phase.

6 Talisman of Protection; You gain the Talisman of Protection upgrade. In any advance phase you may declare to the table you are using the Talisman of Protection - all your units map-wide gain a Magic armour save of 3+ for the remainder of the turn, after which the talisman turns to sand, and the upgrade lost.

A strange old man lingers through the mist and shadows.

To confront him, roll a d6. Otherwise, you get Idle Villagers.

1 Cursed; He curses your team with bad luck for the remainder of the game, pft, whatever that's supposed to mean! Stupid old man! Luck isn't real!! Nothing else happens.

2 Mind Tricks; With a passing wave of his hand he whispers "this is not the player you are working for". 2 of your units at this Site defect from your control and are instead converted to another player (that player may choose which units defects, excluding Kings, roll off if multiple players). If there are no other human players, the unit is removed from play instead.

3 Derp; Confounding event. You must skip this entire advance phase. I.e sit on your hands

4-5 Sinterklaas; He hands you a small bag of gems. You immediately gain d6+2 gold.

6 Stone Secrets; He leads you to the location of a secret Tower. You may immediately place an Attack Tower under your control anywhere within 5" of this Site; cannot be within 3" of an enemy building.

A strange woman emerges deep from within the Forest

To confront her, roll a d6. Otherwise, you get Idle Villagers.

1 Cursed; Blood fills the old woman's eyes and mouth as she melts into the ground. A horrible curse falls over your land. All your food has turned putrid. Discard all food in your Stockpile. And you may not gain food in anyway for the rest of this turn.

2 Banshee Howl; The woman screams and tries to attack your people! She was slain, however upon her death, a black mist left her body headed toward your kingdom. You must discard half (rounding down) of your iron, and half of your wood in your Stockpile as it rusts and rots away to nothingness.

3 Blessing of the Trickster; Every player except you must discard one upgrade and tell the table which upgrade they are discarding.

4 Kindness; She bids you well, and hands you a daffodil in good favor. Add d6 favor (re-rolling 1's) to your Stockpile and gain +3 to your growth rate for the remainder of the turn.

5 Alchemical secrets; you may immediately swap any stone in your Stockpile and convert it to any other resource (except favor).

6 Lady of the Lake; A beautiful princess/prince (whatever your attraction is) is revealed before you, claiming to be the true Queen of this land. She/He wants to meet with you. Roll another d6 to accept the invitation, otherwise you get Idle Villagers.

1 – Gold Digger; Half of your gold (rounding up) is lost from your Stockpile.

2 – Look, you both had a good time; but you're not the guy for her, it's not you, it's her! Please don't cry m'liege... it could've been worse! Nothing further happens.

3-6 – The Lady of the Lake revealed; A beautiful maiden blesses you with the "Marriage Celebrations" upgrade (with her being your new Queen). If you already have a Queen - she instead gives you a small gem worth 15 gold, immediately added to your Stockpile. The lady of the lake also inspires all your Sword units to become brave and fierce warriors and gain +1 to their wound rolls until your Queen is killed (gain the Swords of the Lady upgrade card).

Mystery Crate

16

We have found a crate in the hollow of a tree whilst exploring in the thickets!

Draw 1 Mystery Crate Card.

Lair

17

The Forest thickens as your units venture forth. "Before we knew it, we found ourselves in the middle of a huge lair of some kind."

Roll 2d6:

2-4 Dragon's Lair: Place a Dragon in contact with a unit at this Site. The Dragon is asleep, unless you continue to harvest or attempt to attack it, in which case it awakens, hostile to all players. Please see page XX on Dragons.

5-6 Giant's Moot: Place a Giant in contact with a unit at this Site. Turn to page XX on Giants and attempt to befriend it! Roll a d6, on a 5+ the Giant allies with you. Otherwise, the giant is hostile towards all players and will attack anyone in contact with the Forest, any unit that attacks it, or who comes within 3" of it.

7 Trapped Great Eagle: You may either harvest it for 5 food (tastes like chicken), or free it - in which case it allies with you for the rest of the game; place an Eagle in contact with a unit at this Site.

8 Basilisk Nest: Place a Basilisk in contact with a unit at this Site. It will attack anyone at this Forest, or who comes within 3" of it.

9 Mongo Den: 3 Mongo packs are awoken from hibernation and will attack any unit that attacks them, harvests from this Site, or is within 6" of this Site. Place 3 Mongo units in contact with the closest edge of this Site to your Stockpile. They are hostile towards all players, and move back to, and guard the Forest until dead.

10-11 Forest Kernel: The Forest grows rapidly. Remove any scarcity die. The level of this Site changes to 5. Also, d6 wood (re-rolling 1's) is added to your Stockpile.

12 Secret Entrance: You have discovered the entrance to an ancient underground structure. Place 2 Stone Guardians in contact with your units at this Site. They are only hostile to anyone that attacks them or harvests from this Site, and guard the entrance until the riddle is answered, or they are defeated.

If there is another player at the table, you must ask them for a hard riddle, if you guess it correctly the Stone Guardians let you in. If there are no other players, or the other player cannot think of a hard/good enough riddle, or you cannot answer the riddle, you may ask your units to guess the 'riddle' on your behalf, (roll a d6, on a 6 your units answer correctly). You/your units may only make one guess per turn (anytime) however only get 3 guesses (including when guessing a real players riddle). If you are incorrect 3 times, or do not wish to make a guess - you must instead attack and defeat the Stone Guardians if you wish to gain access to the Entrance.

Once you gain entrance or defeat the Stone Guardians roll a d6 to determine what is in the Secret Entrance:

1; Dungeon of the Damned – Any unit that is in contact with the Dungeon (the Site) may explore the dungeon instead of harvesting from it. A unit that explores the dungeon must place d6 -2 Zombie units in contact with them and/or the Site, with all players taking their move and combat phases first. Any player that manages to kill a zombie from the Dungeon gains a Veteran token OR 1 iron (players choice). These Zombies stay as a group when possible are hostile toward all players and move to the closest player model to it as normal AI zombie rules (XX)

2; Portucullis – A magical portal is revealed deep in the chamber, it leads to a point on the map (your choice) not within 5" of another players kingdom zone. This acts like the "Realm Gateway Spell" with this Site being one fixed entrance/exit to the portal, however the controlling player may spend 2 favor anytime in their advance phase to move the other end of the portal to another position within 5" of where it was. This lasts until the Gateway is destroyed or the Site is depleted.

3; Relic Stash – 3 Relics appear in contact with this Site. A unit that is in contact with a Relic may move it however may not move more than 3" when they are carrying it. When relic is in your kingdom zone it generates 1 favor or gold at the end of each harvest phase for the owning player.

4-5; Ancient Prismatic Complex – Any unit at this Site may automatically generate (no roll required) 1G at the end of each harvest phase, instead of harvesting normally.

6; Ancient Weapon – Declare to the table you have an ancient weapon and declare what unit at the Site has it. Place a Bomb token under the unit. When the unit is killed, or anytime declared in your combat subphase, you detonate the Bomb. When the Bomb is detonated, all units, buildings, and terrain features in contact with the Bomb's radius are removed from play. The radius of the Bomb's explosion is 1d6" (re-rolling 1's) from the unit. This bomb may not be removed from this unit, except upon death. A unit carrying a Bomb may only move a maximum of 3".

You have discovered what appears to be an ancient sacred ground; to investigate roll a d6; otherwise, you get Idle Villagers.

1; A Dire Warning: Inscribed upon the stones is a story describing a great flood, and the omens that took place before hand. Each player is to immediately roll a d6. If ANY player rolls a 1; it is an omen of the beginning of the end, indicating a second great flood is imminent and the game objectives now change! Each player must now race to construct a Monument to survive the flood or lose the game and be lost forever! Any player that does not have a Monument building completed by the time the flood comes loses the game. Any players that have constructed the Monument in time, win the game (note your King must still be alive). The flood arrives in $[80 - (\text{current turn number})] / 3$ turns (rounding up, for a minimum of 8 turns). Set a timer, rotating at the start of each advance phase.

2; Black Rock Obelisk: Black with an iridescent-pearl like glow to it, the Obelisk curses your people near it with unnerving nightmares of tyrannical cabal enslaving you and your people forever. Anytime this Site is harvested from, your growth rate is reduced by -2 (max) for the following advance phase (place a Black Rock token).

3; Wheel of Fortune: "I can't remember what happened, but we all feel really strange". All players may roll on the wheel of fortune (roll a d6). On the roll of a 2+ the player receives 5 gold and 5 favour, however, any player that rolls a 1 is cursed with bad luck.

4; Duplicates: "As we approached the clearing, we discovered a huge flat stone; it was smooth and polished like a mirror stone and as we gazed upon it out from it came our own reflections!". For each unit you have in contact with this Site, another of the same is placed in contact with the Site, under your control.

5; Goblin Secrets: Upon further translation of the runes on the obelisk - you discover blueprint for a lost technology from another time, place, and peoples. When played; you gain any 1 upgrade from any faction playing for free, even if you do not possess the building or pre-requires yourself. See XX for more clarity if needed.

6; Fountain of Youth: Your King permanently gains an extra HP.



Outcrop Events

Troll Attack

3-4

We have accidentally stumbled upon a troll's cave whilst performing our mining duties...

Immediately place a Troll unit in contact with a unit at this Outcrop. The troll uses AI skirmisher rules (XX) and is hostile to all players, attacking anyone that comes within 3" or the Site or itself.

Mine Shaft Collapse

5-7

The walls of the mine collapse, the dim light of torches keeping away horrors of the dark for now; slowly burning away at the little air they have left.

All harvest die rolls fail, and all units in contact with this Site are trapped within the mine (Site) and will perish in 4 turns unless you move another unit into contact with that Site within the time limit. Place a die timer (4). As soon as a friendly unit reaches the Site, the trapped units are immediately released unharmed in the following harvest phase, however they, nor the rescuing unit may not harvest, build, or move for the rest of the turn. If another unit harvests from this Site whilst units are trapped inside, those units trapped inside automatically wounded (crushed) and removed from play.

If the die rotates to "0" all units trapped in the mine are crushed and are removed from play.

Strange Disappearance

8

We have lost contact with a unit completely; the cause of the disappearance unknown.

Immediately remove a unit at this Site from play.

Bandits

9

"All for one, and one for all! Rob from the rich, give to the poor!"

If you have 3 food or less – they give you 1 food, and leave. However if you have more than 3 food, they demand a food a donation for their hungry people. The amount is half of your total food (rounding down). If you refuse their donation demands - roll a d6;

5-6; You fight off the Bandits; and loot 1G and 1lr from their fallen.

3-4; You try to fight off the bandits however you are unsuccessful - remove all your units in contact with this Site from play.

1-2; Robin' the Hood; If you have 2 or less gold, they give you 3 gold donation instead (pity on you). Otherwise, they take half your gold in your Stockpile (rounding down).

10-11

Resource Scarcity

There is a noticeable decrease in the available amount of harvestable stone and ore at this Outcrop

This Outcrop gains a scarcity point.

12

Idle Villagers

This unit decided it was a day off.

Unsuccessful harvest

13

Giant Amorphous Object

Whilst digging through a clay patch, we found a strange lump of iron, perhaps long ago it was an interesting artifact - now so badly aged it is hardly recognisable.

A rusted away relic of a forgotten time, can be scrapped for 5 iron or sold for 1d6 gold.

14

Gemstone Patch

Gems must be carved out of the surrounding stone by man, although man must carve himself.

You have discovered a vein of precious stone worth 6 gold.

15

Chest Unearthed

Someone put this here long ago for safe keeping, it must be valuable.

You dig up an old chest worth 2d6 gold.

16

Mystery Crate

We have found a crate whilst exploring in the depths!

Draw 1 Mystery Crate Card.

Precious Discovery , roll another d6:

17

Relic

17 (1-3)

We have found an artifact with significant spiritual power (or an attractive tourism attraction at the very least).

A Relic appears in contact with this Site. A unit that is in contact with a Relic may move it however may not move more than 3" when they are carrying it. When Relic is in your kingdom zone it generates 1 favor or gold at the end of each harvest phase for the owning player.

Heart of the Mountain

17 (4-6)

The old Dwafen tales are true, the most precious gems are found at heart!

You discover an extremely precious gem, its value is based on the level of the Outcrop and the amount of scarcity points (SP) it has. If you roll more than 6 gold, you must place a Relic token, and move the gem back to your kingdom, as if it was a relic (with the potential to be stolen!)

Level	1 SP	2-3 SP	4 SP	5+ SP
3	d6	2d6 re-rolling 1's	N/A	N/A
4	d6	2d6	3d6 re-rolling 1's	N/A
5	d6	d6	2d6 re-rolling 1's	3d6 re-rolling 1's
6	N/A	d6	2d6	4d6

Deep Underground Cavern

18

The walls of the mine start crumble, revealing a deep abyss below... Your units have broken through into a huge underground cave!

If you wish to explore it, roll 2d6; otherwise, you get Idle Villagers instead, and the entrance collapses, and is lost.

2-5; Sleeping Dragon: Place a Dragon in contact with a unit at this Site. The Dragon is asleep, unless you continue to harvest or attempt to attack it, in which case it awakens hostile to all players. Please see page XX on Dragons.

6; Cursed Gold: You may roll a single d6, up to 5 times, each time you roll you gain that amount of gold, however, for every 1 rolled, your King becomes unconscious (cursed) for a turn instead, with more rolls of a 1 increasing the number of turns your King is unconscious (cursed) for.

7; Ancient Unholy Grave: 2d6 (re-rolling any 6's) hostile Zombie units are placed in contact with this Site and move the way described on page XX. Anytime one of these Zombies is wounded - the player who wounded it gains 1 iron and 1 favor added to their Stockpile immediately.

8; Underground Kingdom: The underground kingdom opens trade routes to (under) your kingdom for the rest of the game, giving you +1 gold generated in tariffs at the end of each harvest phase, and +1 growth rate (no upkeep), whenever 1 or more of your units are at this Site.

9; Portucullis: A magical portal is revealed deep in the chamber, it leads to a point on the map (your choice) not within 5" of another players kingdom zone. This acts like the "Realm Gateway Spell" with the Site being one fixed entrance/exit to the portal, however the controlling player may spend 2 favor anytime in their advance phase to move the other end of the portal to another position within 5" of where it was. This lasts until the Gateway is destroyed or the Site is depleted.

10-12; Fey Friends: Nominate a player on the board; anytime that player rolls a Strange Disappearance event – they must tell you, and you gain that unit they lost at this Site immediately, placed in your Kingdom Zone, however, cannot move attack or make an action for the rest of the turn. If this Site is ever depleted – you lose this ability.

Farm Events

3 - 5

Kingdom Event (OR re-roll if before turn 25)

The town's alarm bell starts to ring in the distance; the town's guard hastily approach you with a letter.

Your people are up to no good! Roll on the the Kingdom Events table AFTER resolving any other farming events.

6

Worms

And not the small type! Worms (wormen) - are drawn to cultivated land, and will devour your best crops, washed down with a side of villager.

Place a Worm monster in contact with the the closest Farm to your Stockpile, on the furthest corner away from the Stockpile. A Worm will move and attack 1) any unit or Farm that is within 3" of it; and; 2) any unit/building that attacks it. If there are no more units or Farms within 3", or units attacking it, the Worm sinks back beneath the ground.

7 - 8

Sickness (re-roll if Damned)

They say the most lethal man in the entire kingdom is its cook...

Remove 1 of your units in your kingdom zone from play, due to sickness; and your growth rate suffers -1 for the rest of the turn.

If you have both Bathhouses and Gong Farming upgrades when you get a Sickness event, you instead gain a Villager unit immediately in contact with your Stockpile.

9

Major Food Spoilage

All our food stores are covered in a powdery substance m'liege. If the pigs wont eat it, its probably not suitable for our people either.

D6 food is immediately lost from your Stockpile and/or this harvest.

10

Idle Villagers

A unit decided it was a day off.

Unsuccessful harvest.

Minor Food Spoilage

11

We have had a small issue with the way the food has been stored, the suspected perpetrators have all been flogged and placed in the pillory, however we lost the harvest in storage.

1 food is immediately lost from your Stockpile and/or this harvest.

Crop Disease

12

Various factors have resulted in a poor quality crop, and as such has succumbed to disease, and now death.

Remove one of your Farms from play. If the Farm is staffed place a (now) un-staffed Villager in the place of the removed Farm.

Insect Plague

13

After spending the past week shooting down all the sparrows, we now must deal with all these insects! Who's messing with the balance of nature?!

May not harvest **any** food from Farms this turn, overrules/negates any Rain events

Rain

14-15

Bad weather, is infact good weather, whenever there has been no weather, whether you like it or not.

This event roll counts as a successful food harvest, and for each successful Farm harvest roll, you gain an extra food for that Farm, after all other events are resolved.

Mystery Crate

16

We have found a crate whilst digging in the fields!

Draw 1 Mystery Crate Card.

Dragon Passover

17-18

A mighty Dragon has been spotted flying over our kingdom! It is an omen of good luck, assuming it doesn't land. If only there was a way to lure it down to us and capture it...

You gain 5 favor.

Fishing Events

3-5

Kraken

A huge tentacled creature has attacked our fishermen! All that calamari is back with a vengeance!

Place a Kraken monster in contact with the furthest unit that rolled to fish (from the Stockpile), on the edge facing away from the Stockpile. The Kraken will try to attack 1) any unit or building that is within 6" of it; and 2) any unit/building that attacks it. If there are no more targets within 6", or units attacking it, the Kraken returns back under the water. **If a ship unit is the one to trigger a Kraken**, the Kraken appears in contact with the closest ship that fished (to the Dock) and behaves as described above. If a Kraken is killed, the player who killed it gains an amount of calamari worth 6 food.

6-7

Kingdom Event (OR re-roll if before turn 25)

The town's alarm bell start to ring in the distance; the town's guard hastily approach you with a letter.

Your people are up to no good! Roll on the Kingdom Events table AFTER resolving any other fishing events.

8

Sickness (re-roll if Damned)

They say the most lethal man in the entire kingdom is its cook...

Remove 1 of your units in your kingdom zone from play and your growth rate suffers -2 for the rest of the turn. If you have both Bathhouses and Gong Farming upgrades when you get a Sickness event, you instead gain a Villager unit immediately in contact with your Stockpile.

9

Major Food Spoilage

All our food stores are covered in a powdery substance m'liege. If the pigs wont eat it, its probably not suitable for our people either.

D6 food (re-rolling 1's) is immediately lost from your Stockpile and/or this harvest.

10

Idle Villagers

A unit decided it was a day off.

Unsuccessful harvest.

11

Minor Food Spoilage

We have had a small issue with the way the food has been stored, the suspected perpetrators have all been flogged and placed in the pillory, however we lost the harvest in storage.

2 food is immediately lost from your Stockpile and/or this harvest.

Big Lunker School

12-13

Whowza there is a school of huge, hungry, and gullible fish, practically throwing themselves at us!

Gain 3 food.

Strange Disappearance

14

We have lost contact with a unit completely; the cause of the disappearance unknown.

Immediately remove a unit that rolled to fish from play.

Leviathan

15

A huge primordial sea serpent has beached itself! What should we do?

Place a beached Leviathan monster in contact with the furthest unit that fished this turn (from the Stockpile), on the edge facing away from the Stockpile. **If a ship unit is the one to trigger a Leviathan**, the Leviathan is placed right on the shoreline, immediately adjacent to the closest ship that fished (to the Dock).

As a Leviathan is 'beached' and stuck, it requires a land unit or ship to engage with it (below).

Once a unit moves to the beached Leviathan, you may **finish the monster** off and harvest 10 food immediately, or **attempt to push it back** into the sea. To attempt to push it back to the sea, roll a d6. On a 1 the creature lashes out the unit that attempted to push it away, and removes it from the table, and the monster returns to the sea. On a 2-3 the Leviathan is successfully returned to the water, without any incident, and you receive 5 favor. On a 4-6, you successfully return the Leviathan to the water, however, it does not swim off, and is now under your control....

Mystery Crate

16

We have found a crate floating along the shore!

Draw 1 Mystery Crate Card..

Dragon Passover

17-18

A mighty Dragon has been spotted flying over us! It is an omen of good luck (assuming it doesn't land). If only there was a way to lure it down to us and capture it...

You gain 5 favor.

Kingdom Events

3-5

Dragon Passover?

Nope... Oh seven hells! The Dragon appears to be landing m'liege. Sound the alarm!

Place a hostile Dragon in contact with your furthest building from your Stockpile that is within your Kingdom Zone, on the corner closest to the Stockpile, and turn to page XX on Dragons.

6-7

Assassin!

"I have a blade with your name on it"

If you have the "Town Watch" upgrade you may immediately call for the town guard and ignore this event, however you must also discard the Town Watch upgrade.

Otherwise, roll a d6:

If your King is garrisoned; on the roll of a 1-2 your King is now unconscious (XX).

If your King is ungarrisoned, he is unconscious (XX) on the roll of a 1-4.

If you roll above - you capture and execute the assassin and gain +1 to your growth rate for the rest of the turn.

8

Revolt (re-roll if Damned)

You can't hang everyone, m'liege.

Roll a d6 to determine what your people are protesting about:

Your growth rate is set at 1 until you can meet their 'needs' (the criteria) however are still required to spend upkeep. If you roll and already meet their needs, the angry mob becomes is automatically "Just a bit bored i guess" instead.

1; Itchy burns – Must have either Public Bathhouse or Gong Farming upgrade.

2; Food shouldn't have hair – Must have either Smokehouse, or Salt Safe upgrade.

3; Human rights abuses – You must remove all Blood Sacrifices, Taxation, Blood Sports, or Crime and Punishment abilities/upgrades and may not attack any Villager unit for the next 5 turns (set a die timer (6)) unless they attack you first. If you do wound a Villager within this time period, you instead must roll twice on the Kingdom event table at the end of the following harvest phase.

4; Hangry – You must have at least 4 operational Farms and must spend 4 food feeding/treating the Habble (that's short for 'hangry rabble' m'liege, which is short for 'a roudy bunch of able bodied people, angry because they are hungry', m'liege).

5; Just a bit bored I guess – You must do one of the following:

- 1) Host a Festag
- 2) Host a Blood Sports
- 3) Gain the Marriage Celebrations upgrade, or
- 4) Have Crime and Punishment upgrade and use the Mass Funeral Service ability.

6; Leadership test – You have been falsely accused of conspiring against your people! Some, even called you a politician! There are 3 ways to deal with them m'liege;

- 1) Death by Stone – Must have the Heresy and Treason upgrades, and remove 1 unit in your kingdom zone from play.
- 2) Death by Sword – You must use your King to wound the closest Villager unit to him. Your King must be in contact with the Villager, and you may strike first. The Villager has their own turn and may immediately counter-attack (and fight) your King as normal until one of you is dead. Warning your King may die and you may lose the game.
- 3) Truth Will Out – You must have the Town Watch upgrade, discard it, and spend 3 gold "assuring" the people you are in no way, shape, or form, a "politician", and are, in fact, a decent leader.

Production Line Breakdown

9

The first law of Merlin states that “what can go wrong, will”, and it has.

You must immediately remove 1 Mill upgrade; if you do not have a Mill upgrade - then you may not harvest from any Sites the next harvest phase instead.

Fire!

10

Fire has broken out within your kingdom!

Roll a d6 to determine which building is affected: If you roll and do not have the building constructed – then your Stockpile catches fire instead.

1-2; University

3; Workshop

4; Barracks

5; Tavern

6; Town Center

Immediately resolve the damage to the building as if it was hit by a fire attack (Page 38)

Crime Spree

11

The thieves guild has been wreaking havoc out in the streets the past few nights, we must put a stop to it at once or they will bleed us dry!

What do you do?

1) Let them tire themselves out; d6 gold stolen from your Stockpile and d6 wood is required for repairs. Any gold or wood you are unable to pay for is taken from your food stores.

2) Increase security; You must spend 2 food and 2 gold to end the spree, and must have the Town Watch upgrade.

3) Put to the Sword; You must have at least 1 military unit in your kingdom zone, and must remove any 2 other units in your kingdom zone from play.

Corruption

12

Some high level members of the state have been caught skimming from our Stockpile; making the other ten percent look bad! Although the perpetrators have been caught; our Stockpile amounts are significantly less than first estimated.

You immediately lose d6 of each resource (roll separately), excluding favor.

What shall we do with the offending members?

1) Public Executions; Gain +1 to your growth rate for 3 turns (set a die timer (4)).

2) Life working in the Gulag; Place a Villager in contact with your Stockpile for free.

3) Life in the Dungeons; Gain 1 of the following upgrades for free (regardless of if you have that building) Town Watch, Crime and Punishment, Treason, or Heresy.

4) Banish from the Land; Every player must roll a d6, on the roll of a 1 that player must play the “Corruption” kingdom event at the start of their next harvest phase

13

Plague

A serious sickness has been spreading around the kingdom m'liege, im afraid its a bit more serious than simple food poisonioning.

You suffer -1 to your growth rate for the next 4 turns (set a die timer (5)). If you have the gong farming upgrade and/or a Bathhouse you may minus 1 from the amount of turns effected (for each one).

14

Idle Villagers

Your people decided you needed a day off from their usual grievances, nuisances and casual skull-duggery. Look! they even bought you breakfast in bed! No need to worry m'liege, we got you!

Nothing bad (or good) happens, besides the breakfast in bed (which was pretty bad anyways).

15

Refugees

A group of starving and desperate people are approaching our kingdom m'liege, seeking shelter in return for service.

1) Turn them away; Amongst the cries and noisy sobbing of the huddled crowd you hear a man cry "To the Forests! To the Forests! We can find help in the Forests!", and all Forests events are now more hostile toward you (there is no rule for this, it's magic, it just happens, don't argue). Nothing further happens.

2) Turn them away and rob them; in addition to the above, you suffer -1 to your growth rate for the rest of the turn, and you gain d6 -2 food, and d6 -2 gold. If you have the Spies upgrade you may ignore the -2 to each roll.

3) Let them in at once! You immediately gain 3 Villager units placed at your Stockpile. For the next 5 turns, you have +2 to your growth rate (set a die timer (6) However you must automatically roll on the kingdom event table the next time you attempt to harvest from a Farm.

16

Carnival (re-roll If enemy units are within 5" of your Kingdom zone)

A travelling show is beginning to set up their tents within the kingdom m'liege, shall I have the guards move them on?

1) Turn them away at once! Aint no body got time for that! Nothing further happens

2) Yes let them in! Roll a d6, on a 1, the travelling carnies spark unrest and you must roll on the Kingdom event table again. On a 2-6 you gain 1 gold for every Villager, Monk, or Archer in your Kingdom Zone, at the end of the turn.

3) Declare a public holiday If you choose this option you must not harvest any resources from Sites or Farms the next harvest phase. Roll a d6, on a 1, the travelling carnies spark unrest and you must roll on the Kingdom event table again. On a 2-6 you gain 1 gold for every unit in your kingdom zone and 2 gold for every Bathhouse and Vendor in your kingdom zone, at the end of the turn.

A Rare Sighting

17

Look! Over there! Is it a bird? Is it a whisp of cloud?

No! It's (roll a d6):

1. A Unicorn Sighting – (re-roll if Damned) You are blessed with 2d6 favor (rerolling 1's)

2. The Long Shadow – Your growth rate is set to 0 for this whole turn and may not move any units within in your kingdom zone as your people hide in fear, afraid to leave, nor do anything. If you are Damned, you gain 2 Fantasm units in your kingdom zone instead.

3. Dolafar – Its good luck to any that have seen these creatures – You may re-roll any 1 event roll, or a subsequent event roll of your choosing, and may select either result. You must declare to the table "Dolafa Lucktrem!" when you wish to use this ability

4. The Red Wyvern Mating Season – You generate d6-2 gold at the end of each harvest phase for the next 3 harvest phases in tourism (including this one, set a die timer (4)

5. An Envoy from Afar – We have made contact with a kingdom from across the seas. You may immediately place a staffed Merchant's Guild in your kingdom zone. This merchant's guild gives your kingdom +1 growth rate (with no upkeep) until destroyed (in addition to any other normal merchant guild abilities/upgrades). If you already have a Merchant's Guild, it is upgraded to this Merchants guild AND you may generate tarrifs with 4 units instead of 3.

6. Unusual Sky Lights – You have strange dreams about boarding a flying machine with strange little green creatures on board. They take you for a tour of the lands, and when you awake, you know all that your opponents do. You may view all other players Kingdoms, Stockpile amounts, Sites, and their upgrades and mystery crate items, until the end of the turn.

Divine Intervention

18

You gain a sense that the Ancestors are secretly protecting you.

You gain the Divine Intervention special upgrade card, that may be spent at any time to:

- 1) Ignore the affects of any event at any stage (even once you've determined the roll result);
- 2) Automatically dispel any spell cast on the table, without requiring favor. This cannot be used to stop another players' Wish.
- 3) The next time your King is wounded you may ignore that roll instead.

Alternatively instead of gaining the Divine intervention upgrade, you may attempt push your luck and roll another d6:

1; Whoopsie, it's not Divine Intervention; it's a big fucking Dragon! Place a hostile female Dragon in contact with your furthest building from your Stockpile that is within your Kingdom Zone, on the corner closest to the Stockpile, and turn to page XX.

2-5 – You get nothing! You loose! Good Day Sir!

6 – A Monk appears, claiming to possess a weapon of massive destruction. If you decline, you are blessed with a Wish upgrade, if you accept it; place a Monk unit with a Bomb token under it in your kingdom zone and is now under your control. When this Monk is killed, or anytime in your combat phase you may detonate the Bomb. When the Bomb is detonated, all units, buildings, and terrain features within the Bombs radius are removed from play. The radius of the Bomb's explosion is 3d6 from the Monk. This bomb may not be removed from this Monk, except upon death. It is good form to allow your opponent to surrender if you are about to obliterate them,

Favor Events

3-7

Shunned!

Sometimes you eat the bar, sometimes, well, the bar eats you.

All favor rolls fail, and you may not harvest any favor, or cast any spells for the next 3 turns including this one (set a die timer (4)). Any/all other favour events that need to be rolled are ignored.

8-9

Spiritual Sabotage

There are forces about, counter-spelling and undermining our efforts.

All favor rolls fail this turn. Any/all other favour events that need to be rolled are ignored.

10

Karma Count (re-roll if Damned)

Right thoughts, right words, right actions.

For the next 5 turns you must not;

- 1) Attack any Villagers
- 2) Use Crime and Punishment, Taxation, Blood Sacrifices, or Blood Sports, or perform a ritual of Aros.
- 3) Declare War

Set a die timer (6) If you do any of the above within this time frame, you must roll twice on the Kingdom event table at the end of the following harvest phase.

11-14

Idle Villagers

Someone wasnt praying hard enough!

No favor gained from this roll.

15

Blessed

M'liege some people worshipping here have shown incredible piety and devotion to the powers that be, they are blessed with the gift!

Gain 3 Favour, and 1 unit at this site may be upgraded to a Monk unit for free. If all units at this site are Monks, Kings, or Queens, then you may upgrade a Monk or Caster to a Caster instead.

Mystery Crate

16

Incredible m'liege! We were cleaning out some of the lower chambers and stumbled upon something you may be interested in...

Draw 1 Mystery Crate Card..

Immaculate Conception

17

Although their mother assures us they are not the messiah, a child has been born with incredible talent and grace, blessed by (the) god(s).

You gain 5 favor and may place a Caster under your control in contact with your Temple. If you already have a Caster, you may place a Monk unit with a token under it, and when the current Caster is wounded/removed from play – You may immediately upgrade that Monk to a Caster for free.

Wish (re-roll if Damned)

18

Your God(s)(ess)(es) smile(s) upon you!

You gain 10 Favor, and the Wish special upgrade card. You may use a Wish anytime in any advance phase (or when stated) to do one of the following things;

God Hand – On your move phase you may move any non-King unit, anywhere except within 10" of another King. If they are a land unit placed in the water/ocean/lake/river they are removed from play (wounded) instead, and vice versa.

God Hammer – You may destroy any building on the table except for Stockpiles, Temples, or Monuments. If you choose to destroy a Wall section or Gatehouse, you may remove a second Wall section/Gatehouse as well, that is adjoined to the first one.

God Nails – You may place any building except a Monument, Castle, or unique building anywhere in your map section for free.

Eye of God – You gain any 1 Upgrade from any faction at the table for free, even if you don't have the building, faction, or upgrade pre-requisites for it. AND may view all other players Kingdoms, Stockpile amounts, Sites, and purchased upgrades, until the end of the turn.

Hashtag Blessed – You gain 10 food, 10 favor and 10 gold.

Divine intervention – May be spent at any time to:


- 1) Ignore the effects of any event at any stage (even once you've determined the roll result);
- 2) Dispel any spell cast on the table. This cannot be used to stop another players' Wish.
- 3) The next time you King is wounded you may ignore that roll instead

Bad Vibes – This option is unavailable to Avalonian Factions. Before the start of the advance phase, you may render 1 other player's King unconscious for the rest of the turn.

From Solid To Sand – You may remove 1 Mystery Crate item another player has, at random (draw from a shuffled, face down deck)

From Sand To Solid – You may draw 3 Mystery Crate Cards and select one to keep. Discard the rest.

Stockpile

HP BP 

5 - yes

Economic

A storehouse, granary, and area used to collect raw resources and process them into usable materials for your Kingdom.

Your Stockpile cannot be reduced below 1HP (i.e. is indestructible). Once a Stockpile reaches 1 HP – any units garrisoned are squashed and is non-operational until repaired above 1HP.

If your Stockpile is ever non-operational (XX) you may not spend, receive or trade any resources (except for favor) In other words, you may not turn any wheels on your Stockpile Counter.



Abilities

Beacon of Hope

From within the darkness of the night, a light shines from the raging hearth, a sign of stability and hope in these desperate lands. It draws small clans of survivors to us, like moth to flame.

An operational Stockpile provides your kingdom with +1 growth rate (XX), with no upkeep requirement, allowing you to train 1 unit (max) per turn, assuming you have the other required resources.




Kingdom Planning

The road to Arcadia was placed one brick at a time, each brick crafted one strike at a time.

Anytime you train a unit from a building within your kingdom zone, you may place that unit anywhere in your kingdom zone (XX) instead of at the relevant building. If you have completed Walls, you must place units inside your Walls



Militia

Call upon your Villagers to help defend your Kingdom!

You may spend 2  or 2  or 5  and turn any 2 Villagers in your kingdom zone into Spear units. Militia can be used even if the building is non-operational. One use per game.

Snow Gear

A must have for any soldier or peasant who wishes to survive in the frozen regions of Avalon.

Anytime you spend 1  or 1  on snow gear you may protect you units from the affects of snow/ice; for every resource spent, you may protect 6 units from snow/ice for the remainder of the turn.

Training

Villagers 1 🗿

Villagers are the backbone of a Kingdom. They are not just useful tools in building and harvesting so you don't have to; they also have lives, aspirations, hopes for the future. Some even have mums and dads.

Note; pictured are two Villager units: both identical in function



Upgrades

Regenerative Forestry 5 🗿 ; P, A

Wow, we sure are cutting down a lot of trees, perhaps we should manage it slightly m'liege?

Select a Forest Site on the map and deduct 5 🗿 from your Stockpile to begin 'regeneration'; whenever a Resource Scarcity event is rolled at this Site, it is instead Idle Villagers.

Regeneration is lost for the specific Site if there is ever more than 3 harvest rolls made at that Site. Paganite Kingdoms excel at Forest regeneration and thus only lose Regeneration if more than 4 harvest dice are rolled at the Site. If the Site is ever destroyed, demolished, or depleted by another means - this upgrade is lost.

Hunting Cabins 2 🗿 2 🗿

We can better equip our people to go on hunting expeditions.

Anytime you roll to hunt for food in a Forest (XX) you successfully hunt on the roll of a 4+ (Avalonian, Damned), or 3+ (Paganite).

Commune

HP	BP			
4	6	yes	6	4

Must be built within your Kingdom Zone, or within 2" of it.

Economic

A commune is a state-constructed housing suburb, providing sleeping quarters, communal kitchens, and market gardens, allowing communes to form their own small community ecosystems, able to feed themselves and sustainability meet their small needs. Above the mantle of many a homestead lies the old saying "harvest, eat, build, repeat" as if to ease the monotony of everyday life, a stoic approach to the law of perpetual servitude in effort of the greater good and our future selves.



Abilities

District Supply

In return for the use of the commune, your people supply your kingdom with excess labour and harvests, to meet the needs of a growing Kingdom.

For each Commune you have, you may reduce your upkeep by 1 🏠. Furthermore, for each Commune you have, you may increase the range in which buildings may be included in your Kingdom Zone by +2" (21). Furthermore, for every 2 Communes and 2 Vendors you have, you may build an extra Merchant Guild.



Farm

HP	BP		
1	2	yes	3

Economic

The humble farm is the blood that flows through a Kingdom's veins. Be it grain, livestock, or fruit and vegetables, all farming products are kingdom grown, free range and organic certified! Providing healthy and nutritious food so your fledgling kingdom can grow up 'big and strong'.



Abilities

Farm Harvest

Don't judge a day by its harvests, rather the amount and type of seed planted.

You may roll a farming harvest die for each Farm you have in your harvest phase (roll all at once); on a 1 an event has occurred and must be resolved immediately; then for each roll of 2-6; you successfully harvest 1 🌾.



Mill

HP BP   



3 3 yes 3 3

Economic

A Mill acts as a storehouse, a grindhouse, a tool house, and a general agricultural hub for all of your farming needs.



Upgrades

Wells 3  3 


You dig a deep hole to access fresh ground water. It's always weirdly warm...

Wells aid your kingdom in a number of ways, including:

- 1) A building in your kingdom zone that suffers fire damage has its damage reduced by -1.
- 2) Aids with reforestation projects
- 3) Are a prerequisite to many upgrades.


Salt Safe 2  2  2 

Salt preservation techniques allow for longer-life food preservation.

Anytime you roll a major or minor food spoilage event - you may minus 1  from the total amount of food spoiled


Crop Rotation 5  5  requires 5 Farms


We have learned that growing the same crop in the same plot leads to poor soil and sickly plants and poor soil.

Anytime a Crop Disease event is rolled – you successfully harvest 1  instead; however, if you ever have less than 5 operational Farms, you may not use Crop Rotation and must play Disease events again until you do.


Heavy Plough 6  6  requires Workshop

A heavy iron plough pulled by a dozen oxen, able to till heavy land and access deeper nutrients in the soil.

For each successful Farm harvest roll, you gain an extra 1  for that Farm. Negated by any Insect Plagues.

Worm Spray 6  requires University; A, P.

In the rare case of a Worm infestation, our alchemists have devised a concoction to repel Worms from our fields.

Whenever you roll a Worm event, you may spend 1  to deploy the Worm repellent – and get Idle Villagers instead of the Worm. If your University is ever non-operational you may not use this ability.

Estates 6 🍷 requires University, Merchant's Guild

We have conquered the bread loaf, m'liege.

You may trade any 2 successful Farm harvest die for 1 🍷 instead. If your Merchant Guild or Mill is ever destroyed or non-operational, you may not use this upgrade.

Stone Drill 5 🪨 requires Spring Steel, Wells

If we keep digging directly below us, we will find water, stone or fire; the key is knowing where it is...

Any unit in contact with the Mill may roll a die at the end of the harvest phase to attempt to harvest 1 🪨; on a 1, a mining shaft is engulfed that unit is lost, on a 2 no stone is harvested, on a 3-6 you successfully harvest 1 🪨.



Market

HP	BP			
4	4	yes	6	2

Economic

A Market is where people come from all around to trade goods and services.



Abilities

Trading and Exchanges

We now have a standardised set of rules governing for fair trade!

A Market allows you to sell 4 of one type of resource for 1 other; and may buy 1 of any resource for 1 🍷. You may not buy/sell/trade favor.

A Market building allows you to trade freely with any other players who also have a Market. If you and an allied player both have Markets in your kingdom zone, you can train your units in their kingdom zone.

Upgrades





Trade Routes 5 🍷

You can now trade with Kingdoms afar.

For every 6 of the same resource - you may trade for 2 of another.



Merchant's Guild

HP BP    
4 4 yes 5 5 5

Market

Economic

A block of buildings dedicated to creating and selling goods and services. From books to bells, socks to sandals, taxation is theft but hey, free pack of candles?


You may only have 1 Merchant guild in your Kingdom at one time. For every 2 Communes and 2 Vendors you have, you may build an extra Merchant Guild (XX).



Abilities


Goods and Services

When our people do business in the guild district, we can collect a small fee for 'keeping the peace'.

A Merchant Guild generates gold from "fees" collected when goods are traded. At the end of each harvest phase, you may roll a d6 use Goods and Services, on the roll of a 1 you must roll on the kingdom event table, on the roll of a 2-6 you successfully harvest 1  for each unit in contact with the Merchant Guild, to a maximum of 3.

Custom Tariffs

"To me, the most beautiful word in the dictionary is tariff. It's more beautiful than love, more beautiful than anything, the most beautiful word, this kingdom can become rich with the proper use of tariffs"

Anytime you trade resources using Shipping Routes, you gain 1 . Must have operational Dock and Market.

Upgrades

Taxation 8  requires Castle, Market; Crime and Punishment.

"Taxation" is perhaps the most ingenious form of resource extraction ever conceived, it involves threatening people with life in the dungeons or throwing them to the winter wolves if they do not give you a regular portion of their living. Of course, we must have the dungeon and gallows in case they feel like calling our bluff...

You may double the amount of gold generated by Goods and Services ability each harvest phase; however, you must have all the following buildings operational – Town Centre, Castle, Market, and suffer -1 to your growth rate until discarded.

Tabern

HP	BP		
4	3	yes	8

Societal

The Tavern is where deals are done and chances had, some more honorable than others. Taverns also provide your people with intoxicants that simultaneously increase how happy, and stupid, they become.



Abilities

Recreation and Intoxication

For a hard earned thirst, there's a hard earned ale!

A Tavern adds +1 to your growth rate, and requires 1 🍷 at the start of each advance phase as upkeep. If you cannot pay this amount, you suffer -1 to your growth rate for the remainder of the turn (i.e you don't get the +1 to your growth rate for this building).

A Tavern opens basic trade deals with people throughout the land allowing you to trade 5 of any one resource for 1 of any other (excluding favor), or buy 1 resource with 1 🍷 (excluding favor).

Festag

A series of state sponsored eating and drinking is called for.

You may spend 2 🍷 and gain +1 to your growth rate for the remainder of the turn. One use per turn.



Upgrades

Spies 4

"This hotel is a clean as an Alfen arse!"

Discard when used. At the start of your movement phase, you must declare to the table who you are using spies on, then roll a d6.

1-2; Your Spy was captured and executed

3-6; Your Spies successfully gain entry to the opponents kingdom. Choose 1 of the following options;

A) Peeping Tom. You may immediately view the players kingdom, Sites they are at, and their Stockpile amounts.


B) Counter-espionage. Name an upgrade you think the opponent has in their Stockpile – either Surprise Attack, Saboteurs, or Spies, if you are correct and they do have that upgrade - they must discard it immediately and may not re-purchase that upgrade again the next turn.

C) Military Intelligence. The enemy must reveal all tokens that their units are on. Only applied to units outside of their kingdom zone.

D) Insider Information. You may view up to 3 of the players upgrades at random, if any. Draw from a shuffled face-down deck.


Explorers 10

It is in our nature to explore, to reach out into the unknown. The only true failure would be not to explore at all.

Before rolling to harvest at a Site, you may instead select one unit in contact to 'explore' rather than harvest from that Site; To do this, declare to the table which unit is exploring and minus 1  from your Stockpile - then you may automatically roll on the relevant event table, re-rolling all Resource Scarcity, Mine Shaft Collapses, and Idle Villager event rolls. If you ever get Lair or Deep underground Cavern whilst using Explorers – you may roll twice to determine what is there and choose either result.

Smokehouse 2 2

Tales tell of a hero that once escaped the clutches of Orkin raiders; stealing their most valuable secret; the secret of preserving meat with smoke and fire... And bacon! Yep, bacon. Should've lead with that!

Anytime you roll a major or minor food spoilage event - you may minus 1  from the total amount of spoiled food

Saboteurs 6

And some men just want to watch the world burn..."

Discard when used. At the start of your movement phase, you must declare to the table who you are using saboteurs on and what the mission is, either;

A) Sabotage a Building. Declare the target building and roll a d6. You may not target Gates, Walls, Bridges, Stockpiles, Totems, Monuments, or unique buildings (Catacomb, Sacred Ground, Foundry)

1-2; Your saboteur was captured and executed.

3-4; You immediately do d6 wounds to the target building.

5-6; You immediately do 2d6 wounds to the target building.

B) Open a Gate. Declare which Gate is being sabotaged and roll a d6;

1-3; Your Saboteur is captured and executed.

4; Whoopsie something went wrong! You may roll to open the gate again next turn.

5; Your Saboteur opens the Gate for 3 turns, remove the Gate. Set a die timer (4) – when the die rotates to 0 - place the Gate back into its original position; any models in the way are pushed inside the kingdom and the Gate shuts.

6; The Gate is permanently damaged. Remove the Gate from play as if it was destroyed.

C) Wreak Havoc. Roll a d6;

1-2; Your saboteur was captured and executed.

3-6; You force your target opponent to roll on the kingdom event table at the end of the next harvest phase, re-rolling any Dragon Passover events.

The Jesters Court 5 ; requires Castle in your kingdom zone

They're an odd sort of company, but what is a King without his court jesters?

2 uses per game only. In return for a small donation, you may ask the Jesters Court for a future favor, to influence another kingdom in a subtle way, when the time calls for it, and may be used to do one of the following:

A) A small word at the right time can stay any blade (when declared). Stop any declarations of war for this turn and the next.




B) Small distraction of epic proportion (start of targets move phase). Select an enemy unit or group - that unit may not move and counts as having moved this turn.

C) Wrench in the works - The target player must immediately play Production Line Breakdown from the Kingdom event table.

D) Someone's done a WHAT in the apple crates?! (anytime) - The target player must immediately minus d6 food (re-rolling 1's) from their Stockpile

E) Sinister Seduction - (anytime) - Target a unit on the table to render it unconscious for the next advance phase and move and combat phase.

Town Center

HP BP   
6 4 yes 5 5

either Temple, Tavern, Market, Barracks, Docks or Workshop.

Societal

A central hub for all civil matters, law and order, and other community projects.




A Town Center allows up to 6 units to garrison inside it. If your King is garrisoned inside - the Town Center gains 1 attack as if it were an Archer unit with +1 range and +1 to their wound rolls.

Abilities

Human Resources

The town center is a symbol of our dedication to the realm and its peoples.

A Town Center adds +1 to your growth rate, and requires 1  at the start of each advance phase as upkeep for a growing populace. If you cannot pay this amount, you suffer -1 to your growth rate for the remainder of the turn (i.e you don't get the +1 to your growth rate for this building).



Upgrades

Reforestation Projects 4 🌳

"After the last tree has been cut down, after the last fish has been eaten, and after the last stream has been poisoned, maybe then you will find that gold cannot be eaten"

In the advance phase you may spend 5 🌳 and place a Forest Site with a dice timer (10) anywhere you wish to grow another Forest as if placing a building foundation, however does not require BP. When the timer is complete - the Forest is now a level 3 Forest Site. If you have Wells at the time the Forest is grown, it is instead a level 4 Forest Site.

Whenever an event is rolled to harvest in these 'grown' Forests, the event is automatically "Idle Villagers".

Units do not 'build' Forests; and nothing can speed the growth of a Forest up or stop it, unless stated otherwise.

Heresy 8 🌳

We must purge the land of evil, wherever it may raise its ugly head.

Anytime you roll a Strange Disappearance event you get Idle Villagers instead.

Anytime you roll a Coven or Ancient Sacred Grounds you may roll an extra die and choose either result.

Gong Farming 3 🌳 A.P.

Sometimes you just gotta do what you just gotta do.

Anytime you roll a Sickness event, you get Idle Villager instead. If you have a Bathhouse as well as Gong Farmers when a Sickness event is rolled, the cleanliness and ensuing activities allows you to instead immediately gain 1 Villager unit for free, placed anywhere within your kingdom zone.

Martial Tradition 5 🌳; plus 1 🌳 for each Villager and Barracks unit you have; requires; Barracks; P.

An old Paganite tradition sees that every child is raised with a bow in their hand.

All Villagers are upgraded to, and are from now onwards – Archers. Archer/Villager training cost is set to 1 🌳 1 🌳. Furthermore, all Spear and Sword units may make a ranged attack using the Archer profile, instead of their normal attack, if they made a normal move. If you have the arbalest upgrade, these attacks are armour piercing (1) (i.e. this upgrade stacks with Arbalest upgrade).

Crime and Punishment 5 🌳 5 🌳

Show me the man and I will tell you his crime...

Whenever you roll an Idle Villager event and have an operational Town Center you instead treat it as a successful harvest. However you suffer -1 to your growth rate for the rest of game (or until this upgrade is discarded). Note cannot be used when you get Idle Villagers "instead" of another event (those units weren't idle m'liege, they were busy running from, or dealing with, another event!). Cannot be used to reroll Favor Events

Treason 5 🌳 requires Castle

The man that passes the sentence should also swing the sword.

Anytime your units are converted, roll a d6, on a 3+ they die instead of changing teams. Requires operational Castle

Temple

HP	BP				
6	6	yes	2	8	2

Societal

A Temple is a symbol of humankind's continual struggle with the notion of death, and thus life itself.



Abilities

Liturgy

The public display of giving praise, repentance, and remembrance is the glue that holds our people together!

A Temple adds +1 to your growth rate, and requires 1 🍷 at the start of each advance phase as upkeep. If you cannot pay this amount, you suffer -1 to your growth rate for the remainder of the turn (i.e you don't get the +1 to your growth rate for this building).

Worship

Be it silent vigils, mass sigils, incantations, condemnations, chants, or through dance, our people may perform various actions to bring about divine favor from beyond.

Avalonian Temples: For every 3 non-military units (Villager, King, Queen, Monk, Caster) in contact with the Temple you may roll to harvest 1 🍷. Favor is harvested on the roll of a 2-6, with rolls of a 1 indicating an event and must be resolved immediately. Pagani and the Damned factions have different ways of generating favor from their Temple buildings as outlined in their Faction's rules (XX).

Note if a unit is in contact with another unit that itself is in contact with the Temple – they are considered in contact with the Temple too.

A Caster in contact with the Temple may spend 1 favor and use their action to gain 1 more known spell, per turn.

Mass Funeral Service

Strong. Men. Also. Cry.

You may spend 1 🍷 and gain +1 to your growth rate for the remainder of the turn. One use per turn.

Dark Ritual

Much like the hearts of those poor souls, there's no going back now....

This ability irreversibly transforms your current faction into the Damned faction (XX). To complete the Dark Ritual - you must remove 1 unit or prisoner in your kingdom zone from play as a sacrifice and remove all favor and Wishes in your Stockpile. Once completed, you are to play out as the Damned faction, able to resurrect the dead to live on fighting for your will, and are able to build a Catacombs, to further you decent into Damnation

Training

Monk 1  2 

Monk units are spiritual devotees, capable of healing the wounded and spreading the teachings of their deity's will

A Monk can convert other player's units to your side (XX), or cast the "Heal" spell instead of attacking or converting (XX) or cast Vigor Mortis (if Damned).

Caster 1  1  3 

A Caster can be a wizard, witch, warlock, enchantress, sorcerer, sorceress, shaman, necromancer etc, and are powerful beings hand selected for spelling excellence, connection to their deity, and their ability to manifest favor into reality.

You may only have 1 Caster at a time. A Caster knows 2 spells from their faction spells and can use favor to cast known spells for their Faction and dispel enemy spells (XX), as well as perform any actions a Monk can. **Death of a Hero:** Anytime a Caster dies, it is known of throughout the land, and as a hero of the people, a living representation of their hopes and dreams - once slain - brings great sadness. As such, whenever a Caster is wounded, your Kingdom suffers -2 to their growth rate in the following advance phase



Upgrades

Marriage Celebrations 6  6  requires Castle

"I was once like you, an adventurer; until I took an arrow to the knee..."

Summons a powerful Queen unit at your Temple. You must declare to the table you are playing "Marriage Celebrations". Queens may make an attack as normal or attempt to convert a unit to her side (XX) and has an armour save (2).


If you have a Queen unit and your King is unconscious, you may use the Queen to rule whilst your King is unconscious and thus may play out the next 3 turns as normal, unless your Queen becomes unconscious or wounded herself.


Death of a Hero: Anytime a Queen dies, it is known of throughout the land, and as a hero of the people, a living representation of their hopes and dreams - once slain - brings great sadness. As such, whenever a Queen is wounded, your Kingdom suffers -2 to their growth rate in the following advance phase.





Flagellation Parades 5  P, D

It seems self-inflicted misery and abstinence can draw pity from some entities

The next time you roll a "Shunned" event, you may ignore it and instead harvest 1 . Discard when used.

Coinage 3  A

"Yeah, well, the lord provides"

Whenever you successfully harvest 1  from the Temple, you may swap it immediately for 1  instead.

Deep Burial Excavations 5  requires Castle; D

Ancient maps indicate burial mounds nearby of beasts that terrorised the living long ago.

You may attempt to cast Dragon Reanimation or Of Beast and Bone spells. Discard when used to attempt.

Blood Sacrifice 1  P,D

We may channel the energy of those as they die, in a way to invigorate our own

At any time in your Combat phase a unit fails to wound a unit in close combat, you may sacrifice a friendly unit or prisoner in your kingdom zone, and may immediately re-roll that failed attack/wound roll. Kingdom of Bones must sacrifice a "non undead" unit — either Monks, or non undead prisoners.

Sacred Ground

HP BP  

4 8 yes 6

Paganite Factions only

Societal

The earth beneath us is connected to the great stream of life, and through proper practice, actions, and sounds, we may tap into this stream, allowing the gods to hear our thoughts, feel our needs, see our devotion, and bless us with action.



Abilities


Sacred Rituals

Everyone loves a good ritual, they're much more 'hands on' than the usual boring worship. Bit of singing, bit of dancing, bit of 'hows ya goose', bit of drinking the blood of the chosen, it's always the talk of the town the next morning!

You may perform rituals from the Pagani pantheon described on page XX. Also, if at least 1 ritual is being performed at the Sacred Grounds, you may +1 to your roll when attempting to befriend humanoid monsters, such as giants, ogres and trolls.



Catacombs

HP BP 
4 8 yes 6

Dark Ritual from Temple

Societal

A Catacomb does not need be a secluded and silent place the dead rest. We may utilize such a structure to 'make haste' of the living process, the dying process, the decomposition process and then the final process - the realigning process...



Abilities

Mass Sacrifice

Que sounds of horrific screams and death

Once the building has been completed you must move all your units, into your Kingdom Zone and remove them all from play, except for Kings, Queens, Monk and Caster units. You must sacrifice at least 10 units for the mass sacrifice to work.

Once all these units (minum of 10) have been 'sacrificed' you must declare it to the table, and gain the "Kingdom of Bone" upgrade card and must use the rules for a Kingdom of Bone on page XX.



Totem

HP	BP			
2	6	no	5	2

Societal



Totems are huge ornate carvings of beings, animals, or symbols that signify kingdom-wide devotion to their worshiped entity. Each totem must be created with the will, imbued with favor, and decorated to the highest degree.



Abilities

Conduit of the Divine

Totemic statues are a symbol of state devotion to a supernatural entity, if maintained, can provide a trickle of favor for a Kingdom.

For each totem you have you generate 1  at the end of each harvest phase, however all Totems must be on full HP otherwise no favor can be gained from any Totems. Whenever a Totem is destroyed you suffer -3  and may not generate any favor in any way for the entirety of the following turn.







Monument

HP	BP							University,
6	25	yes	20	20	10	10		Workshop

Societal

*The crowning jewel of your kingdom.
Hopefully tall enough to outlast the final event!*

You must declare to the table when you place a Monument foundation (the tales of such an ambitious undertaking travel far and wide). If you have Team Victory enabled, or when any game mode has more than 1 player per side - a Monument costs an extra 25 BP, and an additional 20 , 20 , 10 , 10 , per player on a team.

Your University and Workshop must all be operational to be able to remove BP from a Monument's foundation.

Monuments cannot catch fire..



Abilities

Monument Victory

Mirror, mirror, on the wall, who has the biggest Monument of them all?

Depending on the game mode, building a Monument and having it stand for 25 turns (unless stated otherwise) is a display of your unquestionable dominance, might, and wisdom; and, as such, once stood for a period of time you automatically win the game. Once constructed, write down the turn number that you will win on; or place a dice timer for 25 turns, and **declare to the table you will win at the end of** that turn (if not destroyed before then). If you do not declare this, you cannot start the Monument victory timer.

Zombie Bell


We have mounted an enormous holy bell to the tallest spire in the monument, all we can do now is pray it works..

Zombie Apocalypse mode only. You get 3 rings of the bell only, which must be rung in the advance phase.

The first time the bell is rung, all Zombie units spend their entire movement phase moving their maximum directly away from the Monument and may not make any attacks or counter-attacks for the rest of the turn. AND do not make any moves, attacks or counter attacks for the turn after as well.

The second time the bell is rung all Zombie units spend their entire movement phase moving directly away from the Monument and may not make any attacks or counter-attacks for the rest of the turn.

The third time the bell is rung, the Zombies do not make any moves that turn, however still make attacks and counter-attacks against any units/models in contact with them.

You may ring the bell more times, however each time you do from the 4th ring onwards, it requires 4  Favor to use, and each time you do, the zombies do not make any moves that turn, however still make attacks and counter attacks against any units/models in contact with them.

Societal

A place where fire, water, earth and air are combined, things thought about, and records recorded!



Upgrades

Defensive Architecture 6 6 requires Workshop; A
All in all, it's just another brick in the wall.

Stone Walls, Stone Gates, and Castles have +3HP. Towers gain +2HP.

Spring Steel 5 2 requires Metallurgy; A, P
A secret method of forming steel bands can turn a simple wagon into a fast moving death machine, and not just for the driver!

Allows Paganites to train Chariots and is a pre-requisite for other upgrades.

Plate Metal 6 6 requires Workshop
We may fix sheets of pressed plate metal to our vulnerable siege units.

Siege Towers and Rams gain an armour save (2), and Chariots gain (3). These units may make their armour saves unmodified for any (non magical) wounds taken, even if they are hit by a siege unit, or an armour piecing weapon. Cannons, Catapults and Trebuchets are the only weapons that negate their armour save. Furthermore, these units cannot be damaged/wounded by fire attacks.

Fire Pots 6

We have discovered the ancient alchemical secret to making liquid fire!

Once researched, you may swap all normal attacks from a Trebuchet or Catapult to launch a single Fire Pot instead. Each time you launch a Fire pot you must spent 1 , regardless of if it wounds or not.

Each time a Fire Pot wounds a building, that building catches Fire (XX).

Pyromancy free requires Fire Pots; P

You train your Monk units in the art of fire-bombing.

Paganite Monk units may make a Fire Pot attack instead of attacking, healing, or converting in the combat phase. The target unit or building must be within 1" or closer and cost 1 as normal. A Fire Pot thrown by a Monk wounds/hits any unit or building on a roll of a 4+ and is on fire (XX).

Black Powder 6 ; A


An almighty BOOM echoes throughout the land. Smoke rises from the eastern wing..

You may train Bombards at the Foundry.
Prerequisite for many Avalonian upgrades.



Demolition Teams 3 6 requires Black Powder.

"Certainty of death. Small chance of success... What are we waiting for?!"

You may spend 5  and place a Bomb token under any unit in your kingdom zone. That unit is now carrying a Bomb. This Bomb may be given to another unit in contact with it freely, once per turn.

At any time in your combat phase, you may roll a d6 to detonate the Bomb;

1 The Bomb detonates early destroying the unit however the target is unscathed.

2 The Bomb fails to detonate. The unit remains alive, and may attempt to detonate the bomb again next turn.

3+ The unit successfully detonates, dealing 2d6 wounds to each building and unit in contact with it. No armour saves allowed.

Remove your unit from play.

If a unit carrying a Bomb is wounded - the Bomb token remains in play, able to be picked up again by another unit.

Vendor

HP BP  

2 2 yes 4 requires Market, Commune

Societal

Street Vendors are a gift of happiness to your people, in the forms of street performance, soothsayers, recreational areas, hot 'exotic' foods, belly dancing classes in the park, even a good old public hanging goes a long way in keeping your people engaged and happy!

For when you need to "treat thy serf" to the finer things in life.




Abilities

Build it, and they will come

To me, a life without fat fried worm hatchings isn't a life worth living




Must have 1 Commune for each Vendor you have and have an operational Market to gain the following:

Anytime you do not train the maximum amount of units amount of units equal to your growth rate (i.e have left over growth rate) you gain 1  for each growth rate point you have in "excess". This gold is added at the very end of your Advance phase

If you are a Damned Faction and you have 4 Communes and 4 Vendors, you may spawn a Fantasm into your kingdom zone once per turn for free.



Bathhouse

HP BP   
4 6 yes 8 1

Town Center

Societal

There was such a time when people cleaned themselves, where the air smelt better, disease was lesser, and by night - got luckier.



Abilities

Bath day

It is here by decreed that each person who resides within the kingdom must use the Bathhouse no less than once per new moon!

Whenever a Sickness event occurs, you instead get Idle Villagers. If you have the Gong Farming upgrade, as well as a Bathhouse when a Sickness event is rolled, you instead immediately gain 1 Villager for free, placed anywhere within your Kingdom Zone.



Arena

HP	BP				
4	4	yes	4	10	2

Town Center, must be built within your kingdom zone

Societal


The Arena is a large multi-purpose building, used for entertaining the masses, creating Veteran units, bolstering your forces, inspiring your people, and more!



Abilities

Game days



By holding regular events such as tourneys, races, productions, and shows, we may entertain our people, distracting them from the horrors of outside the safe kingdom walls.

An Arena adds +1 to your growth rate, and requires 1  at the start of each advance phase as upkeep. If you cannot pay this amount, you suffer -1 to your growth rate for the remainder of the turn (i.e you don't get the +1 to your growth rate for this building).

Veterans

"The tree of liberation and freedom must be watered by the blood of patriots"

You can upgrade any unit in your kingdom zone to become a Veteran. Veterans gain a +1 to their wound rolls against other units.

You must spend 1  and 1  whenever you place a Veteran token under your unit to keep track of which units have this status.

Upgrades

Balgruufs Famous Dragon Stockade 5 5 5

"I'd had enough, I could not stand idly by while a dragon burnt my hold and slaughtered my people... and... neither should you! Now we have our new and improved DIY Dragon Stockade, delivered straight to your Gates!"

Anytime a Dragon Passover event occurs, you may bait that dragon to come into your Arena – placing a hostile Dragon (XX) in contact with your Arena (on the corner closest to your Stockpile). Furthermore, anytime a roll is made to tame a Dragon that is within your kingdom zone, you may add +1 to that roll.




Blood Sports 2 2

"Are you not entertained?!"

You may sacrifice a (non-undead) unit in your kingdom zone (prisoner if available) and add +1 to your growth rate. One use per turn.



Barracks

HP BP   
6 4 yes 4 4

Military

Allows you to train infantry and upgrade them. A Barracks also includes the blacksmith and bloomery and is the base building prerequisite for military buildings and units, and any leader wishing to have more than a peasant rabble to defend their kingdom with.



Training

Swords



1  2 

Swords are the muscle of any kingdom; skilled all-rounders in the art of killing.

Swords units have a standard armour of (1) and may make a charge-move and form shield walls (XX).



Spears

1  2 

Spears can hold their own in any combat, however, excel especially against Calvary and Monsters/Beasts,

Spears have a standard armour of (1), and may form a shield wall or spear wall (XX)



Archers

1  1  1 

Archers are skilled marksmen and warriors, able to inflict damage rapidly and at a distance, often responsible for harassing enemies flanks and shooting down enemies as they march forth.

Archers may make a "straight shooting" attack (XX)



Upgrades

Town Watch 5 🏰

We may order patrols be set throughout the night, in an effort to catch any enemy agents that slip past our defenses.

Anytime an opponent successfully uses Spies or Saboteurs against you, you may immediately roll a d6. On a 5+ you capture and execute the spy instead.

Town Watch also protects against a variety of event situations, including "Assassin" and "Revolt".

Military Drills 6 🏰 A.P.

Extensive battle readiness and regular training gives your infantry an edge on the battlefield.

All Barracks units gain +1 to their move.

Fortified Barracks 3 🏰 3 🏰 3 🏰

We can retrofit the barracks with fortifications, extra arms and munitions, turning it into a forward outpost.

You may Garrison up to 6 units in the Barracks, which give the Barracks a ranged attack each, using the Archer profile, measuring anywhere from the base of the building.

Arbalests 4 🏰 requires Spring Steel; A.P.

A tension loaded bow, affixed to a rail and trigger, able to launch metal bolts capable of piercing the toughest armour.

Upgrades your Archers to Crossbows, which use the same profile for an Archer however have a armour piercing (1) ranged attack. This also includes building's attacks that use "the archer profile". Attacks from Crossbows are only armour piercing when used as a ranged attack.

Gambesons 6 🏰

Thick padded light armour is standard issue for military units.

All infantry, calvary and Queen units gain an armour save (1)

Mail Armour 10 🏰 requires; Gambesons

Metal plates and chains interwoven into heavy armour offers considerable protection from death.

Swords, Spears, Queen and calvary units gain an armour save (1)

Metallurgy 6 🏰 4 🏰 requires University

We have been able to fuse fire and iron, creating an incredibly strong alloy to clad our most deadly warriors in.

Knight and Queen units gain a an armour save (1).



Stable

HP BP   

4 4 yes 5 2 Barracks

Military

This building supports everything from making baby horses to training them, their equipment, and their riders.



Training

Riders

2  2 

Riders are skilled horse masters, raiders, and martial warriors, used to out maneuverer, flank, and harass enemy units.

Riders have a standard armour of (1) and may make a charge-move



Knights

2  3  1 

Requires operational Castle to train.

Knights are hand selected by their Kings for their honour, trustworthiness, and martial skill and hold a high position in human societies. A Knight unit is the ultimate warrior in medieval combat and a respected peer to both Villagers and Kings alike.

Knights have a standard armour of (2) and may make a charge-move



Chariot

3  2  2 

Requires Spring Steel, Recurve Bow; P

Paganite Warriors with a particular appetite for brutality are chosen to become Charioteers. These fearless machines become fast moving tools of killing, with little regard for their lives, and even less of those in their way.

Chariots have a standard armour of (1), and may make a ranged attack using the Archer profile instead of making a close combat attack. Chariots may make a Rolling charge move, however cannot move through Sites.



Upgrades

Selective Breeding 6 🐾 A,P

Extensive animal husbandry techniques have allowed us to select for the fastest and strongest horses possible.

All Riders, Horse Archers, Chariots, and Knights gain +1 to their move profile.

Recurve Bow 6 🐾; plus 1 🐾 for every Horse Rider you have in play, P

Traditionally from faraway lands, this type of bow allows for effective use on horseback, with the same power and accuracy as a straight bow.

Raises the cost of Riders by 1 🐾 each when trained. Upgrades Riders to Horse Archers that may now make a ranged attack using the Archer profile.

War Pigs 3 🐾 P

Pitch covered pigs are herded towards the enemy and set alight, the resulting spectacle instilling fear and confusion into even the most battle-hardened beasts of war, halting them where they are.

When an enemy cavalry, monster, or beast unit, or any unit that moves/charges with a horse/beast drawn unit or any group made of up entirely these units moves/charges into contact with one of your units, you may immediately declare you are releasing the War Pigs and 'stun' those units/ that group - immediately pushing the unit/group back 1" the way they came from, and thus may not be in contact with your unit. This stunned unit/group may not make any more moves this turn.

Discard when used. Note: War Pigs have no effect on units from a Kingdom of Bone.



Workshop

HP BP   

4 4 yes 5 2

Military

A place for your craftsmen to build and develop new ways to move, hold, throw, and destroy things!

Ranged attacks ignore armour saves



Training

Catapult 1  4 

A Catapult is a huge rock launching device particularly effective at vandalism.

Catapults cannot 'straight shoot', and must unpack move when making a ranged attack (XX). Ranged attacks from a Catapult ignores armour saves.



Ballista 1  3  1 

A Ballista shoots huge metal bolts and excels at being indiscriminately deadly.

A Ballista must unpack move when making a ranged attack (XX). Ranged attacks from a Ballista ignores armour saves.



Battering Ram 1  2  1 

A Battering Ram is the literal hammer of all siege works.

A Battering Ram has an armour save (2).



Siege Tower 1  3  1 

A huge rolling tower capable of aiding offensive and defensive tactics and getting masses of soldiers across enemy walls.

A Siege Tower has an armour save (2), and can garrison 2 units inside them, and move units over enemy Walls.



Forgive the horrible AI siege prototype, it cant do siege weapons

Upgrades

Ballistics 5 🏰

A combined knowledge of mathematics and technique gives your forces excellent marksmanship, even at great range.

All non-magical ranged units gain +1 to their range.

Trebuchets 5 🏰 requires Castle

The trades guild speak of a mighty weapon that can toss a horse half a league.

Upgrades your Catapults to Trebuchets, which have +2 range and may target units behind buildings/Walls.

Treadmill Crane 3 🏰 A, P

Using principles of mechanical leverage and gears we can move heavy materials higher and with less work.

Building foundations are completed when the BP die turns to 1, instead of 0. Note does not include Farms or any building outside of your map section.

Mason's Guild 4 🏰 A

Avalonian architecture means that the same strength buildings can be constructed with less resources.

You may -1 to the total 🏰 cost of all buildings except Stone Walls.

Tunnelers 5 🏰

We have found a way to enter the enemy city m'liege.

Our engineers are confident they can tunnel beneath our rivals walls and undermine their whole foundation!

A unit in contact with an enemy Wall may undermine that Wall - destabilizing and eventually destroying it. Each unit in contact with the wall lowers its HP by 1 per advance phase until it is destroyed. A unit that undermines under a Wall in this way may not move, attack, or counter-attack the same turn it undermines a Wall.

Defenders of the Wall can counter this by attacking the units below or via repairing it, thus increasing the Walls HP.

Battlements 5 🏰

We may construct holes at the top of our defensive buildings and drop objects down below. Rocks, hot water, sand and oil are all popular choices (at least for the thrower).

Any unit in contact with the inside of a Wall may trade their normal attack and make a single attack at an enemy directly on the other side of the Wall, wounding on a 5+ (plus any modifiers), with armour saves only allowed for siege units.

Murder Holes 4 🏰, 4 🏰

It is how it sounds...

You create a danger zone in front of your Gates and Stone Walls 1" wide (XX). If 2 Danger Zones ever overlap, that Zone becomes a Very Dangerous Zone, with attacks against units in this zone gaining +2 to their wound rolls, instead of 1.



Foundry

HP BP

4 4 yes 6 6 4

Avalonian Factions only

Military

An advanced peoples require advanced weaponry, requiring advanced techniques, that requires an advanced foundry,



Training

Cannon

1



4



1



Requires Blackpowder

A huge bombard cannon with the power of a Catapult and the accuracy of a Ballista at an even greater range!

All ranged attacks from cannons ignore armour saves. and must unpack move when making a ranged attack (XX)



Upgrades

Iron Hands

6



6



requires

Workshop,

Black

Powder,

Spring

Steel

Advancements in precision metal working have led to our engineers miniaturizing the cannon down to a point where any strong-arm may wield it, creating a highly effective killing tool.

Upgrades your Archers or Crossbows to Cannoneers, which uses the Archer profile, however, has a ranged attack with armour piercing (2). This also includes buildings attacks that use "the archer profile". Attacks from Cannoneers are only armour piercing if used as a ranged attack.

Avalonian Plate 3 3 requires Gambesons, Steam Engine

Our engineers have devised a steam pressing machine that is able to craft armour that is as protective as it is light and flexible.

Sword, Spear, and Rider units gain an armour save (1).

Steam Engine

5



5



plus 3



for each

Ram you

have;

requires;

Black

Powder,

Spring

Steel,

Plate

Metal,

Wells

By Stone, By Fire, By Water, By Iron, By Ehyeh we can move metal without breaking a sweat! Stick a cannon on it and see what happens?

Upgrades your armoured Rams into Steam Tanks that have a movement of 2, and a ranged attack using the Cannon profile. Steam Tank/Rams cost is permanently raised by 3 Steam Tanks may not use group movement.

Steam Harvester 5 5 requires Steam Engine, Heavy Plough, Crop Rotation, Agricultural Revolution, Werm Spray, Wells




Behold! The iron villager!

Anytime you get Insect Swam, you harvest 1 instead.

Anytime you get a Werm or Crop Disease instead of getting Idle Villagers, you harvest 1 .

If any pre-requisites are lost, or the Mill or Foundry destroyed or non-operational, you may not use this upgrade to harvest food until you meet them again/ the buildings repaired/made operational.

Siege Camp

HP BP   
4 6 yes 6 3

Military


Siege Camps are a specialized building that is intended to aid an attacker when there is long, drawn out and protracted siege expected.



Abilities

Frontline Engineers

We have the means to build war machines at the enemies gate! For whatever nail our foe throws at us, we have the hammer for it!

Must have an operational Workshop. You may train any units in contact with a Siege camp into any other Workshop unit, and does not count towards your growth rate, and requires 1 less  (as they are trained up (XX)) however, still require any other resources to be spent.

Royal Tent



Your people have seen fit to erect a Royal Tent, in the hopes that you will join them on the battlefield, inspiring all around!

Whenever your King, Queen, or Caster is within 10" of the Siege Camp, they may roll two attack dice and use the highest. Furthermore, for each King, Queen or Caster within 10" of the Siege Camp, you may give another attack to a unit that is within 10" of that King/Queen/Caster, once per turn, and must be declared to the table when doing do.

Veterans

"The tree of our liberation and freedom must be watered by the blood of patriots"

Must have an Arena. You can upgrade any unit in contact with the Siege Camp to become a Veteran. Veterans gain a +1 to their wound rolls against other units.

You must spend 1  and 1  whenever you place a Veteran token under your unit to keep track of which units have this status.



Dock

HP	BP			
4	4	yes	6	4

Military

The gatekeepers by the sea - Docks function to build and repair ships, as well as access trade routes and fishing expeditions.

Docks must be built completely or partially in contact with a Ocean or River. If a Dock is destroyed, you must discard all upgrades associated with the Dock.

A Dock may repair 1 HP to each ship in contact with it per turn.



Training

Cog 2  5  2 

A Cog is a mighty sailing ship equipped with Ballista for offensive/defensive capabilities.

A Cog may make a ranged attack using the Ballista profile, instead of a normal attack, that does not require an upack move to shoot. Cogs have 2HP and a (3) armour save.



Galley 2  4  1 

A Galley is a fast moving, warship, excelling at naval combat.

A Galley may make 2 ranged attacks using an Archer profile. A Galley in contact with another ship gains +2 to their close combat wound rolls. Galleys have 2HP and a (3) armour save. Paganite Galleys do not require gold.



Upgrades

Shipping Routes 5 🏴 requires Trade Routes

Our merchants speak of wealthy lands across the seas seeking trade opportunities...

You may trade 10 of any resource for 6 of any other (except favor).

Fishing Fleets 5 🐟

Every spring we toil the fields with empty stomachs and low stockpiles after the winter. The Great Sea lies just off our coasts and is teeming with food.

Your ship units may attempt to fish as described on page XX-9*/+, however, must do so separately to any units fishing from land (roll for your land unit fishers first, then any ships that are fishing second).

Cultured Fishers 5 🐟 requires Fishing Fleets, P

A late autumn tradition of kicking all the men out of their homes until enough fish were caught for the winter, or until they died trying, was and is readily practiced in coastal Paganite societies. This tradition has resulted in a significant increase in the rate of fish caught.

Ship units successfully harvest 1 🐟 from fishing on a 2+, and land units on a 3+.

Merchant Navies 5 🏴 requires Merchant Guild, A,P

When not used for warfare, we may send our ships on 'economic missions' to 'secure resources' from Elswyr...

For every 2 ships in contact the edge of the table you may generate 1 🏴 at the end of the harvest phase. Any ship that generates gold may not move or attack or counter-attack for the rest of the turn.

Galleons 5 🏴; plus 2 🏴 for each Cog you already have in play, requires Black Powder, Foundry, A

I got an idea. Do you think we can float a bombard?

Upgrades your Cogs into Galleons, which now all cost an additional 2 🏴 to train. Once purchased your Galleons use the cannon profile for all ranged attacks you make instead of the Ballista profile, and does not require an unpack move to shoot.

Mercenaries 3 🏴 requires Castle, Tavern, A, P

We know people... The friends of your enemy.. that will kill that enemy for money.

Assuming the Castle, Tavern, and Docks are all operational; you may purchase any amount of the following units, without counting towards your growth rate.

- Swords, Spears or Archers for 4 🏴 each.
- Crossbows for 5 🏴.
- Horse Riders for 6 🏴.
- Horse Archers for 7 🏴.

Place your purchased units on the edge of the table; At the start of the next turn's advance phase, they are placed in contact with your Dock and may not move or attack for the remainder of the turn, but may counter-attack.



Castle

HP BP     
16 12 yes 6 12 2 2

Workshop.

Defensive

At last! An epic castle for you to hide in!

A Castle has 6 ranged attacks – using the Archer profile with +1 range and +1 to their wound rolls. If a King is garrisoned in a Castle, the Castle may make 7 ranged attacks instead of 6.

Walls and buildings in contact with a Castle do not block a Castle's line of sight.

You may garrison up to 6 non-siege units in the Castle; that all give the Castle an extra ranged attack.

For each Castle in your kingdom zone, your kingdom's security is increased and adds +1 to the die roll for Town Watch catching a Saboteur or Spy.



Abilities

Fortified Castle

Line the walls with weapons of war, and fertilise the surrounding fields with the blood of our enemies.

You may fortify your Castle the same as a Tower is fortified (opposite) however, may mount up to 2 units instead of 1.

Upgrades

King's Guard 4

"All the King's horses, and all the King's men.... tried to find the King's life insurance policy again".

If your Castle ever has 3 or less HP left - you immediately place 3 Sword units in contact with your Castle. They immediately can make an out-of-phase move and attack (if possible) and make no further moves or attacks this turn. Discard after use, one use per game.

Surprise Attack 6 A.P.

"Ok I have got a plan; using mainly spoons and a small herd of cats...."


"Spoons?! Cats?!"

"That's it! I give up! Hot air balloon? Too expensive! Giant slingshot?! No volunteers! Enormous wooden horse? Too Greek!"

Must be played in the move sub-phase. Select a point on the map, in a friendly zoned section of the table. All units within a 2" radius of that point may immediately move 12" however, must not move within 8" of an enemy model, and may not make any further moves that turn. Discard when used

Secret Passage 2 +

We have created a network of underground tunnels for you to retreat, if the time calls for it... however i do require some stone for supports to make sure we don't loose anyone else digging it.

You may create a secret passageway between your Castle and another building within your kingdom zone. Use a small marked piece of paper, hidden under the chosen building, to indicate where the secret passage is to. Any units garrisoned inside your Castle may travel through this passage to the other building in the advance phase, however, may not make any other moves or attacks for the rest of the turn, but may counter-attack. If the other building cannot garrison units, those units are placed in contact (ungarrisoned) with that building instead. Units in contact with the other building may use the passage again (the following turn) to move back to the Castle. This upgrade is lost if the Castle or other building is destroyed. The cost of creating a Secret Passage is 2  for every 1" away from the Castle the other building is.

Hero King 3 2

Every man dies, not every man truly lives.

Your King is now a mighty hero, capable of battle and boosting his army. Your King gains an additional HP, and may choose to either 1) use the Queen's profile, as well as any armour saves she may have, however cannot convert units, or 2) use the Caster profile, if you have a Temple.

If your King is killed you do not lose the game and he is not removed from play, instead; this upgrade is discarded and your King is returned in contact with your Castle (or Stockpile) and is unconscious (XX).

Guard Tower

HP	BP				
4	3	yes	2	3	1

Defensive

A Guard Tower is a defensive building with a ranged attack.

This building may make 2 attacks using the Archer profile with +1 range and +1 to wound rolls. Walls and buildings in contact with a Tower do not block a Tower's line of sight. You may garrison 1 non-siege unit in a Tower to protect that unit from attacks, and that unit may make a ranged attack if it has one, with +1 range and +1 to its wound rolls.



Abilities

Fortified Tower

What if.... what if we put a Ballista on top of the Tower? Ok. What about... A Catapult? Sure. Cannon? Yes, you really just want Cannon Towers don't you? No, im just seeing when you'll tell me "no", what about a Ram? Siege Tower?

Look, you can mount a Ram to a stationary Tower if you like, or build a Siege Tower on-top of one, and I will wonder why, but yes, you can...

Must have a Workshop. Siege units and Cannons may be mounted atop Towers, and when mounted gains +1 range and +1 to its wound rolls. You must have the desired unit in contact with the desired Tower in the advance phase, and spend 2 🏰 mounting that unit into that tower. Whilst in the Tower, that unit cannot be targeted, as if it was garrisoned. It may unmount/ungarrison in the advance phase, however the 2 🏰 is lost/not refunded and that unit may not move or attack for the rest of the turn. May only have 1 unit mounted to a Tower at one time. If you are mounting a Siege Tower to a Tower, this allows you to garrison an extra non-siege unit, giving them an additional +1 range only, as if it were an elevated platform with high ground above the Tower to fight from.

Upgrades

Attack Towers 8 🏰 requires Castle

"Here ye for my tower stands, to let me see though-out the land. Blood, Bone, Sword and Stone, you'll surely die trying to claim my throne."

Upgrades your Guard Towers to be Attack Towers that make 3 attacks instead of 2.



Wood Bridge

HP	BP		
3	2	no	2

Defensive

Wooden bridges provide a cheap and quick way to get across places that would otherwise be unreachable. See Stone Bridge for more on bridges.



Palisade Wall

HP	BP		
4	1	no	2

Defensive

These crude log walls are built to be a quick defensive structures.

Palisade Walls should be treated as buildings for all rules purposes, including the CRT, not as a 'Wall'.

Palisade Walls and Gates are treated as a normal building, not a "Wall" however, does not block units LOS of units in contact with them and thus units in contact with the Palisade may shoot over it and straight shoot over/through it.

You may deconstruct Palisade Wall sections in your map section at anytime during your Advance phase and refund the wood cost to your Stockpile immediately without needing to deconstruct it, assuming the Wall is on full HP (XX).



Palisade Gate

HP	BP		
4	2	yes	3

Defensive

These crude log walls are built to be a quick defensive structures.

A Palisade Gate is treated as a Palisade Wall for all rules purposes. However Palisade Gates may be "kingdom moved" through by friendly units, anywhere on the map. A Palisade Gate may make a single attack per turn as if it was an Archer unit.



Stone Bridge

HP	BP		
6	4	no	3

Defensive

Build a bridge, get over it.

Bridges can be built anywhere a Villager can get in contact with it. If built completely over impassable terrain it costs double the resources and BP. Bridges do not block LOS and cannot be built over Walls.

Units/Groups may only cross a Bridge single-file. Dock units can travel under Bridges, however, cannot end their move under them. If a Bridge is destroyed with units completely on top of it, those units are lost.



Stone Wall

HP	BP		
10	3	no	4

Defensive

Walls are a tried and true method of stopping hordes of angry people; at least for a period of time. More than just a movement blocker; a skilled architect can create various layouts to aid in the slaying of one's foes.

Units that are in contact with the inside of a Stone Wall are counted as climbing onto the Wall and thus, can shoot over your Walls. For more about attacking and defending Walls see XX. You may "wiggle" and slide your Walls/Gates a tiny amount (no more than 1"), to allow extra building room, instead of having to knock/down and rebuild, but may only do this once per Wall section, per game.



Stone Gate

HP	BP			
10	5	yes	4	2

Defensive

Essentially, a really big lockable door, I mean, what more could you want?

A Stone Gate is treated as a Stone Wall for all rules purposes. A Stone Gate may make a single attack per turn using the Archer profile. Gates may be "kingdom moved" through by friendly units, anywhere on the map.

If an enemy is within 5" of all your Gates and you have Completed Walls - you are besieged any may not harvest resources that lie outside of your Walls or trade with the Market or other players (XX).



Trenches

HP	BP		
3	3	no	1

Defensive

Trenches are perhaps the oldest form on defense, little more than a reinforced hole in the ground, trenches serve as a kind of inverted wall, protecting some units and exposing others in 'danger zones' and also creates an obstacle for movement.



To move a **non-siege, non chariot unit** into a Trench – into the 'safe'-zone (brown), simply normal move that unit completely onto the Trench section where you wish for them to enter, assuming there isn't a model blocking the way. A unit's movement ends as soon as it moves into a Trench. Units may not charge move into units in a Trench. However they may Defensive move (phalanx or shield wall) into it.



Whilst in a Trench, all units can only make a normal move to a maximum of 2", or a defensive move of 1".

All attacks made against a unit in a **Trenches safe zone** suffer -1 to their wound rolls, unless that unit is also in the same Trench in which case they attack each other as normal.

When a unit in a trench uses a ranged attack against another unit in a trench - those attacks must maintain a 'logical' Line of Sight (i.e no shooting around (trench corners). Units may shoot out of a trench, and gain the "straight shooting" ability if the unit is within 1" of them as normal.

There is no high ground rule for attacking units below in a trench. Trenches themselves (treated as a building) can only be attacked via close combat attacks, and when a trench is destroyed, any units inside of it are unharmed.

To exit a trench, you must sacrifice the entire unit's movement and normal move out of the Trench, moving to the immediate outside of it (red zone). Units on the immediate outside of a Trench (within 1", in red) are considered in the '**danger zone**' with attacks **against** these units receiving +1 to wound rolls against them.

You may '**entrench**' (move) a siege weapon into a Trench if you wish. However, it costs 1  each time you do so. Entrenching allows a siege weapon to be in the Safe Zone of a Trench and cannot move along the trench until it exits the trench and moves to a new position (and must spend another 1  to move into it again). Trenches may not be demolished.

Moats

HP BP 

- - no

Defensive

Moats are the latest and greatest in home-kingdom defense and aesthetic. From romantic strolls along the castle moats, to relaxing fishing off the drawbridge, or sipping a cooled ale whilst watching your enemies drown below you; Moats are a must have for the serious home-kingdom defender!



Moats are essentially Trenches that are filled with water and treated as a narrow River (XX). Once a trench section is dug - you may fill it with water to turn a Trench into a Moat. To fill with water, you must connect any Trench section/system to a river, lake, or ocean and is immediately, automatically, involuntarily filled with water as soon as it is connected. Any units in a Trench when it is filled with water in this way are drowned (and removed from play). If you do not have a water source and want to fill your Trench with water, you must and have Wells researched, and must add 2x (the amount of Trench sections that need to be filled) BP anywhere along that Trench section to build/"fill" it with water. Once all the BP are removed, the whole section is now a Moat!

Mounds

HP BP 

- 4 no

Defensive

Kinda like the opposite of a Moat, we may terraform a small section of land into a hill/mound, allowing our people to shape the perfect strategic positions.



Mounds are hills that are able to be built by your units. Each mound is a 1x1" raised square, and raises the area by 1", giving a unit/building on the Mound the high ground special rule, as if it was on a hill (83). If you wanted to raise a 2x2" area as a mound (to build a normal building on) would require 4 Mounds, thus requiring 4x4 BP to complete.

Glossary

“ 1” – This refers to a unit of measurement equalling 1 “Inch”

“Foot units” – Refers to any unit that uses its feet to move (infantry, Villagers, Kings, Queens, Monks and Casters)

“Infantry” – Refers to any unit that uses their feet to move and does not include Villagers, Kings, Queens, Monks and Casters.

“Calvary” – Refers to any unit that uses a horse (or similar beast) to move.

“Siege” – Refers to any unit built from the Workshop.

“Monster/Beast” – Refer to essentially the same thing – a move-able unit with multiple wound/hit points.

“Kingdom Screen” – The cardboard fold-out used as a quick reference and a privacy screen for your kingdom!

“Close Combat” – Close combat refers to when models that are at war (hostile towards each other) are in base contact, and may roll to attack/wound and counter-attack each other in the combat phase

“Ranged Attack” - Refers to when a model rolls to attack a model is not in base contact with, most commonly with a shooting weapon, that can target models within the range specified in the CRT. These attacks can not be counter-attacked as counter attacks are only rolled when in close combat. Units that have hostile models in contact with them cannot use their ranged attack.

“Line of Sight” - Refers to the ability of a ranged model to attack another model. LOS is blocked by buildings and some terrain features.

“Killed” – refers to when a unit suffers enough attacks/wounds/damage to remove that model from play.

Removed from play – That model is to be taken off the table, put back ‘in the box’.

“Completed Walls” – Is basically a wall that enemy units cannot move around. Edge of the maps impassable and coastline count as part of your Wall (because units cannot move through them). Make sure to build partly into a water source with your wall to completely block land units passage.

“Roll a d6” - This means roll one six-sided die. “Roll 2d6” means two six-sided dice. “Roll d6 -1” means roll a d6 and minus 1 from the result.

“Hit Points” – Is the amount of wounds a model can take before it must be removed from play.

“Wound” – refers to when a model successfully rolls to attack another model. The wounded model may make any armour saves if possible, and if they successfully roll to save - the wound is ignored. If the armour save roll was unsuccessful - that unit is removed from play. Some models have more than 1 HP, in which case they can suffer a number of wounds before they are removed from play, such as buildings and monsters.

“Attack” – Is another word used for rolling to wound. A successful attack – wounds its target (unless they save/heal against it).

“If you approach roll a d6” - Some Event cards will be drawn where you have an opportunity to interact with it. This means you have a choice - if you wish to not engage with the event, you instead get Idle Villagers.

“You gain a +1 to your dice/wound roll” - This means when you roll the dice to see if you complete an action (for example, to wound another unit) you may add “+1” to the result of the dice roll.

“Die timer/ Set a timer” - Use a die (or dice) to keep track of constructing a building/ability/effect/feature that takes multiple turns to complete. To use a die timer, set the time in turns that are required - for example if a mine shaft collapse event occurs – it requires you to place a die timer (3) – with the ‘3’ face-up on the Outcrop. All timers are rotated in the compulsory phase unless stated otherwise. When the timer rotates to 0 the effect ends/times up.

“You may” vs “You must”- The first one you have a choice.

“In base contact/ in contact” - This means literally the base of the model (or terrain feature) is touching another. It may only be the very corners, as long as one point is touching another point, they are considered in base contact.

“Profile” - is the profile and or set of numbers you use when rolling on the CRT. For example, Spears use the combat profile as a Spear, this may seem obvious but some rules mean one unit acts as another unit in some circumstances. For example, Crossbows use the profile of an Archer, with an armour piercing value of (1).

“Map section” Refers to your equal area/part/section of the map, XX.

“Friendly” – Means any model that you are not allied with, nor at war with.

“Allied” – Allied means you have an explicit agreement of co-operation, and most often can achieve a team victory. As with all ‘deals’/‘agreements’ on the map, they are not enforced by any rule – and thus may be betrayed/duped. Be careful the players you trust! Don’t let them march an army into your base for no reason! They might have a trojan horse!

“Hostile/enemy/rival” – are models belonging to a player you are at war with.

“At war” – an official statement made in the advance phase from one player to another that declares they are now hostile toward you and intend on attacking.

“Heal” – healing is very similar to a save, that negates a wound against the model (if successful). Healing can be thought of as saving that model from the wound, where in reality those models did suffer the wound and were healed back to ‘health’. Semantics.

“The table” - the designated area that you play on that represents the territory you are playing on.

“Generate vs. Harvest”

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*this building has pre-requisites

Building	HP	BP	Staff	Cost	Page
Stockpile	5	-	yes	-	114
Commune *	4	6	yes	6 4	116
Farm	1	2	yes	3	117
Mill	3	3	yes	3 3	118
Market	4	4	yes	6 2	120
Merchant *	4	4	yes	5 5 5	121
Town Center*	6	4	yes	5 5	124
Tavern	4	3	yes	8	122
Vendor *	2	2	yes	4	134
Totem	2	6	no	5 2	130
Temple	6	6	yes	2 8 2	126
Sacred Ground *	4	8	yes	6	128
Catacomb*	4	8	yes	6	129
University *	4	4	yes	2 6 2	132
Arena *	4	4	yes	4 10 2	136
Bathhouse*	4	6	yes	8 1	135
Monument*	6	25	yes	20 20 10	131
Barracks	6	4	yes	4 4	138
Stable *	4	4	yes	5 2	140
Workshop	4	4	yes	5 2	142
Foundry*	4	4	yes	6 6 4	144
Siege Camp	4	6	yes	6 3	145
Dock	4	4	yes	6 4	146
Wood Bridge	3	2	no	2	150
Palisade Wall	4	1	no	2	150
Palisade Gate	4	2	yes	3	150
Stone Bridge	6	4	no	3	151
Stone Wall	10	3	no	4	151
Stone Gate	10	5	yes	4 2	151
Castle*	16	12	yes	6 12 2 2	148
Guard Tower	4	3	yes	2 3 1	149

Unit	Cost
Villager	1
Monk	1 2
Caster	1 1 3
Swords	1 2
Spears	1 2
Archers	1 1 1
Riders	2 2
Knights	2 3 1
Chariot	3 2 2
Catapult	1 4
Ballista	1 3 1
Battering Ram	1 2 1
Siege Tower	1 3 1
Cannon	1 4 1
Cog	2 5 2
Galley	2 4 1



Rolling Unit	Villager	Spear	Sword	Archer	Rider	Knight	Monk	Queen	King	Caster	Ballista	Ram	Catapult	Cannon	Chariot	Siege Tower	Monster	Ship	Building	Stone Wall	Range	Move
Villager	4	5	5	5	5	6	4	4	5	4	4	4	4	4	6	5	-	4	5	-	-	3
Spear	3	4	4	4	3	4	3	3	4	3	3	4	3	3	5	4	5	4	5	-	-	3
Sword	3	3	4	4	4	5	3	5	3	3	3	4	3	3	5	5	6	4	5	-	-	3
Archer	4	5	5	5	5	5	4	5	4	4	4	5	5	5	5	5	6	5	-	-	3	3
Rider	3	4	4	3	4	5	3	5	4	3	3	3	3	3	4	5	6	4	5	-	-	5
Knight	2	3	3	2	3	4	2	4	3	2	3	3	3	3	4	5	4	3	5	-	-	4
Monk	5	6	6	6	6	-	6	6	6	6	6	6	6	6	6	6	-	6	-	-	-	3
Queen	3	2	2	2	2	2	2	4	2	2	2	2	4	2	3	2	4	2	5	-	-	3
King	4	6	6	6	6	6	6	6	4	6	6	6	6	6	6	6	4	6	-	-	-	3
Caster	5	5	5	5	5	5	4	5	5	4	5	5	5	5	5	5	6	5	-	-	-	3
Ballista	4	4	4	4	4	4	3	5	4	3	4	4	4	4	4	5	5	4	3	-	5	3
Ram	-	-	-	-	-	-	-	-	-	-	5	6	6	6	-	5	6	-	2 (x3)	-	-	3
Cannon	4	4	4	4	5	5	3	5	4	4	3	3	3	3	5	3	5	3	2 (x3)	2 (x3)	7	3
Catapult	3	4	4	4	5	6	3	5	4	4	5	5	4	5	5	4	5	5	2 (x3)	2 (x3)	6	3
Ship	4	5	5	5	5	6	5	6	5	5	5	5	5	5	5	5	6	5	5	-	-	6
Chariot	2	3	3	2	3	4	2	4	4	3	6	6	6	6	3	6	6	6	-	-	-	4
Monster	2	3	3	2	3	4	2	3	2	2	2	2	2	2	3	2	4	2	3 (x3)	3 (x3)	-	3

Forest Events 97

- 3-8 Strange Disappearance
- 9 Bear Attack
- 10-11 Resource Scarcity
- 12 Idle Villagers
- 13 High Quality Timber Patch
- 14 Bandits!
- 15 Strange Discovery turn to 97
- 16 Mystery Crate
- 17 Lair
- 18 Ancient Sacred Grounds

Outcrop Events 101

- 3-4 Troll Attack
- 5-7 Mine Shaft Collapse
- 8 Strange Disappearance
- 9 Bandits
- 10-11 Resource Scarcity
- 12 Idle Villagers
- 13 Giant Amorphous Object (6lr or d6G)
- 14 Gemstone Patch (5G)
- 15 Chest Unearthed (2d6G re-roll 1's)
- 16 Mystery Crate
- 17 Precious Discovery turn to 129
- 18 Deep Underground Cavern

Farm Events 104

- 3-5 Kingdom Event (if before 25, re-roll)
- 6 Worms
- 7-8 Sickness (re-roll if Damned)
- 9 Major Food Spoilage (-d6 food lost)
- 10 Idle Villagers
- 11 Minor Food Spoilage (-1 food)
- 12 Crop Disease (Farm lost, Villager gained)
- 13 Insect Plague (may not havest any food)
- 14-15 Rain (double farm successes)
- 16 Mystery Crate
- 17-18 Dragon Passover (gain 5 favor)

Fishing Events 108

- 3-5 Kraken
- 6-7 Kingdom Event (if before 25, re-roll)
- 8 Sickness (re-roll if Damned)
- 9 Major Food Spoilage (-d6 food lost)
- 10 Idle Villagers
- 11 Minor Food Spoilage (-1 food)
- 12-13 Big Lunker School (3 food)
- 14 Strange Disappearance
- 15 Leviathan
- 16 Mystery Crate
- 17-18 Dragon Passover (gain 5 favor)

Kingdom Events 108

- 3-5 Dragon Passover?
- 6-7 Assassin
- 8 Revolt (re-roll if Damned)
- 9 Production Line Breakdown
- 10 Fire
- 11 Crime Spree
- 12 Corruption
- 13 Plague
- 14 Idle Villagers
- 15 Refugees
- 16 Carnival
- 17 A Rare Sighting
- 18 Divine Intervention

Favor Events 112

- 3-7 Shunned!
- 8-9 Spiritual Sabotage
- 10 Karma Count (re-roll if 1's)
- 11-14 Idle Villagers
- 15 Blessed
- 16 Mystery Crate
- 17 Immaculate Conception
- 18 Wish