
TIME OF LEGENDS
Joan of Arc
Rule Book
MYTHIC
GAMES





The War for the Throne of France Will Last 100 years!

Take part in the secular conflict of a world tinged with myths and legends.

In Time of Legends: Joan of Arc, players are the protagonists of battles and adventures taking place during the Hundred Years War, a medieval universe of incessant conflicts where myths mingle with reality.

Thus, witches, ghosts, dragons and angels meet with Joan of Arc and the heroes of history. Depending on the chosen scenarios, you will be able to recreate real historical battles, but also conduct investigations, track down the werewolf, make a pact with the angels or embrace the cause of the Devil to better crush your opponents.

The game is grounded in reality. All the scenarios, including the fantasy ones, are inspired by historical facts found in books or tapestries from that era that have been used or adapted by our writers.

Get ready to rewrite history!

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Box Contents



2 Booklets



Battle Board



Gameboard hex tiles



4 Player boards



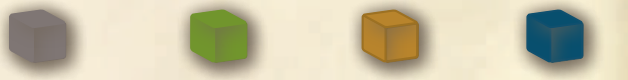
3 Gigantic dice



1 Doom dice



20 Combat dice



20 Activation Order cubes | 12 Charge Order cubes | 12 Reactivation Order cubes | 12 Interrupt Order cubes



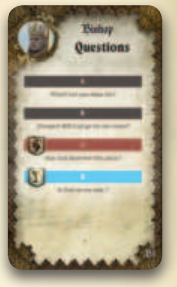
24 Equipment cards | Legend cards | War Council cards | 20 Round cards



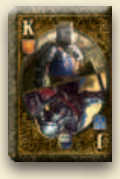
Unit cards



Intrigue cards



Discussion cards



First Player token

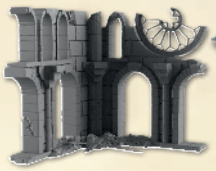


Legend tokens | Experience tokens | Intrigue tokens | Wound tokens | 4 Rally point tokens | Barricade tokens | Fire tokens | Damage tokens | 4 Reroll tokens | Scenario tokens

Unit bases



Colored base rings



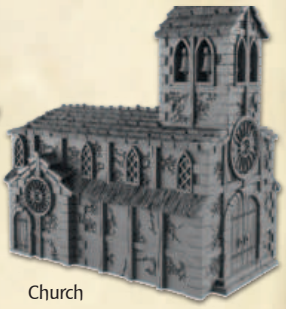
Ruins



Big Farmhouse



2 Farmhouses



Church



Joan of Arc | La Hire | Gilles de Rais | Du Guesclin | Jean de Dunois | John Falstaff | The Black Prince | John Talbot | John of Lancaster | John Chandos | Hero with Mace | Hero with War Hammer

2 Mounted Heroes



The Witch



The Werewolf



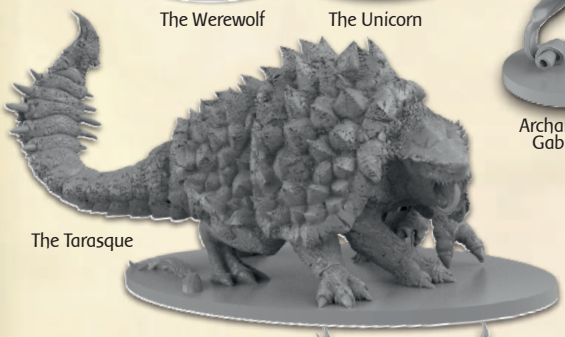
The Unicorn



Archangel Gabriel



16 Mounted Knights



The Tarasque



18 Foot Knights



6 Mounted Bowmen



4 Angels



30 Bowmen



18 Billmen



9 Crossbowmen



12 Wolves



12 Halberdiers



12 Sergeants at Arms



15 Skeletons



6 Ghost Warriors



Soothsayer | Bishop | Merchant Girl | Bourgeois | Blacksmith



12 Peasants



7 Stakes



2 Bullock Wagons



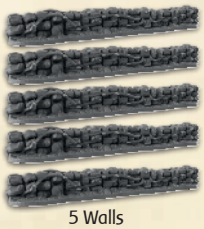
Well



Shrine



10 Trees



5 Walls



4 Rocky Outcrops



5 Bushes

Components

Miniatures

Over 230 miniatures are included in the core game. These represent a wide variety of medieval characters, from lowly peasants to devious witches, and noble knights.



In all cases, the miniature has an integral base to allow them to stand on their own. Only heroes and other unique characters enter battle alone, so rank and file troops and civilians are attached to larger bases to fight in groups.



Each larger base or individual character is called a **unit**. Units that belong to the same side (or player) are called allied units. Units that belong to an opposing player are called enemy units.

Units

There are three broad types of unit:

Troops are the most common type of unit in a player's army. Each unit base represents a small group of soldiers or monsters. A base of troops has either three infantry miniatures, or two cavalry miniatures.





Characters are legendary heroes or mythical creatures of medieval times who have their own base.



Civilians are units that are not controlled by either player. They can be either troops or characters. Often, a unit that begins a scenario as a civilian can be recruited by a player, to join their army, during the game.



Unit stat cards

Each unit is represented by a card showing its various game values, or **stats**:







A **Faction:** This is who the unit fights for. Level 2 characters can have 2 factions.

B **Name:** The name of the unit.

C **Level:** Some characters can be upgraded from level 1 to 2. Each star represents one level of experience.

D **Level up cost:** The number of XP tokens a player needs to spend to upgrade the character to level 2.

E **Attack stat:** The icon represents the type of attack: Melee or Shooting. Shooting attacks also indicate their maximum range. Below the icon is the number and colour of attack dice.

F **Defence stat:** The number and colour of defence dice

G **Type of Unit:** The type of unit can be infantry, cavalry, war machine, or flying.

H **Hit Points (HP):** The maximum number of wound tokens the unit can suffer before being destroyed. Troops, and any characters with no HP stat are destroyed if they suffer a wound.

I **Command value:** The command range and number of allied troop units that can be commanded. See page 23.

J **Skills:** These are common abilities available to the unit. Some provide special actions. See page 30.

K **Powers:** These are unique abilities, specific to the unit.

L **Discussion icon:** This icon indicates that the unit is one that can be spoken with (See Action – Discussion, page 22).


French


English


Scottish

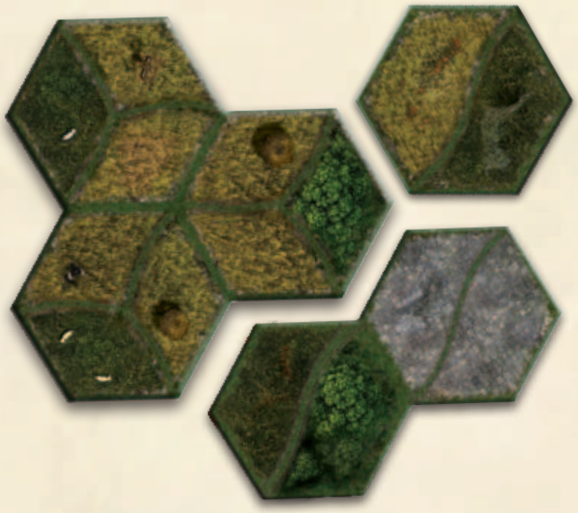

Burgundy


Holy


Unholy

Game Board

Hex Tiles



The game board is made up of large hexagonal tiles that can be assembled like a puzzle. Each tile is identified by a tile number to guide their arrangement and orientation.



Each hex is subdivided into one, two, or three **areas**.



Each area contains a single type of terrain: plain, field, village, forest, hill or swamp.

Each type of terrain has features that can give bonuses or penalties to units within it (see page 20).

An area can only contain one player's units at a time, plus civilians. If it contains units from your side, it is called an **allied area**, and an **enemy area** if it contains the units of an opposing side. If it does not contain any units, it is called a **free area**.

Areas are adjacent to each other if they share a border. If the areas only meet at a corner, they are not considered to be adjacent.



Checked areas are adjacent to area A.
Crossed areas are not adjacent to area A.

Capacity

Each area has a capacity, expressed as **spaces.** Each space can accommodate 1 point of size, so the total size of units, terrain, and buildings may not exceed the capacity of the area.

- A hex with **1 area** has **8 spaces**.
- A hex with **2 areas** has **6 spaces** per area.
- A hex with **3 areas** has **4 spaces** per area.

Most units are **size 1**. Some creatures and war machines have a size of 3, if they have the «big» skill.

An area where all spaces are occupied is considered to be full. A unit cannot enter an area which is full or does not have enough space left for it.

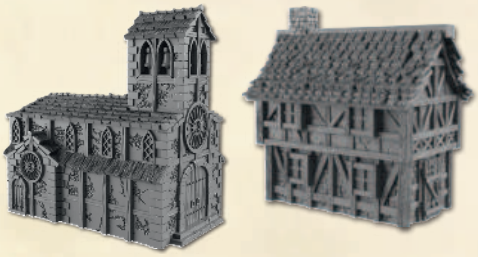


Terrain Elements & Buildings





Terrain elements (ruins, shrine, well, tree, bush, stakes, rocky outcrops and walls) and small buildings (farmhouse) are **size 1**.



Big Buildings (church, big house) are **size 2**.

Building Overlays



small farmhouse with its matching interior overlay

When a unit enters a building, the building miniature is replaced with the matching interior overlay.

When the last unit exits a building, the building miniature is placed back on the overlay.

Each interior is considered an area, with its own capacity, indicated on the interior overlay(A).

A unit can only enter a building if it is located in the same area.

A building interior overlay is the only area that can contain both allied and enemy units. The units are considered adjacent to each other.

Examples





Area A is full. Its 4 spaces capacity is occupied by the 3 units and the terrain element.

Area B is not full. Only 3 spaces are occupied by the 2 units and the terrain element. There's still one space left.

Area C is full (small farmhouse, well and 2 units occupy 4 spaces) but the building interior is not : There's still one space left since its capacity is 2.



Dice



Players use 4 types of **combat dice**, determined by the **attack** and **defence** stats of their units. They use the **doom dice** to resolve the fate of disrupted units.





The **gigantic dice** are only used by gigantic creatures (See Additional Rules – Gigantic Creatures, page 26.)

Resources & Player Board

Each player collects and spends 4 different resources in order to achieve their goals:

Orders, divided into 4 types (**activation**, **charge**, **reactivation** and **interrupt**), are used to activate the units. The orders are represented by coloured symbol banners and wooden cubes.



Orders - From left to right: Activation, Charge, Reactivation and Interrupt.



Legend tokens are the currency spent to activate certain powers.



Experience tokens (abbreviated **XP**) can be used to upgrade characters and must be spent to maintain their upgraded level.



Intrigue tokens are used to trigger specific scenario events.



When a player gains resources, they are taken from a common pool (see Set-Up, page 12) and stored on their player board.

When legend or XP tokens are spent to pay the cost of a power or a card, return them to the common pool. Intrigue tokens remain on the triggered effect of the intrigue card.

Cards

Round Deck



The Round deck is the timer for the game. Each Round card also shows how many activation orders are collected by each player at the start of a Round.

War Council



War council cards offer tactical options like extra resources or cards.

Legend



These cards have the same back but a face of different colour according to their type: green for the tactics type, ochre for the myth type. Each scenario indicates what type should be used by the players.

Typically, historical scenarios will use tactics cards, while fantasy scenarios will use myth cards.



Tactics (green) and Myth (ochre) cards

Discussion



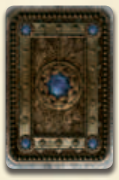
These cards represent dialogue options with certain civilians encountered during a scenario. Players may incur bonuses or penalties depending on the options chosen.

Intrigue



Intrigue cards are specific to the scenarios which they are associated with. They trigger events if players put intrigue tokens on them.

Equipment



Equipment cards can be obtained in certain scenarios. Up to 2 equipment cards may be assigned to each character. When the effect of an equipment card is triggered by the player, the card is discarded.

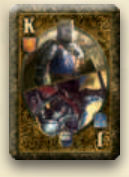
Battle Board



The battle board keeps track of round and war council cards, and collects disrupted units from all sides.

Other tokens

First Player Token



The 1st player token is given to the starting player, according to the rules of the scenario.

Wound



Whenever a unit suffers a wound, place one wound token on its card. If the number of tokens reaches its hit point (HP) stat, the unit is destroyed.

Rally Point



These tokens are placed in an allied or free area of the game board to indicate where a player's disrupted units return to, when they rally.

Reroll



After a dice roll, this token allows the player who uses it to reroll one or more dice. The token returns to the common pool after use. A player can only have one reroll token at a time.

Fire



When placed on an area, the fire token inflicts wounds on units and damages buildings in the area.

Barricade



Barricade tokens reinforce the areas where they are placed by engineer actions (see page 24).

Damage



Damage tokens are used to track destruction of buildings.

Scenario



Various generic tokens are used to mark the location of specific scenario equipment or points of interest.



Setup

To set up a game, choose a scenario from the scenario book and follow the instructions.

Read the scenario, special rules, and victory conditions, and give the **1st player token** (A) to the player whose side is designated by the scenario.

Next assemble the **game board** with tiles, 3D elements, buildings and scenario tokens, as shown in the scenario (B).

Battle Board

Place the **battle board (C)** next to the game board. Shuffle, then place the following decks of cards face down on the battle board:

- **War council (D).**
- **Round (E)** Use only round cards indicated by the scenario.
- **Legend (F).** Use only the myth or tactics type, as indicated by the scenario.
- **Discussion (G).** Use only the discussion cards corresponding to the units with bubble icons present in the scenario.

Players

All players receive a **player board (H)**, and the **cards and miniatures of the units (I)** allocated to them by the scenario. If characters can be upgraded, place their level 1 unit card on top of the level 2 card.

Each player attaches faction colour bases to their units and places them on the game board, along with the **rally point token (J)**, according to the scenario.

Each player receives the **resources and reroll token** (K) indicated by the scenario and places them on their player board.

Each player also receives the **intrigue (L)** card for their side.

Other elements

Place the remaining resources as well as the wound tokens and the legend cards in a separate location (called the **common pool**) within each player's reach (M).

Place all **civilian** miniatures on the game board as indicated by the scenario, and place their unit cards near the common pool (N).

Place all the **building interior overlays (O)** necessary for the game near the common pool.

Starting with the player in possession of the 1st player token, the game may begin...


Joan of Arc
D
E
C
K
H
J
B
A
I
F
G
N
L
M
O

Game Overview

The game is played in a series of rounds. During a round, each player takes a turn, starting with the first player. Play then passes to their opponent. When all players have had a turn, casualties are checked and the round ends.

A round is divided into 4 phases as follows:

1 - Council Phase

- ROUND CARD
- WAR COUNCIL CARDS
- UPKEEP

2 - First player's turn.

- ORDERS PHASE
- RESERVE PHASE

3 - Second player's turn.

- ORDERS PHASE
- RESERVE PHASE

4 - Camp Phase

- CASUALTIES CHECK
- ENDGAME AND VICTORY CHECK

More Than 2 Players

In a 3 or 4 player game, add extra player turns after the 2nd player. A round begins with the 1st player and continues clockwise around the gaming table.

In the case of a cooperative game, players on the same side must not sit together. The opposing sides have to alternate their turns.

Council Phase

- Flip the first card of the round deck (Ⓐ). Each player takes the number of activation orders indicated on the round card (Ⓑ) and adds them to their player board.
- Draw the first 3 cards from the war council deck (Ⓒ)), and place them in the **river** (Ⓓ). The 3 cards must be different. If a duplicate is drawn, discard it and draw another card until the river contains three different cards.
- Starting with the 1st player, each player chooses one war council card from the river and applies its effect. Multiple players may choose the same card if they wish.

Upkeep

Although it is not mandatory, upkeep is required if a player wishes to maintain an upgraded character. For each level 2 character they own, a player must spend 1 XP token.

If the upkeep is not spent for a character, it reverts to level 1. The level 2 card is placed back beneath the level 1 card.

When a character reverts to level 1, its hit points stat may decrease. If the character's wound tokens equal or exceed its hit points, it is immediately destroyed.

Player's Turn

Each player's turn consists of 2 phases, in which they do the following.

Orders Phase

Choose an order from the player board and place it on an allied area of the game board (for a detailed description of orders, see page 16). Each unit in this allied area is activated in the order of the player's choice. For each unit, declare the action(s) it will perform and resolve them (for a description of actions, see page 18).

The player continues to activate friendly areas of their choice until they run out of orders or decide to stop.



Reserve Phase

Remove spent orders from the game board and return them to the common pool.

Move unused orders on the player board to the appropriate reserve areas, if there is room to do so.

Return all unused orders that cannot fit in reserve areas to the common pool.



Battle Board - Infirmary

Camp Phase

When all players have completed their turn, the camp phase begins. This determines the fate of any disrupted units.

Casualties check

Rally each unit in the waiting section of the infirmary (A). See next page, "Rally a Unit".



After that, and starting with the 1st player, each player rolls the doom dice (B) for each allied unit in the disrupted section (C) and applies the result. The player must state which unit each roll is for, before rolling the dice.

Doom Dice results:



Death: The unit is destroyed. See next page, "Destroy a Unit" .



Disrupted: The unit is disordered and unable to act. If it is not already there, place it in the disrupted section of the infirmary.



Rally: Rally this unit. See next page, "Rally a Unit".



Delayed Rally: The unit loses time as it recovers from the horrors of combat. Move it to the waiting section of the infirmary (A).

Destroy a Unit

When a unit is destroyed, remove it from play by placing it in the graveyard area above the infirmary (D). In some scenarios, destroyed units may award the opponent XP, legend, or victory point tokens.

Rally a Unit

When a unit rallies, place it in an area containing an allied rally point, if the following conditions are met:

- The area with the rally point is a free or allied area.
- The area with the rally point is not full (See area capacity rules, page 8).

Only units in the infirmary can be rallied.

Rally Point



French Rally Point token

Rally point tokens mark the place where units in the infirmary can return to battle. The initial location for each side's rally point is defined by the scenario.

During the game, rally points can be moved using war council cards, skills, or powers. Rally points may never be placed in an enemy area.

A rally point token occupies no space in an area and cannot be destroyed.

Some units have the rally skill and are treated as additional rally points for their side. They cannot be moved by the effects of cards, skills, or powers that affect rally point tokens.

End of the Game & Victory

If the round deck has no cards left, the game ends.

Each scenario has its own victory conditions. Some of them trigger the end of the game as soon as the conditions are met.

Other victory conditions are checked during this phase by the 1st player. If any player has fulfilled the victory conditions of the scenario, the game is over and that player is declared the winner.

Orders

Playing Orders

During their turn, a player takes an order from their player board and places it on an allied area they wish to activate.

- Players must use at least one order on each of their turns. Each order must be resolved before moving on to the next one.
- Reactivation, charge, and interrupt orders may also be played as if they were an activation order.
- An activation or charge order cannot be placed in an area that already contains an order.
- Playing an order activates all units in the selected area, regardless of whether a unit was activated earlier in the turn.
- The player declares all the actions that units in the activated area will perform (see details of the actions page 18).
- Multiple units can participate in the same action. Units moving to the same area are moved at the same time.
- There can only be one movement action to the same area from a single activation (i.e. one order). Similarly, there can be only one attack (melee or shooting) per target area during a single activation. It is not possible to attack an area with some units, and then to decide to attack it again with more units that were activated as part of the same order.

Aside from these restrictions, a player may activate units in an area to perform different actions.

After a player resolves the effects of an order, and before they play another, their opponent has the option to play an interrupt order.

Store remaining Orders



Orders can be kept in reserve from one turn to the next. The maximum number of orders that can be stored on the player board is 3 of each type.

At the end of a player's turn, all orders left on the player board that cannot be put in reserve are returned to the common pool.

Order Types

Activation



The activation order is played to activate an area. It cannot be played on an area already containing another order.

Charge



The charge order can be used to activate infantry and cavalry units that have the charge skill, and it allows them the option of performing a charge action. This action allows activated units with the charge skill to move 1 area (infantry) or up to 2 areas (cavalry) and perform a melee attack as a single activation (See Skill Action – Charge, page 24). Units in the same area without the charge skill are activated as normal.

Otherwise a charge order can be played as an activation order instead.

The charge order cannot be played on an area already containing an order, and units within a building interior cannot perform the charge action.

Reactivation



The reactivation order can be played on an area that already contains an order **(and only one)**. This allows the same area to be activated twice in the same turn.

Otherwise a reactivation order can be played as an activation order instead.

Interrupt



The interrupt order is the only order which is played during an opponent's turn. It is played after the active player has resolved an order and before he or she plays another. This means a player must always complete an order before an interrupt order can be played in their turn.

- Players must allow time for their opponent to decide whether or not to play an interrupt order, before they move on to their next order.
- Once an interrupt has been resolved, another cannot be played until the active player has completed a subsequent order.
- After resolving an interrupt order, return it to the common pool.

Otherwise, an interrupt order can be played during a player's turn as an activation order instead.



Actions

Playing an order on an area activates the area and all units within it. Before activating units, the player must decide which actions to take and which units will participate in each action.

The player can choose to have different actions performed by units in the activated area. Each unit can, however, take part in only one action per activation, plus as many bonus actions as the player wishes to perform.

A bonus action is an action that a unit performs in addition to its normal action, and it is done either before or after the normal action.



The available actions are:

Unit Actions

- MOVE
- ATTACK
- RECRUITMENT
- WAIT

Character Actions

Those actions are only available for Characters:

- DISCUSSION (BONUS ACTION)
- COMMAND (BONUS ACTION)
- EQUIP (BONUS ACTION)
- FOCUS

Skill Actions

Those action are available only for units with specific skills:

- HASTE
- JUMP
- CHARGE
- PRAYER
- HEAL
- ENGINEER (BARRICADE & SET FIRE)

Player Actions

These actions are performed by the player and do not require an order or activation.

- PLAY A LEGEND CARD
- TRIGGER AN INTRIGUE
- UPGRADE A CHARACTER

A player may choose to have units in an activated area take different actions or the same action. Each unit can be involved in only one action per activation.

Unit Actions

Move

A unit may only move from one area to another by crossing the border between two adjacent areas. Note, that hex tiles which only meet at a corner are not adjacent.

Most units move from one area to an adjacent area on a move action.

A unit can move only to a free or allied area if it is not full. Certain types of terrain may be impassable or impose movement restrictions.

A level 2 character, with an additional faction banner, cannot move into an allied area if it contains a level 2 character with an additional banner indicating an opposing faction. (See Upgrade rules on page 25).

Movement into a Building Interior

Building interiors are never considered enemy areas. They can therefore accommodate units from opposing sides, and also level 2 allied units with opposing faction banners.

Flying Units

To move a flying unit, see the additional rules on Flying Units on page 27.

Attack

There are two types of attack: melee and shooting. Both follow the same rules of declaration and resolution. The only differences are the range of the attack (the distance in hexes that you can attack) and the possibility that terrain may be an obstacle.

Declaring an Attack

Start by declaring which enemy area is targeted by the attack. Note that an attacker can only designate an area and not a specific unit in this area.

All activated units designated to attack this area must then take part in this single attack. Each area can only be attacked once per activation.

All attacking units add their attack dice to the attack roll.

All units in the target area add their defence dice to the defence roll.

Melee



Only units with the melee attack icon can perform a melee attack.

Melee attacks are declared against an adjacent enemy area and are never blocked by terrain.

Shooting

Only units with **arcing** or **direct shooting** attack icons can perform a shooting attack (see below).

A shooting attack is declared against an adjacent area, or an area up to a maximum number of hexes away, as determined by the range stat. This is located above the shooting attack icon.

Shooting attacks are divided into two categories according to the shooting attack icon on the unit's profile card: arcing shots or direct shots.

The type of terrain in the target area may modify the attack and/or defence rolls. In addition, some terrain types may block shooting attacks completely (see next page).



Arcing Shots can target any area within range.



Direct shots can target any area within range, up to and including the first blocking area (forest, building, hill, or any full area).





PLAIN / FIELD
Cavalry units using charge actions may reroll 1 attack die.



FOREST / VILLAGE
- When defending, may reroll 1 die.
- Blocks direct shooting attacks.



VILLAGE
(with building)
- When defending, may reroll 1 die.
- Blocks direct shooting attacks.



SWAMP
- The attacker may remove one defender's shield result when resolving an attack action.
- Charge actions cannot be performed into or from a swamp.



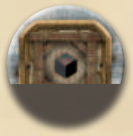
HILL
- Defending units gain the retaliation skill with one dice result.
- Charge orders cannot be placed into an area with a hill, and a unit performing the charge action cannot enter an area with a hill.
- This area blocks direct shooting attacks.



STAKES
When defending, gain 1 white dice against melee attacks.



WALLS
When defending against melee attacks, cancel 1 push result.



BARRICADE
- When defending units against melee **and** shooting attacks, gain 1 black dice.
- Attacking units cannot follow-up after combat.

Terrain type, element and token combat modifiers

Resolving an Attack

All attacking units add the attack dice listed on their stat card to the attack roll. Collect these dice and roll them all together, unless one or more of these units have skills or powers that can affect the results of the roll. In this case, make separate rolls and declare which units they are for before rolling.



The defending player does the same with the defence dice of all units in the target area.

When the dice have been rolled, resolve the attack in these steps:

1. The attacker checks and applies any skill or power effects triggered by his units. After all effects have been resolved, discard any remaining blank results from the attack roll.
2. The defender does the same with their roll, checking and applying skill or power effects triggered by the units involved.
3. 
   For each shield result, the defender rolled, they may discard one of the attacker's results, by first choosing from the **kill** results, then **disrupt**, then **push**.
4. If any attacking results remain, the defender allocates each one to a defending unit starting with kills, then disrupts, then pushes. Continue until the dice run out, or all defending units have one result allocated to them. If there are still unallocated results, a unit that has more than 1 hit point remaining must receive an additional result per remaining hit point (but never more than one push result). Excess results are discarded.

Apply the effects as shown in the list below:



Kill: If the unit does not have any hit points on its card, it is destroyed. Place the unit in the graveyard. Otherwise, place a wound token on its unit card. If the number of wound tokens on the card is equal to or greater than the number of hit points, the unit is destroyed.



Disrupt: If the unit does not have any hit points on its card, it is disrupted and placed in the disrupted section of the infirmary. If the unit is a character with only 1 HP remaining, that character is disrupted and placed in the infirmary. Otherwise place a wound token on his unit Card.



Push: The unit is pushed back. The attacker chooses an adjacent free or enemy area where the unit must move, observing the rules of capacity. If it cannot move to any adjacent area, then the unit suffers a disrupt result instead.
A unit with multiple hit points may decide to remain in the area by receiving a wound token instead of being pushed. If the number of wounds on the unit's card is equal to or greater than the number of hit points, the unit is destroyed.

Retaliation skill

A unit with the retaliation skill can apply a kill or disrupt result from their defence roll to any **melee** attacking unit. The player must roll the dice of the retaliating unit separately to distinguish them from other units. The attack and the retaliation are considered to be simultaneous.

The player suffering the retaliation cannot use shield results from their attack roll to cancel retaliation results.

Following Up After Combat

After the attack and defence rolls have been resolved, if an adjacent target area no longer contains enemy units, the attacker may move into that area with some or all of the attacking units. Only units that contributed dice to the attack roll may follow up, observing area capacity rules.

Example



The French player (blue) activates the area containing a Mounted Hero and Pikemen .

They declare a melee attack against the adjacent English area containing Bowmen, Sergeants at Arms and a Foot hero.

They roll 2 red dice and 1 white dice:



They get 3 push results.

The defending player rolls for defence using 1 white dice, 1 black dice and 1 red dice:



They sadly don't get any shield results. However, the defending Sergeants who rolled a kill possess the retaliation skill.



The defending player gets pushed back, but thanks to their retaliation skill, they can kill a unit from their opponent's attacking force. The defending player decides to have their Bowmen and Sergeants at Arms unit pushed back, while taking the last push as a wound on their Hero to prevent their opponent's army from marching forward. The Hero has only 1 HP left.

The attacking player assigns the kill result from the retaliation to their Pikemen, who are destroyed and placed into the graveyard.



With the same activation, the attacking player uses the command skill (see page 23) of their Mounted Hero unit to have the nearby Mounted Knights attack the lone English Foot Hero.

Using their 2 red dice, they roll: 

The defending player rolls 1 black dice : 

This will negate the Kill result but won't be enough to protect their Hero: The Hero suffers the disrupted result and goes to the Infirmary.

The attacking player can then have their Mounted Knights follow up after their attack and occupy the English Hero's previous location.

Recruitment

When a player's unit moves to an area, or when it starts its activation in an area, where there is at least one civilian, the player may choose to recruit all the civilians in that area.

For each civilian recruited, the player takes the corresponding unit card and places it with their unit cards. This civilian is now considered a unit belonging to the player, no longer as a civilian.

If a recruited civilian is no longer in a zone with an allied unit, it is no longer considered as an allied unit and becomes a civilian again. Its card is placed back near the common pool.

Wait

Units stay in their area and do nothing. They can then be activated later in the turn by spending a reactivation order, or during the opponent's turn with an interrupt order.



Character Actions

Those actions are only available for characters:

Discussion



When a character is in the same area as a civilian or unit with the discussion bubble icon (A), it can perform a discussion action with that unit. Its owner then takes the discussion card pack corresponding to the civilian or unit, shuffles it, and draws the card from the bottom of the deck.

- From the questions side of the card (B), the player chooses a question with no faction banner attached to it, or one with a faction banner matching their character's.
- The player reads the question aloud, then hands the card to their opponent, indicating which option they chose (A, B, C or D).
- The opponent reads aloud the answer that corresponds to the chosen question from the back of the card (C).
- Any effects described by the answer then apply to the player who performed the discussion action.



A character can only perform one discussion action per turn.



Once the discussion action is resolved, remove the civilian unit from the game (both its miniature and unit card).

Command



Only characters with a command value can perform the command action on allied troop units. The command action is a bonus action, which must be declared and resolved before or after the normal action performed by that character.

Only characters with mercenary skill and troop units can be activated by command actions.

Command value is broken down into two 2 parts:

- **Range X**: If X is A it means that the range of command is limited to an adjacent allied area. If it is a number, it indicates the range in hexes covered by the command radius.
- **Number of units X**: X is the maximum number of units within the command value's range that can be activated.

The player activates units designated by the command action in turn, to make them perform an action as if they had been activated by an order.

The command action can only target units outside the area occupied by the command character, never in its own area.

If several commanding characters are activated in the same area, they cannot perform a command action on the same troop unit.

Equip

In some scenarios, characters can obtain equipment. A character in an area with an equipment token may use this action to equip the corresponding card.



When a character receives an equipment card, place it near their unit card. A character cannot have more than 2 equipment cards at a time.

Characters may discard equipment cards at any time, or give them to another character in the same area.

Equipping is a bonus action, which must be declared and resolved before or after the normal action performed by that character.

Note: Some equipment cards are obtained as a result of a discussion, and may be placed on the character who performed the discussion without performing an equip action.

Using Equipment Cards

After a player has triggered the effects of an equipment card, discard the card.

Focus

When a character performs this action, its owner takes 1 XP token from the common pool and puts it on their player board.



Skill Actions

Those action are available only for units with specific skills:

Haste

This move action is only available for units with the haste X skill. The unit may move through several consecutive areas. The X rating of the haste skill is a value representing the maximum number of areas that can be crossed during this action.

Jump

This action is only available for units with the jump X skill. When the unit performs this action, remove its miniature from the game board and place it on any allied or free area that is not full, within X consecutive areas of its starting area.

Charge



This action is only available for units with charge skill who have been activated by a charge order.



When performing a charge, cavalry units can move up to 2 areas AND make a melee attack.



Infantry units can move 1 area and make a melee attack.

Units cannot charge if they are activated on a building interior overlay.

Units cannot take a charge action if they are on a hill, nor can they move into a hill area.

Prayer

This action is only available for units with the prayer skill. When a unit uses this action, its owner may take 1 XP or legend token from the common pool and place it on their player board.

Heal

This action is only available for units with the heal skill. The heal action removes 1 wound token from the card of a character located in the same area as the unit performing the action.

Engineer actions

Engineer actions are only available for units with the engineer skill. There are two possible engineer actions:

Barricade



Place a barricade token in the same area as the unit performing the action. This action can only be performed in a forest, village, or building interior area, or in an area containing a building.

There can only be one barricade token per area, and it takes up 1 space in the area.

When an area containing a barricade token is attacked, it provides one extra black defence dice against both melee and shooting attacks and prevents follow-up after combat.

Set Fire



A unit may either place or remove a fire token in their area. Roll one black dice, and the action succeeds if the result is a shield.

Note: Peasants units can also perform an action to remove a fire token.

During the camp phase, each area that contains a fire token is affected as follows:

- Destroy all troop units.
- Inflict 1 wound on any character in the area.
- Place a damage token on a building or building interior located in this area. If the number of damage tokens equals or exceeds the capacity of the building, it collapses: Remove the fire token and replace the building or building interior with ruins.



- Remove one Tree terrain element.

When a building collapses, all troop units located in that building are destroyed. Characters suffer 1 red dice attack roll and may roll their defence dice. Place surviving units on the area containing the ruins. If the area is full, then place any remaining surviving units in the disrupted area of the infirmary instead.

Player Actions

These actions are performed by the player, not by units, and do not require an order to be played.

Play a Legend Card



Legend cards are acquired by players from war council cards and certain other powers. They are drawn from the legend deck. If this deck runs out of cards, shuffle the discarded legend cards and assemble a new deck.



A player may play any legend card from their hand by spending the number of legend tokens indicated on the card (A). After the effect of the card (B) has been resolved, it is discarded.

The legend card's power description indicates when it can be played.

Trigger an Intrigue



A player may choose to trigger any of the effects listed on their intrigue card at any time by spending the required number of intrigue tokens(A) on the dedicated slot(B).



The tokens remain on the intrigue card to indicate which effect was triggered, as each effect can only be triggered once.

Upgrade a Character



Some characters have 2 levels of experience indicated by the level icon (A) on their card. To upgrade to the second level, spend the required number of XP tokens (B).



When the player spends the XP tokens to upgrade, place the character's level 1 card under the level 2 card, and transfer any tokens from it to the level 2 card.

To upgrade to level 2, flip the level 1 card. If there is a level 2 card with two sides, the player decides which side to use and places it with that side face up.



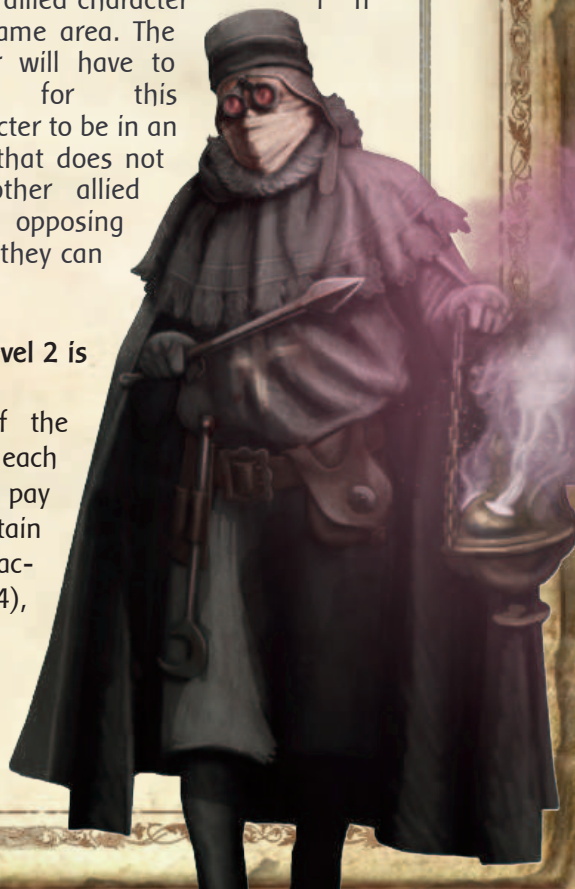


Each side has different features and adds an additional faction banner (holy or unholy). Once the player has chosen a side, even if the character drops back to level 1 (for lack of upkeep for example), it will never be able to choose the other side of the level 2 card if it is subsequently upgraded.



A player cannot upgrade a level 1 character to a level 2 version with a faction banner opposed to the banner of an allied character in the same area. The player will have to wait for this character to be in an area that does not contain any other allied characters with opposing banners before they can upgrade it.

Upgrading to level 2 is not permanent:
At the end of the council phase, each player must pay upkeep to maintain their level 2 characters (see page 14), by spending 1 XP token.



Additional Rules

Follow these rules if the scenario includes units with uncommon skills or features (gigantic creatures, flying units, or war machines).

Gigantic Creatures



Gigantic Creature - The Beast chasing Falstaff

Gigantic creatures are very powerful characters who have a gigantic dice and dashboards instead of unit cards to distinguish them from other characters.

Gigantic Dashboard

The gigantic dashboard has the following characteristics:

- **A** **Faction** of the creature.
- **B** **Name** of the creature.
- **C** **Unit type** of the creature.
- **D** **Activation cost**: The number of orders required to activate the hex (1) in which the creature is located. This cost may vary if it is a sky hex (2).
- **E** Number and types of **dice** the creature rolls for melee and shooting attacks.
- **F** The **gigantic dice** type which is used to make gigantic attacks.
- **G** **Fixed defence**: Gigantic creatures do not roll for defence, they have predetermined results when they defend themselves.
- **H** **Hit points (HP)**: maximum of wound tokens the creature can receive before being destroyed.
- **I** **Command Value**: The command range and number of allied troop units that can be commanded.
- **J** **Skills** of the creature.
- **K** **Powers** of the creature.



Orders and Movement

The creature is never placed in an area but always in a hex, fully occupying all areas and free spaces of that hex. The creature can never occupy a hex that contains any other units or buildings.

To activate a hex containing an allied gigantic creature, pay the number of orders indicated by its activation cost.

When performing a move action, a gigantic creature can only move to an adjacent hex if the destination hex contains no units or buildings.

Gigantic Attack

Gigantic creatures can perform a type of attack action called a gigantic attack. This is a melee attack targeting all units and buildings in an adjacent hex.



To perform this attack, the player controlling the creature rolls as many gigantic dice as there are areas in the target hex. Once the dice have been rolled, the player can assign each dice to an area within in the target hex.

Each assigned result is multiplied by the number of enemy units in the target area.

Units in a targeted area may make a defence roll unless the assigned result is trample.

Example

If a kill result is assigned in an area with 3 units, those units must defend against 3 kill results.

Attack results that are not cancelled are treated as follows:

Trample result is treated as an automatic push that applies to all units in the affected area with no possible defence roll.

Push results are applied as in a normal attack resolution.

Kill & disrupt are applied as in a normal attack resolution. Moreover, they remove one terrain element or building that is Size 1 or that has previously received 1 Damage token, or they inflict a damage token to a Size 2 Building.

After a gigantic attack the creature may follow up, if the target hex contains no units or buildings.

If the gigantic creature is also a flying unit, it can perform its gigantic attack from a sky hex to any ground hex. (See Flying Creatures' rules).

Flying Units



Flying units are indicated by the flying type icon on their card.

The presence of at least one of these units in a scenario involves creating a second game board called the sky board, consisting of sky hexes. The standard game board is distinguished in the following rules as the ground board consisting of ground hexes.

Sky Board

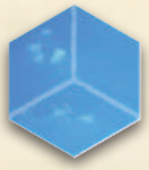
If the scenario does not include a plan for setting up a sky board, assemble it during setup, after assembling the ground board:

- Place all the sky hexes face down and draw 2 at random. If there are gigantic creatures involved in the scenario, draw 1 additional sky hex. Discard the remaining sky hexes.
- Place the chosen hexes face-down, as per the diagram. When all the hexes are placed, flip them face-up.



Placement of the first 2 skys hexes with placement of additional tiles

SKY HEX



Sky hexes have only one face and their tile numbers have a blue outline.

A sky hex behaves just like a ground hex for capacity and adjacency rules.

Only flying units can enter or occupy areas on sky hexes.
Areas in sky hexes are considered to be adjacent to all areas on the ground board.

Sky hexes have their own types of terrain, with their own rules:



BLUE SKY
No effects



CLOUDS
When defending, gain 1 black dice against shooting attacks.



RAINBOW
When attacking, Holy faction units gain 1 black dice.

Flying Unit Rules



When performing a move action, instead of moving to an adjacent hex, flying units may move from a sky hex to any free or allied ground hex, or vice versa. Each flying unit may only do this once per turn.

When activated on a sky hex, flying units can perform a melee attack against an adjacent sky hex area, but not to a ground hex area.

Flying units activated on a sky hex can perform a shooting attack against any enemy ground area, if they have a range 1 or better shooting attack.

Flying units on sky hexes can be targeted by enemy units with range 1 or better shooting attacks.

War Machines





A war machine unit is indicated by the war machine type icon. War machines are subject to the following rules:

Limited Movement

A war machine can never move more than one area during a turn and, not being infantry or cavalry, is not eligible for any skill or power that can move it more than 1 area.

Crew

A war machine can be only activated if there is at least 1 unit with the crew skill attached to the base. War machines bases can only receive units with crew skill.

Structural Damage



After making a shooting attack roll against an area containing a building, the attacking player can replace each killed result with a damage token, placed on the building.

If the number of damage tokens equals or exceeds the capacity of the building, it collapses.

When a building collapses, all troop units located in that building are destroyed. Characters suffer 1 red dice attack roll and may roll their defence dice. Place surviving units on the area containing the ruins. If the area is full, then place any remaining surviving units in the disrupted area of the infirmary instead.

Optional Rules

Some of these rules are a requirement in certain scenarios, but otherwise they can be used optionally with the agreement of all players.

Forced March

When activating an infantry unit to perform a move action, the player can declare the unit is attempting a forced march before moving it.

Roll the doom dice and apply the result as follows:



Death: the unit cannot move.



Disrupted: the unit is placed in the disrupted area of the infirmary.

Any other result: The unit can move 2 areas.

Massed Target

When making a shooting attack against an enemy area which is full, add one white dice to the attack roll.

Breakthrough

After a cavalry unit performs a charge attack, it may move to any free area adjacent to the attacked area, if at least half (rounded down) of the enemy units were pushed back, killed, or disrupted.

Capture

When a character receives a wound token from an attack action that would otherwise destroy it, the attacking player may choose to capture the character.

- Instead of placing the character's miniature in the graveyard, the attacking player places it on his board.
- Some scenarios feature rewards for capturing characters.
- At the end of the next camp phase, after determining the fate of units located in the infirmary, a player may attempt to rescue captured characters.
- For each captured character, spend 3 XP tokens and roll the doom dice. On a rally result, place that character's miniature in the disrupted area of the infirmary.



Skills

Some skills are followed by an X, this is usually number indicating a value such as a range or power rating.

Big

This unit has a size of 3 spaces.

Bodyguard

After attack results have been allocated to units in the same area as a unit with bodyguard, the defending player can reassign 1 disrupt or kill result from another unit to the bodyguard.

Carrier

When a flying unit with carrier moves from a ground area to a sky area, it may take an allied infantry character with it. The base of the character's miniature must not be bigger than the base of the flying unit.

The transported character moves with the flying unit, place it next to the carrier unit to indicate this state. This move is the only action a character may perform while transported.

- The transported character cannot be activated while it is being transported.
- The carrier can drop a transported character into its target area after moving from a sky area to a ground area.
- Until it is dropped, the transported unit cannot be attacked, only the flying unit carrying it can be attacked.
- If the carrier is killed while transporting a character, the character falls to an allied or free ground area chosen by the attacker and suffers 1 wound.

Charge

When cavalry or infantry with this skill are activated by a charge order, perform a move action then a melee attack as part of the same activation. When moving, infantry travel 1 area and cavalry up to 2 areas.

Charisma

When a unit with charisma performs a discussion action, the player may choose any question regardless of faction restrictions.

Cohesion

If at least 3 units of the same name with this skill are in the same hex, add 1 white die to their defence rolls.

Crew

The unit can be attached to a war machine (see page 28).

Dodge

When defending, if a unit with dodge rolls a blank result, it may immediately move to an adjacent free or allied area of the defender's choice. This move occurs before the attack is resolved.

Engineer

Units may perform engineer actions during their activation. (See page 24).

Feint

When attacking, this unit can reroll 1 die.

Fireproof

This unit is immune to fire token effects.

Haste X

When a unit performs a haste action, it moves through several consecutive areas. The X determines the maximum number of areas that can be crossed during the action.

Heal

If a unit performs the heal action during its activation, remove one wound from a character located in the same area.

Immortal

If the unit is a character, place it in the disrupted area of the infirmary when it suffers a wound that would destroy it.

Whether the unit is a troop or a character, treat any death result on the doom dice as a disrupted result.

Impetuous

The unit must follow up (See page 21) after combat if possible.

Jump X

When this unit performs a jump action, remove its model from the board and place it on any free or allied area which is not full, within X areas of its starting position.

Mercenary

The player may attempt to activate mercenary units at the beginning of the order phase, before any orders are assigned. Roll 1 black dice for each mercenary unit and if the result is a shield, the unit may be activated at no order cost. On any other result a unit must be activated by an order.

Mercenary units can also be activated by a character's command action.

When activated, mercenaries can use their own command action to activate other units with mercenary skill.

Each mercenary unit can only be activated by command action once per turn.

Parry

When defending in melee, this unit can reroll 1 die.

Prayer

If a player's unit performs the prayer action during its activation, that player gains either one legend or one XP token.

Rally

Units with rally are considered to be additional allied rally points. They may not be moved by powers or effects that can move the rally point token. (See "Rally a unit", page 16).

Reroll

Once per game, when a player activates this unit, they can choose to retrieve their reroll token.

Retaliation

When defending, this unit can apply kill and disrupt results obtained with their defence roll to any attacking unit. (See page 21).

Ruthless

When attacking, the player may spend a legend token to change a disrupt result obtained by this unit to a kill result.

Slayer

When attacking, each kill result assigned to a character from this unit counts as 2 kill results.

Support

If at least 3 units of the same name with this skill are in the same hex, add 1 white die to the attack roll of these units.

Targeting

When attacking, dice results obtained by this unit can be assigned to enemy units of the attacker's choice within the target area.

Terror X

When an attack is declared against this unit, roll X yellow dice before the attack. For each push result, an attacking unit of the defender's choice performs a wait action instead of attacking.
Attacking units with terror cannot be chosen by the defender. If all attacking units have Terror then do not roll any dice as there are no units that can be chosen.

Tough

When defending, if this unit receives a kill result after being attacked, roll a black die and cancel the kill if the result is a shield.

Glossary

1ST PLAYER: The 1st player is determined by the scenario, and always takes the first turn in a game round. The 1st player receives a token as a reminder of this status.

ACTION: An action is performed by units that have been activated.

ACTIVATION: All units in an area are activated to perform actions, when the player puts an order on the area during their turn.

ALLIED AREA: All areas that contain one or more of your units, or of another player on your side.

ALLIED UNIT: A unit controlled by you or another player on your side.

ANSWER: Answers are read from discussion cards by the active player's opponent, based on the question they chose during a discussion action. They may incur bonuses or penalties for the active player.

AREA: An area is a section of a hex tile, into which units, buildings, and terrain may be placed.

ATTACK: Attack is an action in which units target an enemy area and roll dice to try and inflict casualties. There are two types of attack, melee and shooting.

BATTLE BOARD: The battle board keeps track of round and war council cards, and collects disrupted units from all sides.

CAMP PHASE: Camp phase is the last part of a round, in which casualties are dealt with, and victory and end game conditions are checked.

CAPACITY: Capacity is a value representing the number of spaces in an area. Each space can accommodate 1 point of size from units, terrain elements, or buildings. The number of areas on a hex determine what the capacity of each one is.

CHARACTERS: Characters are a type of unit. They are usually heroes or individuals represented on the battle board by a miniature, and a card listing their stats, skills, and powers. Some characters have a level 1 and level 2 version.

CIVILIANS: Civilians are units that belong to neither side at the start of a game and have no faction allegiance. During the course of gameplay, they can be recruited by players who move units into areas occupied by the civilians.

COMBAT DICE: Combat dice are rolled to attack and defend with units. There are four types represented by different colours, and the number and type rolled is determined by the cards of units involved in the combat.

COUNCIL PHASE: The council phase is the first part of a round, in which round cards and war council cards are drawn and revealed, and upkeep on level 2 characters is paid.

DEFENCE: Defence is a dice roll carried out in response to an attack against units in an area. Results on the defence roll can be used to cancel or offset results of the attack roll.

DESTROY: Destroy is a term used for units with no hit points that receive a kill result in combat, or units that receive wound tokens that equal or exceed their hit points value. Destroyed units have their miniatures placed in the graveyard.

DISCUSSION: A discussion is an action that can be carried out by a character, when they are in an area containing a unit or civilian with the discussion bubble icon. A discussion is performed using discussion cards, and the questions chosen and answers given determine the outcome.

DISRUPT: Disrupt is a combat result which represents the unit being demoralised and rendered ineffective in battle. Disrupted units are sent to the infirmary until they can rally or are destroyed.

DOOM DICE: The doom dice is rolled to determine the fate of units in the infirmary.

ENEMY AREA: An enemy area is any area containing enemy units.

ENEMY UNIT: An enemy unit is any unit belonging to your opponent(s).

EXPERIENCE: Experience, also known as XP, upgrades and maintains certain characters. It is represented by tokens that can be spent to upgrade a character, and to maintain the upgrade via upkeep.

FACTION: Factions are the groups that different units fight for. On their unit cards this is represented by a faction banner, and their miniatures are attached to bases that are colour coded by faction. Level 2 characters may be able to choose an additional faction.

FLYING: Some units are classed as flying and have special move and attack rules. When flying units are present in a game, there are two game boards: one, the normal game board, is referred to as the ground board, and the other is the sky board, comprised of sky hexes.

FOLLOW UP: Follow up is a move that can be made by attacking units after combat if they destroy or push back all enemy units in the target area. Units with the impetuous skill must make this move if they can.

FREE AREA: A free area is any area on the game board that does not contain any units.

FULL AREA: A full area is one in which all the spaces are taken up by units, terrain elements, or buildings. Units may not move into areas which are full.

GAME BOARD: The game board is the main play area on which units move and fight, and various game tokens are placed and removed. It is made up of hex tiles and 3D elements, set up according to the scenario.

GIGANTIC: Some units in the game are classed as gigantic. They take up all areas of hexes they occupy, and may make special gigantic attacks.

GIGANTIC ATTACK: Gigantic attacks affect all units and buildings in the target area and are rolled on gigantic dice.

GRAVEYARD: This is an area above the infirmary on the battle board for collecting destroyed units. In some scenarios, players earn victory points from enemy units in the graveyard.

GROUND BOARD: The ground board is an alternative name for the game board, used in scenarios with flying units.

GROUND HEX: Ground hexes are an alternative name for hexes on the battle board in a scenario with flying units. The name distinguishes them from sky hexes.

HEX: Hexes or hex tiles are large, card hexagons depicting terrain. Each hex may be subdivided into one, two, or three areas. Hexes are the components that make up the game board.

INFIRMARY: The infirmary is an area on the battle board used to store disrupted units of all sides, until their fate is determined by the doom dice.

INTERIOR OVERLAY: An interior overlay is a card representing the inside of a building. When units move to enter a building, transfer their miniatures from the game board to the interior overlay. Interior overlays may contain units from opposing sides, and allied characters of opposing factions.

INTRIGUE: An intrigue is a player action to trigger an effect or bonus from their intrigue card. Each intrigue card has several effects listed on it, which are paid for with intrigue tokens. Each effect may only be used once per game.

KILL: Kill is a combat dice result. Units that are assigned a kill result are destroyed and go to the graveyard if they have no hit points listed. If they have hit points they receive a wound token instead.

LEGEND CARDS: Legends are cards drawn from a legend deck during the course of play. Players can trigger the effects of legend cards they hold by paying the corresponding amount of legend tokens.

MELEE: Melee is an attack using hand to hand weapons. Units that perform melee attacks can only target adjacent areas.

MYTH CARDS: Myth cards are a type of legend card that feature supernatural events. The scenario usually determines if myth cards are used in the legend deck.

ORDER: Orders are used by players to activate units in an area to perform actions. They are represented by coloured cubes in game, and different orders allow units to perform different actions. The standard order is activation, and all types of order can be used as if they were activation orders. The other types are charge, reactivation, and interrupt.

PLAYER BOARD: Each player has a board on which they store and keep track of their resources.

POWER: Powers are unique abilities or actions available to characters.

PUSH: Push is a combat dice result representing defending units being forced to give ground to attackers. Units assigned a push result are moved into an adjacent allied or free area by the attacker.

RALLY: Rally is a camp phase action in which eligible units are moved from the infirmary to a rally point on the game board. The rally point is a faction specific token in an area.

RESOURCE: Resources are collected and used by the player to perform various actions in the game. These are orders, legend tokens, XP tokens, and intrigue tokens.

RIVER: The river is where war council cards drawn during the council phase of a round are placed. All cards in the river must be different, so duplicates are discarded and replaced.

ROUND: A round is a period of gameplay during which cards are drawn, upkeep is paid, all players take a turn issuing orders and resolving actions, casualties are dealt with, and victory and end game conditions checked. The game plays out over a series of rounds.

SHIELD: Shield is a combat dice result. Shields are generally used by defenders to cancel the effects of attack dice.

SHOOTING: Shooting is an attack using ranged weapons, that allows attackers to target enemy areas up to a maximum number of hexes away determined by a range stat. There are two types of shooting attack, arcing and direct fire. Arcing attacks can ignore most types of blocking terrain, but direct fire attacks are blocked by intervening terrain and full areas.

SIZE: Size is a stat on unit cards that determines how many spaces the unit takes up in an area.

SKILL: Skills are common abilities that different units may possess. They apply certain effects during gameplay, or allow units to perform certain actions.

SKY BOARD: The sky board is a special game board used in scenarios that have flying units. It is made up of sky hexes, and is separate from the main game board, which is referred to as the ground board. Flying units can move and attack between the sky board and the ground board, and units on the ground board may target sky hexes with shooting attacks.

SKY HEX: Sky hexes make up the sky board in a game that has flying units.

SPACE: Spaces indicate capacity in areas. Each space can be occupied by 1 size point of units, terrain elements, or buildings.

STAT: Stats are values printed on unit cards providing information about the unit's capabilities and status, such has how many hit points it has, how far it can move as a single action, or what is the maximum range of its shooting attacks.

TACTICS CARDS: Tactics cards are a type of legend card that feature non-supernatural events, and which usually occur in historical scenarios. The scenario determines if tactics cards are used in the legend deck.

TOKENS: The game includes various tokens to track values (such as wound tokens), resources (such as XP tokens), or mark the positions of items of interest on the game board (such as rally point tokens).

TROOPS: Troops are a type of unit. They are usually infantry or cavalry, are represented on the battle board by miniatures, and have a card listing their stats, skills and powers.

TURN: A turn is a period of gameplay during which a player issues orders and activates their units to perform actions, and clears away any resource tokens used during the turn. Each player gets one turn per round, starting with the 1st player.

UNIT: Units make up the armies of players, and any other factions present in the scenario. They are represented on the game board by miniatures, and their stats and abilities are recorded on unit cards. There are three types of unit: Troops are infantry and cavalry, characters are named individuals, and civilians are neutral parties who may be recruited to join any player's army during game play.

XP: XP is an abbreviation of experience points.

WAR MACHINE: A war machine is a type of unit which requires a crew to operate and attack.



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