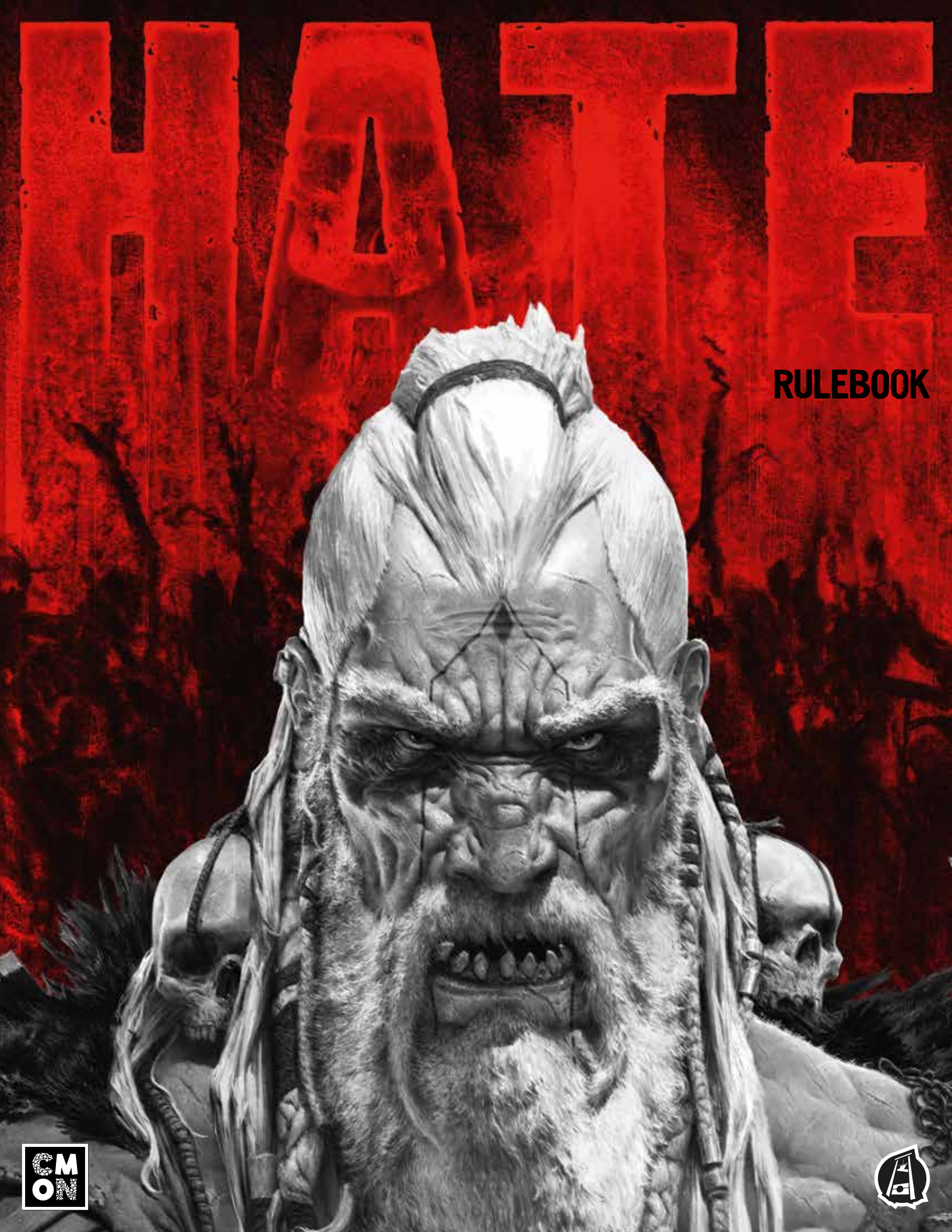
HATE

RULEBOOK







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GAME COMPONENTS

2 SETS OF PLAYING MATERIAL, EACH INCLUDING:



1 Game Board



12 Plateau Tiles



10 Hut Tiles



1 Feast Token



8 Tree Tiles



6 Custom Dice



5 Scenario Dashboards



45 Savagery Tokens



8 Pillaged Tokens



4 Interest Tokens



5 Tracker Tokens



2 Innocents Tokens



25 Hate Tokens



25 Resource Tokens



1 Rulebook



3 Multiplayer/Unique Scenario Dashboards



1 Chronicle Sheet Pad



10 Black Counter Bases



10 Grey Counter Bases



10 Red Counter Bases



3 big Black Counter Bases



3 big Grey Counter Bases

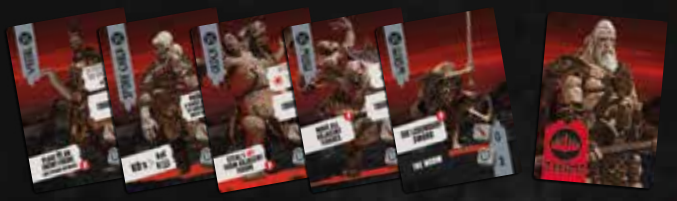


3 big Red Counter Bases



1 Village Sheet Pad





103 Figure Cards *(11 per Tribe, 14 Mercenaries, 1 Tyrant)*



64 Tribe Cards *(8 per Tribe)*



10 Mercenary Cards



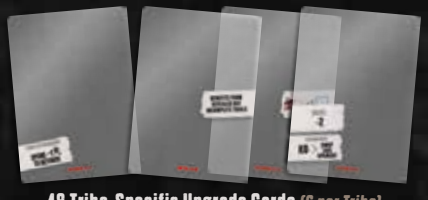
10 Secret Mission Cards



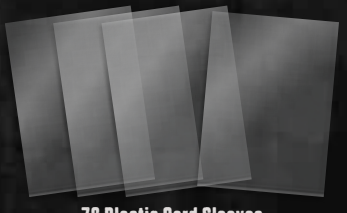
6 Underdog Mission Cards



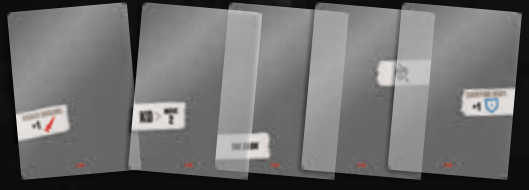
24 Scar Cards



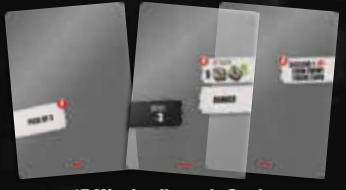
48 Tribe-Specific Upgrade Cards *(6 per Tribe)*



78 Plastic Card Sleeves



72 Generic Upgrade Cards



17 Mission Upgrade Cards

103 HIGHLY DETAILED FIGURES



Tribe of Um'Kator
11 Figures





Tribe of Bul'Gar
11 Figures





Tribe of Um'Rak
11 Figures

Tribe of Um'Gra
11 Figures





1 Tyrant Figure

Mercenaries
14 Figures




Tribe of Um'Gorr
11 Figures
Tribe of Um'Cordu
11 Figures
Tribe of Um'Cal
11 Figures
Tribe of Um'Tal
11 Figures



They ravaged their Mother, the Earth, and bound Her with sorcerous chains. The moon caught fire; the sun froze. In the veins of the world Her lifeblood choked to dust. The oceans boiled to miasmas that clotted the skies. Rocks fanged up from the stubble of dying forests. As She began to rot, Her creatures, Her children, survived as best they could. Tearing at each other, prowling in Her fetid hollows, breeding abominations.

And, as the ages passed, some lineages of men grew monstrous as others diminished, weakened, and became easily their captives. These "higher" men fed on the lesser, growing in strength, and hurled their tribes one upon the other in terrible truce-less wars. Until one tribe crushed the others into kneeling submission under a lord, nameless save for his title: TYRANT!





THE CHRONICLES OF HATE

In HATE, 2 to 6 players take leadership of their own unique tribes of savage warriors and engage in a Chronicle of battles to conquer the wastelands, becoming the Tyrant ruler of the world.

The Chronicle is resolved over a series of one-versus-one Clashes, in which 2 players pit their tribes against each other. In each Clash, they battle twice for domination of new Territories, taking turns over who's the attacker and who's the defender (though larger Multiplayer Clashes are also possible, see page 27). During the Battles, players not only try to accomplish Missions to be victorious, but find various ways of accumulating Hate and Resources. These will make their tribes stronger, by granting new Upgrades to their warriors (until death, that is) and expanding their Villages in order to be more resourceful. Once the Chronicle is over, the tribe that has gathered the most Hate and Resources, as well as conquered the best territories, will rule the ashes of the world!

While HATE is meant to be played primarily as a Chronicle, you may choose to simply play a standalone battle. To do so, just follow the rules in the following insert (make sure to read the rest of the rulebook first).

STARTING A CHRONICLE

First, determine how many players will participate in the Chronicle, between 2 and 6. Once started, new players may not enter this Chronicle, and all players must see the Chronicle through to the end; if you wish to add or remove players, it is best to start a new Chronicle. Next, each player chooses a Tribe that they wish to play for the entire Chronicle. Each Tribe has unique powers and abilities that affect how they play, so choose wisely!
Take that Tribe's 11 Figures, 11 Figure cards, 8 Tribe cards, 6 Tribe-Specific Upgrades, and 1 Village sheet. Make sure all Figure cards are inside a plastic card sleeve. Each player considers all Figures in their Tribe as **friendly** Figures, **allied** with each other. All Figures of opposing Tribes are considered **enemies**.





PLAYING A STANDALONE BATTLE

Pick any of the available scenarios, fulfilling or ignoring any Pre-Requisites they may have.

Each player chooses a Tribe and takes a Village sheet.

Randomly draw 14 Generic Upgrades and place them faceup on the table. Players alternate choosing Upgrades until they have 6 each (discard the remaining 2). Each player also chooses 2 Tribe-Specific Upgrades belonging to their Tribe. They may then give those Upgrades to their Figures as long as no Figure gets more than 1 Upgrade.

Follow the Setup and Battle rules normally.

Mercenaries: If players want to use Mercenaries, each player randomly draws 3 Mercenary Figure cards and chooses 1 to add to their Tribe, ignoring the Hall of Heroes requirement (see "Mercenaries" on page 25).

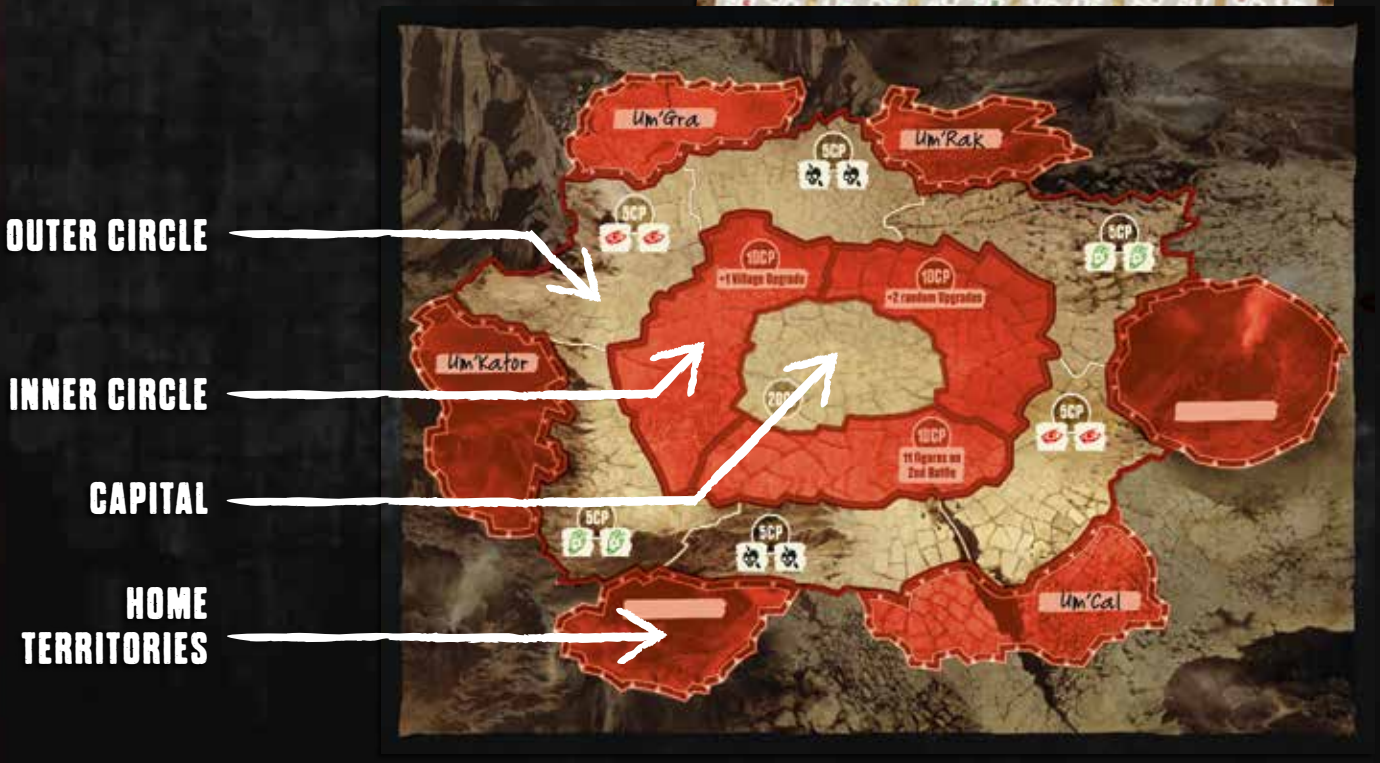






Finally, take a single Chronicle sheet. On the Track side, record each player's name and Tribe. On the Map side, each player chooses one Home Territory and writes their Tribe's name there. The Home Territories are the 6 outermost ones, with a dashed outline.
Then, players schedule their Clashes based on the number of players:
2p - 5 Clashes between the players (5 per player).
3p - 2 Clashes between each pair of players (4 per player).
4p - 1 Clash between each pair of players (3 per player).
5p - 1 Clash between each pair of players (4 per player).
6p - 1 Clash between each pair of players (5 per player).
After the total number of Clashes has been determined, players should establish the order of these Clashes, as well as schedule all Clashes for the entire Chronicle using the back of their Village sheet. Clashes can be played in any order as long as the number of Clashes against each player is respected.





PLAYING A CLASH

Clashes determine if a player will succeed in claiming additional Territories, expanding their power and influence over the board and gaining Conquest Points, which contribute to their Final Score at the end of the Chronicle. When two players begin a Clash, randomly determine who will be the Attacker first, then the following steps are taken, in order:

- **Collect Territory Bonuses.** During this step both players collect any bonuses generated by all Territories they currently control, not only those Territories involved in the Clash (see page 26). NOTE: Conquest Point bonuses are only collected at the end of the Chronicle - not at the end of each Clash. (As Home Territories grant no bonuses, this step can be skipped on the first Clash.)
- **Player #1 (Attacker) designates a target Territory. Player #2 Defends:** Player #1 (the player who initiated the Clash) nominates 1 Territory as their target for conquest, respecting the following parameters:
  - The Territory must be adjacent to one of the Attacker's controlled Territories (they must share a border).
  - The Territory must either be controlled by the Defender or be an unclaimed Territory.
  - Home Territories may never be designated as a target (not even those not picked by any Tribe).
- **Battle #1:** The first Battle in the Clash takes place (see "Battle" on page 12).
- **Intermission #1:** Once the first Battle has been completed, the first Intermission takes place (see "Intermission" on page 21).
- **Player #2 (Attacker) designates a target Territory. Player #1 Defends:** The roles of the players now reverse, with the original Attacker becoming the new Defender, and vice-versa. Player #2 (Attacker) will designate a Territory to attempt to conquer, following the same rules outlined above.
- **Battle #2**
- **Intermission #2**

Once these steps have been played, the Clash is complete and the next Clash between players may begin.

CHOOSING A SCENARIO TO PLAY

Each Territory gives the Attacker different options when choosing the Battle scenario, depending on its location. There are 3 types of scenarios: Outer Circle, Inner Circle, and Capital. Additionally, some scenarios list a Pre-Requisite in order to be chosen. Make sure all requirements are met before choosing it.

The Attacker chooses one Scenario to set up for this Battle, playing as the Attacker while the opposing player plays as the Defender. NOTE: The same scenario cannot be chosen for both Battles of a Clash.

If playing a Standalone Battle, randomly determine Attacker and Defender, with the Attacker choosing the Scenario.

BATTLE SELECTION EXCEPTIONS

In the rare case where there is no legal adjacent Territory for the Attacker to target, they may nominate one of the Defender's territories anywhere on the map. If the Defender only has their Home Territory, the Attacker may nominate the unclaimed Territory closest to one of their own Territories.

The Capital may be targeted even if it's controlled by a player not involved in the Battle, but the Attacker must have more Hate than its controlling player. Learn more about the Capital scenario to earn the Tyrant on page 25.

If two players in different Battles want to simultaneously use the same Scenario dashboard, the player with the lowest number of either Resource or Hate has the priority.



BATTLE

SETTING UP THE BATTLEFIELD

1 - Unfold the Game Board and place it in the middle of the table.

2 -Place the chosen Scenario dashboard next to the board, between the players. Then place Plateaus, Huts, Trees, and Interest tokens on the board according to the Scenario instructions.

3 -Place your Figure cards, Tribe deck, and Village sheet near your respective side of the Game Board (Attacker or Defender).

4 -Deploy your Figures as shown on the Scenario dashboard. Make sure to attach black counter bases to all of the Attacker's Figures, so they can be more easily distinguished from the Defender's.

5 -Place a set of Savagery tokens, Hate tokens, Resource tokens, Pillaged tokens, Innocents tokens, the Feast token, and dice near the Board.



6 -On the Scenario dashboard, place one Tracker token in the number "1" slot of the Round Track and one token in the number "0" slot of each Mission that has a Progress Track.

7 -Shuffle your Tribe deck and place it near your Village.

8 -Shuffle the **Secret Mission** cards and deal 2 to each player. They each choose 1 as their Secret Mission for this Battle. If one of the players in the Battle is more than 10 points behind the other when adding their Hate and Resources together, that player is given **Underdog Mission** cards instead.

Once these steps are completed the Battle is ready to begin.

SCENARIO DASHBOARD ANATOMY

Scenario Type and Name: The Scenario Type defines which Territories this scenario is available for.

Lore

Board Setup Images: These images show how to set up a scenario's Plateaus (sometimes in different levels), Trees, Huts and Interest tokens, as well as Figure deployment.

Mercenary: Some scenarios contain a Mercenary that may be captured (see "Mercenaries" on page 25).



Scenario Special Setup and Special Rules: Each Scenario has its own Special Setup and Special Rules. If any special rule contradicts a base rule, the special rule takes priority.

Round Track: Keep track of Rounds.

Missions: Each Scenario has its own Missions. Each Mission has its own Name, Objective, and Reward. Some Missions have a Progress track to help players track their progressions over those Missions. Side Missions can be achieved by either player, while Attacker and Defender Missions can be completed only by the respective player.

Environment Setup

Trees

Trees can be Harvested for their Resources (see page 14). During Setup, place **2 Resource** tokens on each Tree, unless the scenario's Special Setup has an instruction for them. Tree tokens are placed in the intersection of 4 spaces, which are all considered Tree spaces.

Huts

Huts can be Pillaged. Each Hut may give players Resource, Hate, or other advantages (see page 15). During Setup, shuffle all Huts facedown and randomly place Huts as shown on the Scenario dashboard (making sure their entrance is on the corner shown). Then, add **1 Savagery** token to each Hut. This Savagery goes to the player who first Pillages the Hut.

Plateaus

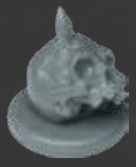
Plateaus are raised rock formations that give Figures combat advantages (see page 18) and movement penalties (see page 14). Plateau tiles may be placed one on top of the other, creating 2 or 3 different levels. Each type of Plateau is represented by a color in the Scenario dashboard.

PLAYING A BATTLE

Each Battle is divided into up to 4 **Rounds**. In each Round, players will alternate taking **Turns** (starting with the Attacker) until one of them is out of Savagery tokens, does not have any unactivated Figures left, or fulfills their victory conditions of the chosen Scenario, which is always related to one or more Missions. The Battle may also end with a player deciding to Retreat (see page 21).

SAVAGERY

Savagery tokens are the main currency players use to perform various actions, and activate abilities and cards. They are kept in a collected pool by their owner, known as their **Savagery Pool**. They are spent for a number of different things:



- Activating Figures.
- Activating some Skills.
- Activating some Tribe Cards.
- Activating Forge abilities (Feats of Savagery).

THE GAME ROUND

Each Round is divided into 2 phases, taken in order:

- Replenish Phase
- Activation Phase

REPLENISH PHASE

During the Replenish phase, players will take the following steps, in order:

- Discard all Savagery tokens from Figures on the board.
- Discard all Savagery tokens from your Forge in the Village sheet.
- Discard any unused Savagery tokens, then **gain 5 Savagery tokens**.
- Discard any unused Tribe cards, then **draw 2 Tribe cards** from the top of your deck, placing them faceup on the table.

Once these steps are done, the Replenish phase ends, and the Activation phase begins.

ACTIVATION PHASE

The Activation phase is where players will activate their Figures to Knock Out enemies, Harvest Trees, Pillage Huts, and work to complete the scenario's Missions. Starting with the attacking player, the Activation phase consists of players taking alternating **Turns**. If a player would start their Turn but has no more Savagery tokens or they have no Figures left to activate, the Round ends immediately and a new one begins.

Player Turn

On a player's Turn, they will select up to 2 unactivated friendly Figures to activate, performing various actions, attacks, and working to complete Missions with those Figures. **A Figure with at least 1 Savagery token on it is considered already activated, so normally each Figure may only be activated once per Round.**

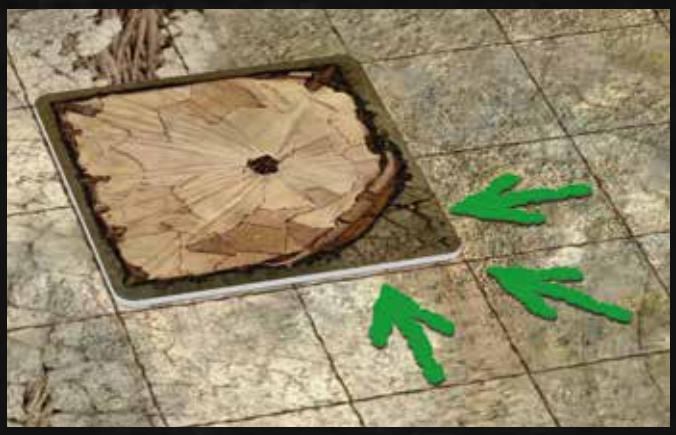
Once a player has determined which Figures they intend to activate, they must spend 1 Savagery token from their Savagery Pool for each of those Figures. The exceptions to this are the Prince and Mercenaries, who require 2 Savagery tokens to be activated. Place the token(s) next to each Figure to show it as being activated. If the player doesn't have enough Savagery to activate both Figures, they activate only one.

Next, the activated Figures perform their **Move.** Once this is done, each Figure may then perform 1 **Action.** NOTE: a Figure may choose to perform no Action at all if it wishes (or cannot, for whatever reason).

Move

When a Figure performs a Move, it has **3 Movement Points** (MP) (plus any bonuses it may have), which it uses to traverse the board's various terrain.

- Figures may move diagonally or orthogonally in any direction. Moving to each adjacent Space costs them 1 Movement Point. If players do not want to spend all 3 Movement Points, they do not need to.
- Figures may never move through spaces containing an enemy Figure.
- Figures may pass through Spaces containing an allied Figure or a Body (see page 16), but must end their Move in an empty Space.
- Trees do not block movement; Figures can freely stand in Tree Spaces (noting that it does not count as high ground like a Plateau).
- **HARVESTING A TREE:** Any Figure that ends its Move standing on a Tree Space may freely take 1 of its Resources and add it to their pool.
- Figures may only move into a Hut from one of the 3 spaces adjacent to its entrance. See "Pillage a Hut" on page 15 to learn about Pillaging the Hut. When exiting a Hut, a Figure must also move from the entrance to any of the 3 spaces adjacent to it.



- If a Figure wants to move into a Space on a Plateau that is higher than where they currently stand, that Figure must **spend 1 additional Movement Point per level** of height difference to the destination Space. Moving down a Plateau doesn't cost any extra Movement Points.



Example: *The Champion spends 1 Movement Point to move to an adjacent Space, and another 2 Movement Points to climb the Plateau.*



Example: *The Champion must spend all of his 3 points to climb this Plateau, since it's 2 levels higher than where he stands.*

CHARGE

Some cards and skills give a Figure the ability to Charge. This means that the Figure may move any number of Spaces in a straight line (even diagonally) and then Attack an adjacent target. If there is an obstacle or another Figure blocking that straight line to the target, Charging is not possible.

MOVE EFFECTS

Some cards and other effects will let you Move your Figure or the enemy's Figure. If you see the term "Move" without any specifications as to how many Movement Points to use, you may move the Figure up to its normal Movement Point allowance, including any passive bonuses in effect.



Actions

When a Figure performs an Action, it selects 1 of the following:

- **Pillage a Hut**
- **Grab a Body**
- **Attack**
- **Special Scenario Action**

Once that Action has completed, the Figure's activation ends. Once both Figures have activated, that player's Turn ends.

Pillage a Hut

A Figure standing in one of the Spaces inside a Hut may spend their Action to Pillage that Hut. Take the Savagery token that's on that Hut and flip the Hut tile, making sure the entrance remains in the same corner. Then proceed to Pillage it according to the revealed Hut type, of which there are 4:



Family Huts: These Huts have a Neutral Warrior protecting it. As part of the Pillaging Action, the Figure has a chance to immediately kill the Neutral Warrior in combat (see "Combat" on page 17). If the Neutral Warrior is defeated, the Hut is Pillaged and the player gets the rewards listed on the Hut tile. If the Neutral Warrior isn't defeated, he Attacks the Pillaging Figure and the activation ends. Once flipped, the Hut tile remains faceup and any Figure may spend one Action, while inside it, in an attempt to Pillage it by facing the Neutral Warrior.



Ambush Huts: Ambush Huts work just like the Family Hut except that, when Pillaging it, the Neutral Warrior attacks first. If the Pillaging Figure survives, then it has a chance to Attack the Neutral Warrior and Pillage the Hut if successful.



Innocents Huts: The Figure Pillaging this Hut simply gathers the amount of Hate shown on the tile. The player must then choose to either immediately kill the Innocents and gain 1 Savagery token or carry the Innocents away by placing an Innocents token on that Figure's card. It works just like carrying a Body for the Intermission phase, so check if the Figure is able to carry it, otherwise the Innocents must be killed. There is no Combat and the Hut is considered Pillaged.



Supply Huts: The Pillaging Figure simply gathers the amount of Resources and Savagery displayed on the tile. There is no Combat and the Hut is considered Pillaged.

Pillaged: In any case, if a Hut has been successfully Pillaged, flip its tile facedown and place a Pillaged token on top to show it may not be Pillaged again.

Grab a Body

When a Figure is KO'd (see "Combat" on page 17), their Body stays on the battlefield. Lay down the Figure to represent it.

Any Figure (ally or enemy) adjacent to a Body may spend 1 Action to Grab that Body. Remove the Body from the board and place it on the active Figure's card. Each Figure can only carry 1 Body, including Innocents tokens.

Move any Savagery tokens from that Body to your Savagery Pool, regardless if the Body is an enemy or an ally.

If a Figure carrying a Body is KO'd, it drops that Body into an adjacent, unoccupied, space of their owner's choice. If there's no unnocupied space, the Attacker may take the Body, or drop it adjacent to itself. NOTE: You may also freely drop a Body at any point of your activation, if you want to.

If you're still carrying an enemy's Body by the end of the Battle, you may be able to Cook or Torture it in order to gain Resource or Hate (see page 21).

Attack

Attack is probably the most used Action and the most useful one, since it is the main way to take enemies out of the Battle.

Any Figure standing adjacent to an enemy Figure (diagonals count) may spend an Action to Attack that Figure. Then both Figures will engage in a Combat.



FIGURE CARD ANATOMY

Each Tribe is composed of 11 Figures: 1 Prince, 1 Shaman, 1 Champion, 6 Warriors, and 2 Youngbloods. At the start of the Chronicle each type of Figure has the same stats and Starting Skills across all Tribes (except for the Shaman). However, as the Chronicle progresses, each Figure becomes unique as they gain Upgrades and Scars (see page 30).

Figure Type:
The group to which that Figure belongs.

Figure Color:
Your Figures on the board have their base color printed on each respective Figure card. This color is the same between Tribes, so you can easily recognize enemies' Figures too.
Ex: All Shaman have a white base.



Figure Image:
Respective image of that Figure.

Upgrade Slots:
Each Figure has 4 Skill slots. Throughout a Chronicle, individual Figures may gain Upgrades and Scars which take up these slots.

Starting Skill:
Each Figure begins with at least 1 Skill, depending on their type.

Base Attack:
This indicates how many dice the Figure rolls when Attacking.

Base Defense:
This indicates how many dice the Figure rolls when Defending.

RANGED ATTACKS

Some Figures have access to Ranged Attacks (as shown by their Skills). Ranged Attacks follow all the rules for normal Attacks except they may target an enemy Figure within 5 Spaces in any direction. Other Figures and terrain do not interfere with this in any way - a Figure may always be targeted if it is within Range.

AREA OF EFFECT ATTACKS

Some Cards and Abilities let Figures make Area of Effect Attacks (AoE). These Attacks target every Figure adjacent to the main target, using the same attack roll. Each targeted Figure rolls Defense separately.

COMBAT

First, the attacking player gathers their pool of dice and rolls it. This consists of the Figure's Base Attack value, as show on the Figure card, plus any bonus dice to Attack that may come from Tribe cards, Upgrades, Support, or the Forge (see page 20).

Then, the defending player does the same, except that their pool of dice comes from the targeted Figure's Base Defense value plus any bonuses.

In HATE, the dice have 4 different faces:

– **Hit:** A success when Attacking.

– **Save:** A success when Defending.

– **Savagery:** Gain 1 Savagery token.

– **Wild:** The players may turn this into any result they wish (Hit, Save, or Savagery).

To resolve an Attack, the players take the following steps, in order:

1 - Attacker determines Support.
2 - Attacker rolls dice.
3 - Attacker resolves any abilities/effects.
4 - Attacker selects faces for Wild results.
5 - Attacker generates results from dice (number of Hits, Saves, Savagery tokens gained, etc).
6 - The Defender then performs the above-listed steps in the same order (ignoring step 1).

NOTE: Certain effects and abilities (such as the Forge's Feats of Savagery, see page 20) can add dice or cause additional Rerolls. A player may activate these effects at any time during their dice roll before they generate results from their dice, meaning a player may roll their dice before deciding whether to trigger Reroll effects, add additional dice, etc. If they have multiple effects available, they may freely choose the order of those effects and resolve them before selecting another effect to activate.



SUPPORT

Warriors and **Champions** have the **Support** skill (and other Figures may gain the skill as well via Upgrades), which means they can help an ally Attack an enemy. Support grants additional dice when an ally is attacking.

When a Figure attacks, it rolls +1 die for each allied Figure with the Support skill adjacent to its target (or +2 dice in the case of the Champion's Support skill).

Example: *The Attacker has 2 allied Warriors adjacent to its target, so they add 2 dice to their Attack roll.*





HIGH GROUND

Holding the high ground is a big advantage in any combat. If a Figure is on a Plateau that is higher than where their enemy stands, they get 1 bonus die. Note that it doesn't matter how much higher the Figure is, you either have the +1 die bonus or you don't. If the higher Figure is defending, it gets +1 die for Defense; if it's attacking, it get +1 die for Attack.



Example: *Using his Ranged skill, the Youngblood attacks an enemy 4 spaces away. Since he's standing on a Plateau and the target's on the ground, the Attack gains +1 die.*



Example: *The Youngblood is attacked by a Warrior. While they're both on Plateaus, the Youngblood is 2 levels above his attacker, so his Defense gets the High Ground bonus of +1 die.*

- If the Attacker generates more **Hits** than the Defender did **Saves,** the defending Figure is **KO'd** and becomes a **Body**. Lay the Figure on its side to represent this.
- In addition, if the Attacker KO'd the Defender, the attacking player gains 1 Hate. Turn the KO'd Figure card facedown or separate it from the others. This helps identify which Figures are still in the Battle and may be activated. It also makes it clear the KO'd Figure is not eligible for Upgrades at the end of the Battle (a privilege reserved for those who are left standing).
- If the Defender generates the same or more **Saves** than the Attacker did **Hits**, nothing happens.



Example: *The Um'Kator Champion is attacking the Um'Gra Warrior. Since the defender has the High Ground, he will roll +1 die on Defense. The Attacker has 2 allies adjacent to the target. However, one of them is a Youngblood who doesn't have the Support skill, so the attacker only gets a Support bonus of +1 die.*



The Attacker gathers his dice: 2 for his base Attack stat, +1 for his "+1 Attack Die" Upgrade, and +1 for the Warrior's Support. So, he rolls a total of 4 dice, resulting in , , , and . While he would like to use one of his Forge's Feats of Savagery (see page 20), he has no Savagery left to do that (and he cannot use the Savagery he will get from this roll). He then decides to turn the into another , for a total of 3 Hits and 1 Savagery token, which he collects.



The Defender then gathers his dice: 2 for his base Defense stat, +1 for having the High Ground. He rolls a total of 3 dice, resulting in , , and : only 1 Save. He decides to use his Forge, so he places 1 of his Savagery tokens on the enabled "Roll +1 Die" slot of his Village Sheet.



This extra die results in , so the player decides to use his Warrior's "Reroll Defense Dice" Upgrade, rerolling the 2 Hits and the Savagery. This results in , , and . Turning the into a would only achieve a total of 2 Saves, which wouldn't be enough to block the Attacker's 3 Hits. So, instead, the Defender decides to turn the into a , losing the Combat but gaining 2 Savagery tokens for future use.

The Um'Gra Warrior is KO'd, his Figure is laid down on its space and his card is flipped facedown. The Um'Kator player gains 1 Hate token.





TRIBE CARDS

Every Round, players will have access to 2 of their unique Tribe cards. These cards are drawn during the Replenish phase and are kept faceup on the table, in view of all players. Each of these cards can only be used once during that Round and will be discarded when used or during the next Replenish phase if they are not used.

TRIBE CARD ANATOMY



In order to use a Tribe card, check the Trigger. Cards can only be used in the moment specified in the Trigger. To activate, the player must spend the indicated number of Savagery tokens (some cards have no cost). Then the effect of the card is applied, and it is discarded.

THE FORGE AND FEATS OF SAVAGERY

The Forge is part of your Village and grants beneficial abilities that are used during a Battle. Its **Feats of Savagery** are powerful, but limited, boosts that a player may utilize.

At the start of the Chronicle, players have access to only the first slot of each Feat of Savagery. Players may spend 1 Savagery token on any of its enabled (ticked) slots to gain the repective benefit. Players may enable more slots by upgrading their Village (see page 24).



- **Move +1 Space:** Add +1 Movement Point to that Figure's Move.
- **Roll +1 Die:** Roll +1 Die when rolling for Attack or Defense.
- **Reroll:** Reroll once any/all dice when rolling for Attack or Defense.
- **Reactivate 1 Figure:** At the start of your Turn, activate a friendly Figure that has already been activated this Round, paying the Savagery cost as usual.

THE FEAST TOKEN



Accumulating Hate has a big influence as the Chronicle progresses. During individual Battles, however, Resources have another important role. In a Battle, as soon as you have more Resource tokens than your opponent (during that Battle, not the overall Chronicle!), you gain the **Feast** token. The player holding this token may activate one additional Figure each Turn (spending Savagery as usual, and still limited to unactivated Figures). If your opponent gains more Resources, they immediately gain control of the token. In case of a tie for Resources, neither player controls the Feast token.

The last slot of each Feat of Savagery gives a bigger bonus. However, you must have both other slots already enabled in order to enable the last one. Once enabled, the slot can be used at any time, even before using the first two slots of that Feat.

- **Move +3 Spaces:** Add +3 Movement Points to that Figure's Move.
- **Roll +3 Dice:** Roll +3 dice when rolling for Attack or Defense.
- **Reroll Enemy's Dice:** After your enemy has rolled their Attack or Defense dice, you may force them to Reroll once any dice you choose.
- **Free Reactivation:** At the start of your Turn, activate a friendly Figure that has already activated this Round, without paying the Savagery cost.

After you have spent the Savagery token on the respective slot for Feats of Savagery, the token stays there to represent that this slot cannot be used again to gain that benefit. The Forge is cleaned up during the Replenish phase, discarding all used Savagery tokens. At the start of the next Round all enabled slots are available again.



Example: *This player has already used their enabled "Roll +1 Die" and "Reroll" slots. Now they only have access to one "Move +1 Space" and "Reactivate 1 Figure" until the end of the Round.*

END OF TURN, ROUND, AND BATTLE

A player's **Turn** ends once they have completed all Actions with their activated Figures, then their opponent's Turn begins. Play continues, back and forth, until a player begins their Turn with no Savagery tokens in their Savagery Pool, or has no Figures left to activate (they are all either activated or KO'd). Once this happens, the **Round** ends and a new one begins.

Important: If a player has already activated all of their Figures but can still reactivate them using cards, Feats of Savagery, or any other ability, they may decide either to take a Turn without normally activating Figures or to simply pass and end the Round. If a player has no more Savagery tokens, the Round ends immediately even if the player still has cards to use.

The Battle ends immediately if any player completes their scenario Missions, Retreats (see page 21), or if the Battle has reached the end of Round 4 without either player fulfilling their victory conditions.



If a Secret Mission or Underdog Mission triggers at the end of the Battle, now is the time to resolve it and gather its rewards.

The winner is the player who completed their main Missions listed on the Scenario dashboard (Side Missions, Secret Missions, or Underdog Missions are not required). If neither player completed these conditions, then players should count the total Resources and total Hate they accumulated during the Battle, taking the **lower** of these two totals. The player with the highest of the lower totals is the winner. If there's a tie, compare the higher totals. If there is still a tie, then the Defender wins.

Example: *After 4 Rounds, a Battle ends with no player completing their Mission.*
Player #1 has 10 Hate and 5 Resources.
Player #2 has 5 Hate and 7 Resources.
They are tied for their lowest total (5), but Player #1 wins since their highest total (10) is higher than Player #2's (7).

RETREAT

If a player has suffered severe casualties and feels they have no chance of winning the Battle, they may decide that a rather cowardly Retreat is the best course of action to spare the rest of the Tribe.

If the player has only 5 Figures or less left standing at the start of their Turn, they may choose to Retreat. The Battle immediately ends, with the opposing player being declared the winner. The winner automatically completes their main Mission for the scenario.

If a player has no more Figures in play, they automatically Retreat.

INTERMISSION

As soon as the Battle ends, the Intermission begins. Players should take the following steps, in order:

1 - Cook or Torture Captives
2 - Roll for Scars
3 - Update the Wall of Death
4 - Update the Chronicle Track
5 - Update the Chronicle Map
6 - Gain Upgrades

COOK OR TORTURE CAPTIVES

Players now benefit from the enemy **Bodies** they were carrying at the end of the Battle. They may choose to cook those Bodies in their Village's Oven to gain Resources or place them in the Torture Pit to gain Hate. The corresponding Figures are Killed - Remove all Upgrades and Scars from their Figure cards and return their Figures to their owner (representing a fresh Figure replacing the fallen one). If this is the first Battle of the Clash, those Killed Figures do not participate in the second Battle. However, they will be available for the next Clash.

Players may only place Bodies in the Oven or Torture Pit equal to the number of slots enabled on those Buildings. Players start the Chronicle with 1 Oven slot and 1 Torture Pit slot enabled but may upgrade those buildings over the course of the Chronicle (see page 24). All Bodies that cannot be cooked or tortured eventually escape back to their Tribe. Nothing happens to them, simply return its Figure to its owner. However, those Figures still Roll for Scars, as they were KO'd.

GAINING SCARS

When a Figure gains a Scar, it takes the matching Scar card and slots it onto its Figure card, applying its effects to that Figure until the Scar is removed. Scars occupy one Upgrade slot *(but are **not** Upgrades themselves!)* and deny any Skills in that slot from being used. If a Figure ever gains a second Scar, that Figure is **Killed** (discard all of its Scars and Upgrades). In the off chance that there are no copies left of the type of Scar a Figure should receive, they get a lucky break, and nothing happens to them. Figures Killed by a second Scar do not participate in the second Battle of the Clash and come back fresh for the next Clash.



***Example:** This Warrior became Deranged and is now a hindrance to its allies, instead of lending support.*



ROLL FOR SCARS

All Figures that have been KO'd and are still alive must roll to see what happened to them during the Battle (this includes captives that have escaped).

Roll 3 dice and check the **Scars Table** at the end of the Rulebook, applying the listed result to that Figure. In most cases, the Figure will gain a **Scar**.

Remember to keep Figures who were Killed or KO'd in the Battle separate from the ones that survived. KO'd or Killed Figures are not eligible to receive Upgrades during the Intermission.

UPDATE THE WALL OF DEATH

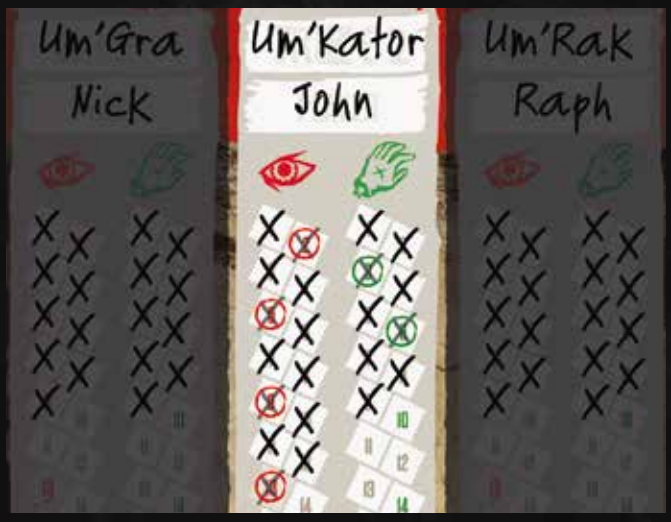
For each of your Figures that was Killed, fill one of the spaces in the Wall of Death on the back of your Village sheet. In death, this warrior's name deserves to be remembered!

Deaths may incur a penalty to your Tribe's score at the end of the Chronicle (see page 26).

UPDATE THE CHRONICLE TRACK

Both players now count how many Hate and Resource tokens they have acquired from the last Battle and mark it on the Chronicle Track sheet.

- For each Milestone (red number) reached in the **Hate Track**, the player will gain 1 **Generic Upgrade** for their Figures.
- For each Special Milestone (underlined number) reached in the **Hate Track**, the player will gain 1 **Tribe-Specific Upgrade** for their Figures.
- For each Milestone (green number) reached on the **Resource Track**, the player upgrades their Village by enabling (ticking) 1 slot.



***Example:** The player gained 13 Hate, reaching 4 Milestones (the last being a special one) which will grant their Tribe 3 Generic Upgrades and 1 Tribe-Specific Upgrade. The 9 Resources gained reached 2 Milestones, so 2 Buildings in their Village will be upgraded.*



There is no limit to Resource or Hate throughout the Chronicle. If a player reaches 60 on any of the tracks, keep tracking. Beyond that point, for every 5 Hate, the player gains 1 Generic Upgrade, and for every 6 Resource, the player may enable another slot on their Village Sheet. Gaining Hate does not grant any more Tribe-Specific Upgrades beyond that point.

UPDATE THE CHRONICLE MAP

The player who won the Battle claims the chosen Territory and writes their name on it directly on the Chronicle Map, erasing any other name that was there before.

The player now owns this Territory and claims any bonuses it gives at the start of each Clash. If they still hold the territory at the end of the Chronicle, they score the Conquest Points listed on that Territory.

GAIN UPGRADES

Check how many Generic Upgrades each of the battling players should receive. Shuffle the Generic Upgrades available and draw the amount both players should receive **plus 1**, and place the faceup on the table. Starting with the winner of the Battle, players alternate picking those Upgrades until both players get the number of Upgrades they earned (there will be 1 left).

If a player reached a Special Milestone, they choose one of the Tribe-Specific Upgrades available to their Tribe.

Once both players have chosen their Upgrades, they may assign them to their Figures. Remember that only Figures still standing at the end of the Battle are eligible to gain Upgrades. Also keep in mind that the number of Upgrades each of your Figures may have is limited by the number of enabled slots on your Village's **Training Grounds**. Upgrades may never be reassigned.

There are three types of Upgrades a Figure can get:

- **Generic Upgrades:** These are the most common Upgrades gained during the Chronicle and are available to all Tribes.
- **Tribe-Specific Upgrades:** These are only available to your Tribe. They are unique and are awarded to your Tribe for reaching **Special Milestones.**
- **Mission Upgrades:** These are awarded to the player who accomplished their corresponding Mission. The player gets the Upgrade only during this step of the Intermission. If there are no more copies of the Mission Upgrade available, the player simply doesn't gain it.



THE VILLAGE



Your Village is where you keep track of how developed your Tribe's Buildings are. The more they develop, the more benefits your Tribe has access to.

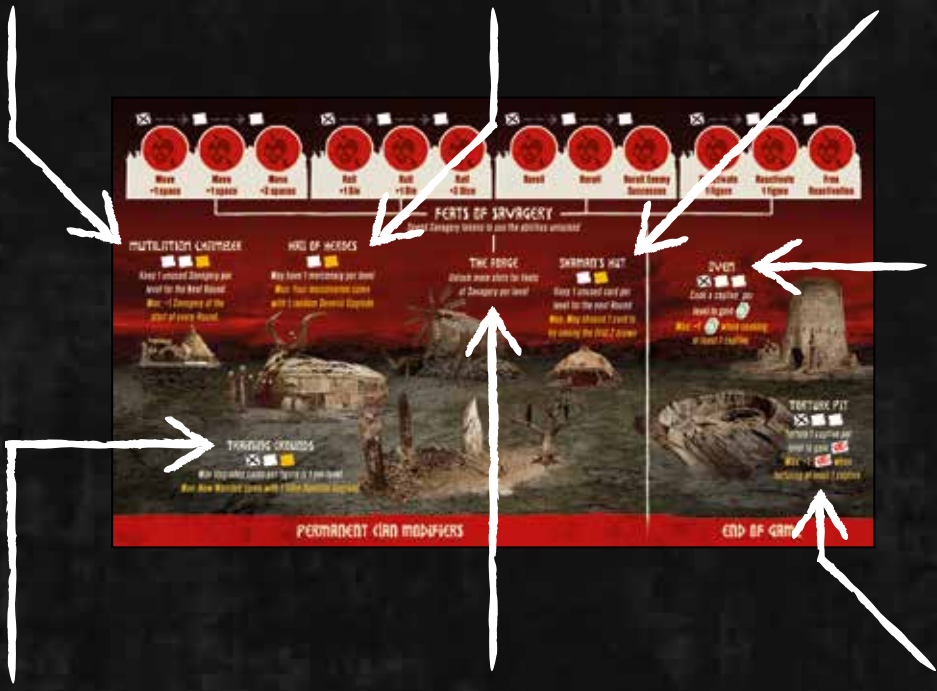
Each Building gives a specific bonus. In addition, these Buildings may be improved during the Intermission by reaching Resource Milestones, increasing the efficiency or number of times their specific bonus can be utilized. When a Building is upgraded, tick one of its empty slots to enable it. Once all of a Building's slots are enabled, the Tribe also benefits from the "Max" bonus listed on it.

The bonuses each Building gives are as follows:

Mutilation Chamber: If the player has any unused Savagery tokens left at the end of a Round, each slot enabled on their Mutilation Chamber allows them to keep 1 token for the next Round (adding it to the 5 tokens gained in the Replenish phase).
Max: The player gets 6 Savagery tokens instead of 5 during each Replenish phase.

Hall of Heroes: For each slot enabled on their Hall of Heroes, the player may include 1 captured Mercenary in their Tribe (see next page).
Max: Any new captured Mercenary joins your Tribe with a Generic Upgrade. Draw 3 random Upgrades, choose one and add it to your Mercenary, discarding the others.

Shaman's Hut: If the player has any unused Tribe cards left at the end of a Round, each slot enabled on their Shaman's Hut allows them to keep 1 card for the next Round (adding it to the 2 new cards drawn in the Replenish phase).
Max: At the start of the Battle, the player may search their Tribe deck for a card to be one of the 2 drawn in the first Replenish phase.



The Oven: During the Intermission, for each slot enabled in their Oven, the player may Cook 1 captive they carried off, gaining 1 Resource per cooked captive (including Innocents tokens).
Max: The player gets +1 Resource when they Cook at least 1 captive.

Training Grounds: Each Figure in a Tribe is limited to 1 Upgrade card per enabled slot in its Training Grounds (not counting starting skills printed on the card).
Max: At the start of a Clash, any of your Warriors that were previously Killed and are coming back fresh is given one Tribe-Specific Upgrade of your choice. If there is no Tribe-Specific Upgrade available, they get nothing.

The Forge: The player may spend Savagery tokens to use the Feats of Savagery they have enabled (see "The Forge and Feats of Savagery" on page 20).
The Forge doesn't offer a "Max" bonus.
When upgrading any of the 4 Feats of Savagery, it must be done in order, from left to right. (Each must have the 2 first slots enabled before the third, more powerful, slot can be enabled.)

Torture Pit: During the Intermission, for each slot enabled in their Torture Pit, the player may Torture 1 captive they carried off, gaining 1 Hate per tortured captive (including Innocents tokens).
Max: The player gets +1 Hate when they Torture at least 1 captive.

MERCENARIES



Mercenaries are powerful combatants with no allegiance, but you may try to conscript them by force. If the chosen scenario features a Mercenary, follow these rules to add it to the game.

Mercenary Setup

- Take the Mercenary cards and shuffle them into a facedown deck within reach of all players.
- If the scenario does not indicate a specific Mercenary, take all the Mercenary Figure cards (except for the Worm and the Tyrant), shuffle them and draw 3 cards. The Attacker chooses 1 of them to join this Battle.
- Place the number of Hate tokens indicated on the scenario on the Mercenary Figure card. This represents its resistance before being KO'd.

Activating a Mercenary

Until captured, this Figure is considered a Neutral Mercenary, causing havoc against all Tribes. Each player at the end of their Turn will draw a Mercenary card and choose one of the two options listed to execute as the Mercenary's activation. The player that draws the card controls the Mercenary's behavior, making any choices necessary.

All Mercenaries have at least one Action Skill, which requires an action to be triggered. If a Mercenary card indicates the use of an Action Skill, the active player decides which one to use, in case there are more than one available.

Players may never use their Tribe cards or Feats of Savagery to grant bonuses to a Neutral Mercenary.

The Neutral Mercenary is considered an enemy to both players, regardless of who's controlling it at the moment.

Capturing a Mercenary

Each time the Mercenary would be KO'd, instead remove 1 Hate token from its Figure card and give it to the Attacker, keeping it separate from the other tokens. Once there are no more Hate tokens on the Mercenary's Figure card, it can then be KO'd normally.

Players may then Grab the Mercenary's Body and attempt to Capture it by carrying the Body to the edge of the board and spending 1 Movement Point there. If they do so, the Mercenary Figure is placed on their Village to indicate it's been Captured.
If none of the players were able to Capture the Mercenary by the end of the last Round, the player who collected the most Hate tokens off of its Figure card is considered to have Captured it (also fulfilling any associated Mission).

Part of the Tribe

Once a player has captured a Mercenary, it is part of their Tribe and may be brought into Battle as long as their Hall of Heroes has enough enabled slots. When that is done, the Mercenary replaces either a Warrior or a Youngblood. The replaced Figure remains in the Village and may be used in future Battles. During Setup, the Mercenary is placed in the Space where the Warrior or Youngblood was supposed to start.

The Mercenary is now considered an ally Figure following all of the normal rules. It may gain Upgrades and is activated normally. However, like Princes, Mercenaries require 2 Savagery tokens to activate.

If a Mercenary is Killed, it loses any Upgrades and Scars. Return it to the deck, so it can be captured again later by any Tribe.

THE TYRANT



The Tyrant is the ultimate leader of men, the ruthless despot that will crush all other tribes under his boots. The Tyrant cannot be randomly selected as the Neutral Mercenary for any scenario, it can only be introduced in the Tyrant scenario, when a player targets the Capital at the center of the map. The Tribe who wins this scenario gets to add the Tyrant to their Tribe, replacing their Prince.
If the Tyrant scenario is played again later, the player controlling the Tyrant loses control of him. Discard any Scars and Upgrades on him so he can participate in the scenario and join the winning Tribe.
If the Tyrant is Killed, he leaves the Tribe and loses any Upgrades and Scars, but may later join any Tribe that wins the Tyrant scenario.



END OF THE INTERMISSION

As soon as the Intermission is done, both players proceed to the next Battle of the Clash, or proceed to the next Clash scheduled in the Chronicle if they have just completed the second Battle.

Territory Bonuses

At the start of a new Clash, each player checks the Territories under their control and claims the pertinent bonuses. These are only claimed at the start of each Clash, NOT at the start of each Battle.

Outer Circle Bonuses:

- Resource and Hate bonuses are added as tokens for the first Battle, being tracked in the Intermission at the end of the Battle.
- Savagery bonuses are added to the first Round of the first Battle.

Inner Circle Bonuses:

- ***+2 Random Upgrades:*** At the start of the Clash, the player draws 2 random Generic Upgrades and assigns them to any of their Figures, respecting their Training Grounds limit.
- ***+1 Village Upgrade:*** At the start of the Clash, the player enables 1 slot on any Building in their Village.
- ***11 Figures on 2nd Battle:*** If any of the player's Figures are Killed on the first Battle of the Clash, they are allowed to bring fresh ones in for the 2nd Battle, starting with a full roster of 11 Figures.

END OF THE CHRONICLE

After all Clashes are done, it's time to determine the winner of the Chronicle:

- Each player tallies their total Resources and total Hate, taking only the lower of these two totals.
- They then add their total Conquest Points (as listed in the Territories under their control at the end of the Chronicle) to this number.
- Then, each player checks their Wall of Death to count how many of their Figures were Killed during the Chronicle. Points are deducted from the 3 players with the most deaths:
    - Most deaths loses 20 points
    - 2nd most deaths loses 10 points
    - 3rd most deaths loses 5 points

If players are tied, they both get the same penalty.

Add each of these together to determine your Final Score. The Tribe with the highest Final Score is the Winner of the Chronicle: the ultimate ruler of the world of HATE!

Example: *Player #1 has accumulated 50 Resources, 40 Hate, and 20 Conquest Points during the Chronicle. They will take the 40 Hate (because that is their lowest total between Resources and Hate) and add their 20 Conquest Points, giving them a Score of 60.*

Player #1 had 12 Figures Killed during the Chronicle. Since they have the second most deaths, they subtract 10 points from their Score which gives them a Final Score of 50.

Tiebreakers: In case of a tie, the tied player with the most Conquest Points wins. If the tie persists, the tied player with the single highest number of either Hate or Resources wins.





MULTIPLAYER BATTLES

If there are more than 2 players, they have the option of adding multiplayer Battles to the game. These are massive Battles involving 3 or 4 Tribes at the same time, either 2 vs 1, 2 vs 2, or Free-For-All.

Just like any other scenario, multiplayer scenarios can be played as a Standalone Battle or as part of the Chronicle. As a Standalone, simply choose the scenario and follow the normal Standalone rules (page 9). However, if played as part of the Chronicle, there a few particulars:

3-PLAYER SCENARIO (2 VS 1)

The 3-player scenario may only be used in a Chronicle with exactly 3 players, acting as the Chronicle finale. All players must agree at the start of the Chronicle that there will be a multiplayer Battle at the end of it.

After all Clashes have been resolved, the multiplayer scenario is played to end the Chronicle. The player with the highest total Resource + Hate is the Defender, while the other 2 form a temporary alliance against this player as the Attackers.

When the scenario is completed, players calculate their Final Score as normal to determine the winner of the Chronicle.

4-PLAYER SCENARIOS

The three available 4-player scenarios may be used in a Chronicle with 4, 5, or 6 players.

Before the first Battle of one of their Clashes, two Attacking players may agree to join their Battles together by choosing either one of the 2 vs 2 scenarios, or the Free-For-All scenario to play against the other two Defending players. This Battle counts as the first Battle of both Clashes.

2 vs 2: The Attacking players choose together 2 Territories that will be targeted. One of the targeted Territories must fulfill the requirements of at least one of the Attackers, and it must have another Territory adjacent to it that's either unclaimed or under control of one of the Defenders. The winners of the Battle decide who claims each of the Territories. If they can't agree, the winning player with the least Resource + Hate decides.

Free-For-All: The Attacking players choose together the targeted Territory. It must fulfill the requirements of at least one of the Attackers. The winner of the Battle claims the Territory.

GAINING UPGRADES

At the end of a 2 vs 1 or 2 vs 2 Battle, the winning side picks Upgrades first. Each player takes one, then the losing side picks, alternating until each player has taken the number of Upgrades they've earned.

At the end of a Free-For-All Battle, the winning player picks first, followed by the player who Retreated last, then the player before that, and finally the player who Retreated first. Keep picking in that order until each player has taken the number of Upgrades they've earned.

SPECIAL RULES

Allies: In 2 vs 1 and 2 vs 2 Battles, Tribes battling on the same side are considered allies. All Tribe cards, abilities, and Support can benefit any Figure on the same side (Attackers or Defenders) regardless of their Tribe. However, each player can still only use their Feats of Savagery on their own Figures, and they can't activate normally Figures from their ally.

Secret Missions and Underdog Missions: Underdog Missions still apply if a Tribe is more than 10 points behind in total Resource + Hate compared to any of its opposing Tribes. Secret Missions and Underdog Missions must still be fully completed by the Tribe that has the card, not by their ally.

Turn Order (Free-For-All): The Tribe with the least total Hate + Resource begins, with play proceeding in clockwise order.

Turn Order (2 vs 2 or 2 vs 1): One Attacker takes a Turn, then one Defender, then the other Attacker, then the other Defender. This player order is repeated until the Round ends. Since there is only one Defender in a 2 vs 1 Battle, they will take 2 Turns in each of these cycles.

End of the Round (2 vs 2 or 2 vs 1): The Round only ends when all Tribes on one side of the Battle are out of Savagery or Figures to activate at the start of their Turn. If you are done but your ally isn't, you must simply keep passing your Turn.

Retreat: If a Tribe wants to Retreat (see page 21) they remove all of their standing Figures from the board, dropping any Bodies they were carrying, and leaving behind any of their own KO'd Figures. If two allied Tribes Retreat, the Battle immediately ends, and the opposing Tribe(s) win, automatically completing the main Mission(s).

SPECIAL TRIBE RULES

Some Tribes bring new mechanics that are not part of the core rules:

TRIBE UM'GRA



More than any other Tribe, they are moved by Hate. Their Tribe cards cost Hate tokens instead of Savagery tokens to use. The player must accumulate enough Hate during the Battle to spend it on their Tribe cards.

TRIBE OF UM'TAL



Their focus is on completing Trials, which are part of their Tribe cards, to get powerful passive bonuses.

Trials: Trials are drawn from the Tribe deck normally. From the moment they are placed faceup on the table, the Trial is active. Each Trial describes a task that must be fulfilled in order to add a Savagery token from the common pool to the card. As soon as the listed number of required Savagery is reached, the Trial is complete. From that point until the end of the Battle, the Tribe benefits from the bonus listed. Remove all Savagery from the card and keep it to the side as a reminder of the permanent bonus.

If the Trial is not completed by the end of the Round, the card is discarded during the Replenish phase, along with any Savagery tokens that were on it.

TRIBE OF UM'KATOR



They are specialists in expanding their Forge to get powerful bonuses from it. Some of their Tribe cards may be added to their Village's Forge. After paying the listed Savagery, place the card faceup next to your Village sheet, expanding your Forge's options until the end of the Battle. Each of these cards contains a new Feat of Savagery, with 2 slots that are already enabled. Just like the other Feats of Savagery, the player may spend a Savagery token, placing it on an available slot, in order to get the benefit listed at the bottom of the card. The token stays there, blocking further use of that slot, until being removed during the next Replenish phase.

TRIBE OF BUL'GAR



Their Prince and Champion are considered Shamans as well, for the purpose of any game effect. This Tribe uses their mystic powers to take control of their enemies, compelling them to their side of the Battle.

Setup: In any Battle this Tribe participates in, it must *always* be the one whose Figures *do not* have counter bases attached to them, even when they're the Attacker. Just have the other Tribe use the counter bases instead.

Take Control: When a Tribe card instructs you to Take Control of a Figure, remove the counter base from that Figure to indicate it's now yours. Also, take its Figure card and place it in front of you. This controlled Figure may be activated just like any normal member of the Tribe of Bul'Gar. It is considered an ally to them, and an enemy to the opposing Tribe.

At the end of the Battle, any controlled Figure is released back to its owner's Village and goes through the Intermission under control of its original Tribe.



TRIBE OF VORE NASH

Not part of the core box
The Shaktaar people of this Tribe are specialists in laying Traps and staying Hidden to make deadly surprise attacks.

Hidden: Some of their Tribe cards give them the ability to Hide. Remove the Figure from the board (using the Savagery token used to activate the Figure as a marker to where the Figure was) and place the Figure on the Tribe card, where it can't be affected by normal game effects. Next turn, the Figure comes back to the board, following the parameters described on the Tribe card. During its next activation, the Figure benefits from any bonuses that require it to have been Hidden.



Minor Trap token



Major Trap token

Traps: Their Shaman's Starting Skill instructs the player to deploy 4 Minor Trap tokens during Setup. If the Vore Nash Shaman is in the Battle, after all normal Setup is done, the player shuffles all Minor Traps and places them facedown (without looking at their content) on spaces of their choice, adjacent to their Figures and not adjacent to any other Trap. Any other effects that instruct the player to deploy Traps must follow the same procedure. If there are no tokens available, no Trap is deployed.

Whenever a Figure enters a space where there is a Trap, its activation immediately ends. Flip the token and apply the effect listed on it:

- **No Effect:** Simply discard the token.
- **-1** : Place the token on the Figure card as a reminder that they roll one less die on Defense until the end of the Battle. If the Figure is KO'd, discard the token.
- **KO this Figure:** The Figure is immediately KO'd and the token discarded.

TRIBE OF UM'TULL

Not part of the core box
They are deeply knowledgeable of Poisons, using them to doom their enemies.

Poison: Some of their Tribe cards contain Poison that may be given to an enemy when the condition listed on the card is met. When that happens, pay the indicated Savagery cost, and attach the Tribe card underneath the enemy's Figure card, so that only the green Poison bottom of the card is showing.

At the end of each Round, any Figure with Poison attached to it is automatically KO'd and the Poison card is discarded. The Poison card is still removed if an effect, such as *Toughness*, allows the Figure to remain standing.

TRIBE OF SARRASSA

Not part of the core box
The Garric people of this Tribe are Cursed creatures roaming the Earth. The Sarrassa Shaman may never be Killed or replaced with a Mercenary. His Starting Skill obligates them to start each Battle with the "Eternal Life Is Curse" Trial card faceup, which is considered complete and active (they only draw 1 other Tribe card for Round 1).

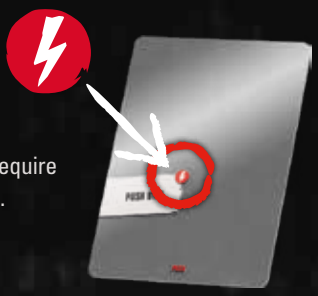
The Figures of this Tribe have higher base stats than any other. However, due to the "Eternal Life Is Curse" Trial, after Round 2 they all roll -2 dice for Attack and -1 dice for Defense (though they always roll at last 1 die).

SKILLS, SCARS, AND UPGRADES

There are three types of Skills, Scars, and Upgrades:



Normal Skills have a white background. They occupy one specific slot and may be overlaid by any other Skill. However, they may never be rearranged.



Skills with the Action symbol on them require the spending of an Action to use them.



Permanent Skills have a black background. These are always in effect and may not be overlaid by any other Skill. They are usually Scars, but there are also some Starting Skills and Upgrades that are Permanent. If a Scar would occupy the same slot as a Permanent Skill, simply discard the Scar.



Starting Skills

Toughness - At the start of the Battle, place 1 Hate token on your Figure card. When you would be KO'd, the attacker gets the Hate token instead.

Support: +1 or +2  - An ally attacking a target adjacent to you rolls +1 or +2 dice (see page 17).

Ranged - Your Attacks may target an enemy within Range 5 (see page 16).

Generic Upgrades

A-01 - Every time you roll either for Attack or Defense, gain 1 Savagery.

A-02 - Your attack may target an additional enemy adjacent to you, using the same roll.

A-03 - Roll +1 die when Attacking.

A-04 - When Attacking, you may reroll any number of dice once.

B-01 - When Defending, you may reroll any number of dice once.

B-02 - While carrying a Body, your Defense rolls get +1 Save.

B-03 - At the start of the Battle, place 1 Hate token on your Figure card. When you would be KO'd, the attacker gets the Hate token instead.

B-04 - Your Attacks may target an enemy within Range 5 (see page 16).

C-01 - You have +1 Movement Point to use whenever you Move.

C-02 - After you KO an enemy, you may immediately perform a free Move with 2 Movement Points.

C-03 - Once per Move you may climb an adjacent Plateau without spending any Movement Points (no matter how high).

C-04 - If you have the High Ground when attacking, your roll gets +1 Hit.

D-01 - Get +1 Resource when a Body you were carrying is cooked in the Oven during the Intermission.

D-02 - When you are KO'd, gain 1 Hate token.

D-03 - Get +1 Hate when a Body you were carrying is tortured in the Torture Chamber during the Intermission.

D-04 - Once per activation, you may use an available Feat of Savagery without placing the Savagery token on its slot, simply discard the token.

Tribe-Specific Upgrades & Shaman Starting Skills

Um'Gra-B-01 - If your Tribe has more Hate tokens than your enemies this Battle, this Figure gets +2 dice on Attacks.

Um'Gra-C-02 - If your Tribe has more Hate tokens than your enemies this Battle, this Figure gets +2 Movement Points.

Um'Gra-D-03 - When you KO an enemy Figure, you may steal 1 Hate token from their owner's pool.

Um'Gra Shaman - Your Tribe starts each Battle with 1 Hate token in its pool.

Um'Rak-B-01 - You have +2 Movement Points to use whenever you Move.

Um'Rak-C-02 - An ally attacking a target adjacent to you gets +1 Hit to their roll.

Um'Rak-D-03 - An ally attacking a target adjacent to you rolls +1 die.

Um'Rak Shaman - An ally attacking a target within Range 3 of you rolls +1 die.

Um'Gorr-D-01 - Activating this Figure costs 1 less Savagery token than normal (Only for Prince and Mercenaries).

Um'Gorr-D-02 - This Figure may be reactivated once per Round (paying the Savagery cost as usual).

Um'Gorr-C-03 - After you KO an enemy, you may immediately perform a free Move with 3 Movement Points.

Um'Gorr Shaman - As an Action, you may take a Savagery token from one of your allied Figures and add it back to your pool (Not from Prince or Mercenary).

Um'Tal-D-01 - When you are KO'd, place 1 Savagery token from the common pool on any Trial card.

Um'Tal-B-02 - You gain the benefits from any of your faceup Trial cards, even if they're not complete.

Um'Tal-B-03 - Any complete Trial gives you twice their normal benefit (Only for Warriors).

Um'Tal Shaman - As an Action, you may place 1 Savagery token from your pool on any Trial card.

Um'Kator-D-01 - Each Wild you roll when attacking may be converted into 1 Savagery token which you take from your used Feats of Savagery, freeing them up.

Um'Kator-D-02 - When you KO an enemy, take 1 Savagery token from their owner's pool and add it to your own.

Um'Kator-B-03 - When you are KO'd, you may free up one entire Feat of Savagery, discarding all Savagery tokens from its slots.

Um'Kator Shaman - You start each Battle with 5 Savagery tokens on your Figure card and may use them as if they were part of your pool. However, for all game effects they do not count as being in your Savagery Pool.

Um'Cal-D-01 - When you are KO'd, gain 2 Hate tokens.

Um'Cal-A-02 - You may get +2 Hits for all rolls this activation. If you do, you are KO'd at the end of your activation (If you have Toughness, just discard the Hate token).

Um'Cal-C-03 - You may get +3 Movement Points during this activation. If you do, you are KO'd at the end of your activation (If you have Toughness, just discard the Hate token).

Um'Cal Shaman - When you are KO'd, you may immediately activate another Figure without spending Savagery.

Um'Cordu-D-01 - Each Wild you roll may be converted into 2 Savagery tokens.

Um'Cordu-B-02 - After rolling Defense, you may discard 1 Savagery token (and only 1) to add +1 Save to that roll.

Um'Cordu-C-03 - At the start of your activation, you may discard 1 Savagery token (and only 1) to get +2 Movement Points this activation.

Um'Cordu Shaman - On each Replenish phase, your Tribe gets +1 Savagery token to use next Round.



Bul'Gar-C-01 - You may perform +1 Action every activation (Only for Shamans).

Bul'Gar-D-02 - You roll 1 less die when Attacking. If you are a Shaman, when you KO an enemy, you may swap this Upgrade with any Upgrade on that enemy. (If the enemy is not a Shaman, they are not able to swap this Upgrade later. They are cursed with the penalty until death).

Bul'Gar-D-03 - You have -2 Movement Points when Moving. If you are a Shaman, when you KO an enemy, you may swap this Upgrade with any Upgrade on that enemy (if the enemy is not a Shaman, they are not able to swap this Upgrade later. They are cursed with the penalty until death).

The Upgrades and Skills of the following Tribes are not included in the core box:

Vore Nash-C-01 - As an Action, you may move an adjacent enemy into an unoccupied Space with a Trap within Range 3 of its Figure.

Vore Nash-D-02 - During your activation, you may look at the content of one Trap token on the board.

Vore Nash-A-03 - If you were Hidden before this activation, your next Attack this Round gets +1 Hit.

Vore Nash Shaman - You may deploy 4 Minor Traps at the start of the Battle (follow the "Trap" rules on page 29).

Um'Tull-D-01 - When you are KO'd, immediately place your Figure on your Village, so it cannot be carried away.

Um'Tull-A-02 - You have -1 Movement Point, but get +2 dice when attacking.

Um'Tull-A-03 - You get -1 die for Defense, but your Attack rolls get +1 Hit.

Um'Tull Shaman - As an Action, you may take a Poison card attached to a Figure and attach it to another Figure of its Tribe. You also have +2 Movement Points.

Sarrassa-B-01 - You are not affected by the effects of any Trial cards.

Sarrassa-A-02 - During your activation you may perform an Area of Effect Attack (it targets ALL Figures adjacent to you, including allies). If you do, you are KO'd at the end of your activation (If you have Toughness, just discard the Hate token).

Sarrassa-D-03 - If you have been KO'd, you may discard 2 Savagery tokens at the start of your Turn to stand your Figure back up, returning to the Battle.

Sarrassa Shaman - You can never be Killed. When any effect would Kill you, you are considered KO'd instead. You may take multiple Scars, but discard any that would overlap a current Scar. You may never be replaced with a Mercenary. You must start each Battle with the "Eternal Life is Curse" Trial as one of your 2 faceup Tribe cards.

Mission Upgrades

Princeslayer - Your Attack rolls against a Prince get +2 Hits.

Savior - Your Attack rolls against an enemy carrying a Body get +2 Hits.

Magic Stick - Each Wild you roll when attacking may be converted into 3 Hits.

Catapult - As an Action, you may perform a Ranged Attack rolling 5 dice with 1 Reroll. However, you have -3 Movement Points.

Scythe - As an Action, you may discard 1 Hate token from the Figure card of an adjacent enemy.

Push - As an Action, you may Push an adjacent enemy 3 Spaces in the opposite direction. If the enemy falls off any number of Plateaus it suffers a 2 dice Attack. If it's blocked by a Figure, both suffer a 2 dice Attack.

Grab - You can perform a Grab without spending an Action.

Long Jump - When Moving, you may spend all your Movement Points to place your Figure within Range 3 of your starting Space.

Fungus - When you are KO'd, immediately make a 4 dice Area of Effect Attack (it targets ALL Figures adjacent to you, including allies).

Scars

Scar-A-01 - Roll -1 die when Attacking.

Scar-A-02 - When using a Tribe card with this Figure, you must spend 1 extra Savagery beyond the card cost.

Scar-A-03 - No Effect, just cancel any covered Skill.

Scar-B-01 - Roll -1 die when Defending.

Scar-B-02 - Wilds you roll may not be converted into Saves.

Scar-B-03 - No Effect, just cancel any covered Skill.

Scar-C-01 - An ally attacking a target adjacent to you rolls -1 die.

Scar-C-02 - You have -1 Movement Point to use whenever you Move.

Scar-C-03 - No Effect, just cancel any covered Skill.

Scar-D-01 - You may not use your Forge's Feats of Savagery to benefit this Figure.

Scar-D-02 - You may not carry Bodies.

Scar-D-03 - No Effect, just cancel any covered Skill.

Mercenary Starting Skills

Bra Ku Taa A - As an Action, you may Attack and all Hits rolled on the target's Defense are added to your Attack result.

Bra Ku Taa D - When your Attack would KO an enemy, you may instead take 1 Resource from their owner's pool and add it to your own.

Brothers Ashkar A - As an Action, you may Grab an adjacent Body. Your Attacks get +1 die per Body you're carrying. You may carry any number of Bodies.

Brothers Ashkar D - Once you've been captured by a Tribe, you copy their Shaman's Starting Skill.

Char A - As an Action, you make 2 consecutive Attacks, targeting the same or different enemies. Each Attack is resolved separately.

Char C - You have +1 Movement Point to use whenever you Move.

Char D - It costs 3 Savagery tokens to activate this Figure.

Clay Man B - Your Defense rolls get a number of extra dice equal to the number of the current Round.

Clay Man D (Cannibal) - As an Action, you feast on an adjacent KO'd Body and get 1 Resource. The Figure is returned to its Village and Rolls for Scars.

Corvux C - As an Action, choose a Tree and move it 1 Space orthogonally in any direction. All Tree Spaces must be at the same level. It may then perform a 3 dice Attack against an enemy adjacent to it.

Corvux D - As an Action, you may KO one Figure adjacent to a Tree.

Grock A - If your Attack rolls at least 1 Wild, you must change the target of your Attack to another adjacent one. If there are none, the target remains the same.

Grock D - As an Action, take 1 Hate token from an adjacent Figure's pool and add it to your own.

Maw A - Your Attack rolls get +3 Hits.

Maw D - As an Action, Move all adjacent Figures up to their total Movement Points.

Rash'Naar B - Your Defense rolls get +2 Saves.

Rash'Naar C - As an Action, you Hide away (see "Hidden" on page 29). At the start of the next Round you return to the board within Range 3 of where you were and make a free Attack.

Rash'Naar D - When you capture Rash'naar to your Tribe, draw 2 Generic Upgrades and choose 1 to assign him (if you want).

Sheya A - Your Attack rolls get +1 Hit.

Sheya C (Hook and Hit) - As an Action, pull an enemy within Range 5 to a Space adjacent to you and Attack it.

Spore Child B - As an Action, you may Push an adjacent enemy 5 Spaces in the opposite direction. If the enemy is blocked by a Figure, both suffer a 4 dice Attack.

Spore Child D - When you are KO'd, immediately make a 6 dice Area of Effect Attack (it targets ALL Figures adjacent to you, including allies).

Trull A - As an Action, make an Attack with +3 dice.

Trull B - At the start of the Battle, place 2 Hate tokens on your Figure card. When you would be KO'd, the attacker gets 1 Hate token instead.

Tun'Dor A - If your Attack rolls 2 Wilds, cancel the Attack. Then, Charge towards the closest ally and KO it (if you can get to an adjacent space).

Tun'Dor C - As an Action, the player controlling Tun'Dor (including while he is Neutral) may activate any allied Warrior (paying the Savagery cost as usual).

The Tyrant A - Your Attacks target ALL Figures within Range 2 (including allies).

The Tyrant C - As an Action, the player controlling the Tyrant (including while he is Neutral) may activate another Figure without spending any Savagery.

The Tyrant D - Your Defense rolls always score 1 Hit. This means your Attacker must roll at least 1 Save or they are KO'd at the end of the Combat.

Vrail A - Your Attack rolls against a Prince or Champion get +2 Hits.

Vrail D - As an Action, you may put 1 Savagery token from the common pool on an enemy Figure that hasn't activated yet (it cannot be a Prince or Mercenary).

Worm C - Worm has an unpredictable Legendary Sword. As an Action, you may try to KO an adjacent enemy with it. Roll 2 dice. If you get 2 Hits (including converted Wilds), KO the enemy. If you get 2 Savagery, KO the closest ally.

Worm D - Worm costs no Savagery to activate. He is added as the 12th member of a Tribe, being placed adjacent to an ally during Setup. Worm can never be Killed. When any effect would Kill him, he's considered KO'd instead. He may take multiple Scars, but discard any that would overlap a current Scar. If another Tribe has Worm's Body during an Intermission, they can't Cook or Torture him. Instead, he becomes part of that Tribe.

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SCARS TABLE

	**SQUASHED GROIN**	You can walk and fight just like before. Unfortunately, your genitals will never be the same. **Gain 2 Hate.**
	**FLESH WOUND**	Luckily it was just a clean wound, it went right through you. **Nothing Happens.**
	**GOUGED EYE**	One of your eyes was popped like rotten fruit. Good thing you have two. **Take Scar-C-03**
	**CRUSHED TEMPLE**	You took a savage blow to the head and your sight is all scrambled. Just kill any shape you notice. **Take Scar-D-03**
	**MISSING FINGERS**	A few lost fingers will not stop you from wielding an Axe! **Nothing Happens.**
	**HANDY SNACK**	Your left hand is dangling by a strip of skin. Luckily, you're right-handed. Just chuck it in the oven and enjoy! **Gain 1 Resource.**
	**BADASS SCAR**	It was just a minor gash, but on your face. No one hits your face! **Gain 1 Hate.**
	**TORN OUT LEG**	Balance yourself on one leg and move on. **Take Scar-C-02**
	**BROKEN RIBS**	A few ribs broken. Don't let them hit you there again, it will hurt like hell! **Take Scar-B-03**
	**SEVERELY MANGLED**	How the fuck you survived, no one knows. You are so deformed you look like a monster. Hope you scare the enemies now. **Take Scar-D-01**
	**TORN MUSCLES**	You cannot carry bodies with your muscles torn up. Focus on killing them. **Take Scar-D-02**
	**UNARMED**	You can fight well enough without your left arm, though it does throw you off-balance. **Take Scar-A-02**
	**CRUSHED HAND**	Your left hand's a mess of crushed bones and flesh. Never mind, as long as you have your right hand, you're never alone! **Take Scar-A-03**
	**DERANGED**	You tried helping your fellow warriors, and nobody was there when you needed it. Screw those assholes! **Take Scar-C-01**
	**SMASHED SKULL**	Losing part of your brain made you forget some useful shit you had learned. **Lose one of your Upgrades.**
	**RIPPED-OFF ARM**	Your main arm is gone. Use your other hand and try not to die! **Take Scar-A-01**
	**EPIPHANY**	The battle and your shitty mistakes gave you an epiphany. **Gain a Tribe-Specific Upgrade of your choice.**
	**EMBEDDED KNIFE**	We cannot remove this knife from your chest, unless you want to go to the oven. Live with that. **Take Scar-B-02**
	**BROKEN BONES**	You have broken bones all over your body, they fucking kicked your ass. **Take Scar-B-01**
	**BLEED TO DEATH**	You lost too much blood, and now you're dead as shit. Just throw the body in the oven. **Your Figure is Killed. Gain 2 Resources.**

CLASH SUMMARY

Each Clash consists of 2 Battles between 2 players. In the first Battle one player attacks and the other defends, then they switch roles for the second Battle.

At the start of a Clash, players collect the bonuses for all Territories they currently control.

BATTLE PREPARATIONS

Attacker selects a valid Territory controlled by the Defender or unclaimed.

Attacker selects a Scenario corresponding to the region of the Territory. Set up the board according to the Scenario.

GAME ROUND

1. REPLENISH PHASE

- Remove all Savagery from Figures on the board and from the Village Sheet.
- Discard any unused Savagery and gain 5 Savagery.
- Discard any unused Tribe cards and draw 2 new ones.

2. ACTIVATION PHASE

Starting with the attacking player, players take Turns back and forth. On their Turn, the player activates 2 of their Figures. They must place 1 Savagery on each activated Figure (2 if it's a Prince or Mercenary). First each activated Figure Moves, then they each take 1 Action.

MOVE

Each Figure has 3 Movement Points to use as follows:
- 1 MP to move to an adjacent space.
- Can't move through enemy Figures.
- May move through allies and Bodies, but not end there.
- Moving up a Plateau costs an extra MP per height level.
- **Harvest a Tree:** Take 1 Resource if the Move ends on one of its spaces.

ACTIONS

- **Pillage a Hut:** Reveal tile and Pillage it for its rewards.
- **Grab a Body:** Take an adjacent Body, collecting any Savagery tokens on it.
- **Attack:** Attack an adjacent enemy (or up to 5 spaces away if you have Ranged).

COMBAT

- Attacker determines Support.
- Attacker rolls dice.
- Attacker resolves any abilities/effects.
- Attacker selects faces for Wild results.
- Attacker generates results from roll.
- Defender then performs these same steps (skipping Support).

> ***Support:*** *Warriors add +1 die each (or Champion +2 dice) to attacker if adjacent to its target.*
> ***High Ground:*** *In combat, a Figure gains +1 die if it's higher than its enemy.*

If the Attacker has more Hits than the Defender has Saves, the Defender is KO'd. Lay down its Figure.
The Attacker gains 1 Hate.

END OF ROUND AND BATTLE

Once a player starts their Turn with no Savagery or Figures to activate, the Round ends and a new one starts.
At the end of the 4th Round, or when a player reaches their Victory Conditions, the Battle ends.

INTERMISSION

1 - Cook or Torture Captives
2 - Roll for Scars
3 - Update the Wall of Death
4 - Update the Chronicle Track
5 - Update the Chronicle Map
6 - Gain Upgrades

Once both Battles and both Intermissions are done, the Clash is over and the next one begins.