KHARNAGE
HELL YEARGHH!

GOAL

You are the Warlord of your people!

Your mission is to conquer this highly strategic (or not) hilltop by having the most Domination points at the end of the game.

Crush, smash, and destroy your opponents' armies in order to collect ever more Skulls! At the end of the 4th round, a SINGLE warlord will build his holiday resort on the bones of his enemies.

Strategy card



Initiative Order in which Strategy cards are resolved.

Reinforcement Number of Unit and/or General cards to put in play.

Type of Attack Attack symbol activated by this Strategy.

Skill for this turn.

Unit and General cards



Defense amount of damage necessary to eliminate the card

Line Line in the Army to deploy the card in.

Symbols Attack, Reinforcement, and/or Skills

SET UP

- **Sort Domination and Kharnage tokens** into 4 stacks: 1-Skull, 3-Skull, 5-Skull and Kharnage, illustrations face up.



1-skull 3-skull 5-skull Kharnage

- **Set the Hill card at the center of the table.** Units destroyed in combat go there.
- **Players each pick an Army** and take the related **Unit, General and Strategy cards.**



- **Shuffle your Unit cards into a Reserve draw pile.** Put it face down next to you. **Put your Strategy 0 card in the Strategy Area** next to the Hill **and take your other Strategy cards and your General cards in hand.**
- **Draw as many Unit cards from your Reserve as there are Reinforcement ( ) symbols on your Strategy 0 card. Do not look at them.** Then deploy them one by one in your Army, in the appropriate **Line** (see p.2) and taking into account any **Reinforcement** symbols. **These cards make up your Army.**



Note: *ignore all* **Surprise** *symbols during set up, except for* **Surprise Reinforcements** *and the* **Large Unit** *Skill.*

The Kharnage can begin...



GAME MECHANICS

- **A Kharnage game is resolved in 4 rounds.**
- **Every round, each player plays one strategy card from Hand,** deploys the indicated Units and Generals, triggers any Skills, and attacks opposing Armies.
- When an Army destroys all the Units in an opponent's Army, **it collects a Kharnage token.**
- Most importantly, at the end of each round, every Army **wins Domination tokens.** Their value depends on the number of cards it destroyed during the round and ultimately determines who wins the game.

STEPS IN A ROUND

CHOOSE YOUR STRATEGY

Players simultaneously choose one strategy card each from their hand and set it face down on their strategy 0 card (or the one played in the previous round).

The card determines your Initiative for this round (the order in which the players play), your Army's Reinforcements, and the type of Attack you have chosen for this round.

> ***Note:*** *you can choose among all your strategy cards but you will only get to play 4 during the game (unless there is a special event).*

When all the players are ready, they reveal their chosen strategy card.

REINFORCEMENT AND ATTACK

One at a time, **starting with the player who has the lowest initiative,** continuing with the next higher and concluding with the highest, players carry out their turns by resolving every element on their strategy cards, starting with the top left one and finishing with the bottom right one:

> ***Note:*** *activate the Skills on your strategy card in the order you read them. They remain inactive as long as it is not your turn to play and they activate when you get to them, before Reinforcements, before Attacks or at the end of your turn.*

REINFORCEMENTS

DRAW YOUR REINFORCEMENTS

- **On your turn, play as many cards from your Reserve or your hand as there are Reinforcement symbols on your strategy card,** taking into account order and type.

  ( ) Red Reinforcement: draw a card from your Reserve but don't look at it.

  ( ) Black Reinforcement: play a card from your hand (General, Unit, Large Unit).

  ( ) Free Reinforcement: choose between Red and Black Reinforcement.

- Draw or play your cards one by one and put them face down **into a Reinforcement draw pile,** so that **the last drawn/played card is on top.**

When you've drawn or played all your cards, **it is time for you to deploy them.**

SURPRISE RULE

When you add a card to an Army, and before adding the next, **trigger all the Surprise effects:**

This symbol represents the Surprise effects triggered upon deploying the Unit or General into the Army. Every symbol of the card that has a Surprise symbol over it successively triggers from left to right. Resolve Surprise Attacks simultaneously.

DEPLOY YOUR REINFORCEMENTS

Deploy all the cards in your Reinforcement pile.

- **Draw the first Reinforcement card and add it to your Army in the correct orientation and Line.** Resolve all Surprise effects then draw the next card.

  Note: *some Surprise effects add Reinforcements. They are always put on top of the Reinforcement pile.*

- The picture must always **face the Hill.**
- **Place the card in the appropriate Line,** identified by its background and especially the Line symbol on its sides (see illustration):

  A Front Line Unit is placed in front, closest to the Hill.

  A Middle Line Unit is placed in the middle, between the other two lines.

  A Rear Line Unit is placed behind the other two lines, closest to the player who played it.

When you've deployed all your Reinforcements and resolved their surprise effects, you may proceed with ... **Attacks!!!**

ATTACKS

Your troops are finally deployed. Let's break some bones.

- **Resolve as many Attacks as there are Attack symbols on your strategy card,** in order, and taking the type of Attack in consideration.

Resolve Attacks one at a time, starting with the one on the left. Keep in mind that attacks never add up, even if they are of the same type. **There are 2 types of Attacks:**

Melee Attack **Ranged Attack**

Example: this Strategy card enables its owner to carry out 1 Melee Attack, followed -after it's been resolved- by 1 Ranged Attack.



DETERMINE ATTACK STRENGTH

- **Count all the Attack and Surprise Attack symbols of the type you are resolving on the Units in your Army.**

For example, count all your symbols for a Melee attack.

- **Add your Magical Attack symbols ( ).**
- **1 symbol = 1 Strength point.** The total is **the Attack Strength.**



Suggestion: always leave room for a line, even when it is empty.



Example: Place this Unit in the Middle Line. The fake Line symbols in transparency represent the Front Line and Rear Line symbols.

RESOLVING THE ATTACK

Now that you know your Attack Strength, choose who to slaughter and how.

- **If there are more than 2 players:** you can **split your Attack Strength equally between 2 enemy Armies** (round up).

  Example: you can split a 7-point Attack into two 4-points Attacks against two enemy Armies.

- **Melee Attacks can only target Units in Armies within reach.** An Army is within reach when immediately **to your left and/or right,** or if the Army between you and your target has no more Units at the start of this Attack.

  Note: *this rule only applies when there are more than 3 players. In a 2- or 3-player game, Armies of every player are always within reach.*

  Note: *if your Strategy card has 2 Attack symbols, you can very well destroy all of a Player's Units with your first Attack and end up within reach of the next player for your second Attack.*

- **Ranged Attacks can target any Army.** You can split your Attack to rain death on two enemy armies.

ATTACK RULES

- **No diddling around: you must use all your Attack Strength to destroy your opponents' Units.** And Skills are not optional unless otherwise indicated.
- **Order and method: you must always target Front Line Units first,** moving on to the Middle Line and finally the Rear Line as they empty.
- **Knuckle sandwich: in order to destroy a Unit, you must spend as many Strength points as its Defense score.** Defense can be increased by Skills. **Keep the cards you destroyed** until the end of the round, they will be counted to determine the winner of the round. **Whenever you destroy the last Unit in an Army, you commit Kharnage** (see example).

  Note: *when you destroy a multiple-card Unit, like the Giant, keep all of its cards.*
- **Same player shoots again:** as long as you have unused Strength points, you must keep wiping out units in the target army.
- **Shrugging it off:** if you do not have enough remaining Strength points to destroy a Unit, **they are lost**. The Unit is unhurt and is not made easier to kill later.

Unused Strength points are lost.

Attacking your enemies and using your Strength points and Skills is mandatory, unless otherwise indicated.

KHARNAGE

If you destroy an opponent's last Unit, you commit Kharnage: collect 1 Kharnage token, it will count as 1 Skull at the end of the game.

Optional yet fun rule: *you do not have to shout, you may choose to have mercy on the other players and your neighbors! Or not.*

When you commit Kharnage, in order to be granted the right to take 1 Kharnage token, you must cry out loud and clear "KHARNAGE !", then smack your hand down on the unfortunate destroyed Units. **The other players must congratulate you by shouting "YEAH !"** or loose 1 Kharnage token, if they have one.

END OF THE ROUND

The round ends when all the players have resolved their Strategy card. All the players count how many cards (not Units) they each destroyed during the round.

Example: *the Orc giant counts as 1 Unit made of 2 cards, it is worth 2 here.*

The player who destroyed the most cards takes the 5-Skull Domination token, the second player takes the 3-Skull token and the third player takes the 1-Skull token. Other players get nothing.

Note: *in a 2-player game, 1-skull tokens are not used.*

If there is a tie, it is broken by Initiative (from this round's Strategy card). The lowest Initiative wins.

Players then cast the destroyed cards face down on the Hill. Start the next round.

Example:

John (Initiative 400) destroyed 9 cards, the greatest massacre this round. He receives the 5-Skull Domination token.

After him, Mike (Initiative 160) and Larry (Initiative 100) both destroyed 5 cards, but Larry has the lowest Initiative. He receives the 3-Skull Domination token and Mike receives the 1-Skull one.

Ray (Initiative 380) destroyed 3 cards and gets nothing.



END OF THE GAME

The game ends after 4 rounds. **All the players count how many Skulls they each got. The player who received the greatest number of Skulls wins.**

Reminder: *1 Karnage token = 1 Skull*

Ties are broken in the following way:

- **The largest Army in number of Units** wins.
- If the tie remains, the player **with the most Kharnage tokens** wins.
- If the tie still remains, the player who has **the lowest Initiative** in the last round wins.

ATTACKS



Ranged Attack

+1 Strength point per symbol in each of your Ranged Attacks.



Melee Attack

+1 Strength point per symbol in each of your Melee Attacks.



Magical Attack

+1 Strength point per symbol in each of your Ranged and Melee Attacks

REINFORCEMENTS



Red Reinforcement

When a Unit bearing this symbol is deployed into your Army, draw as many additional cards from your Reserve as indicated inside the symbol and add them to the top of your Reinforcements pile.



Black Reinforcement

When a Unit bearing this symbol is put into your Army, choose as many additional Unit cards from your Hand as indicated inside the symbol and add them to the top of your Reinforcements pile.

KEY WORDS

Away: the Unit is turned face down.
It is no longer considered part of its owner's Army.
If an Attack only leaves an Army with Away Units alive and destroys the others, there is Kharnage.



Surprise: when deploying Units, symbols associated with this icon must be resolved immediately before moving on to the Attack phase.
If associated with Attack symbols, the active player must carry out an Attack whose Strength is equal to the number of associated Attack symbols.
The attack cannot be split and must be resolved against a single enemy Army.

Immobilised: all the Unit's symbols are neutralized until the end of the round, save for its Defense score. The Unit can neither use it's Skills nor participate in Attacks. Its owner cannot target it with Skills.

CREDITS

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Thanks: Fabien Ouvrard, Laurent Duclos, Julien Borne, Sébastien Jacquet, Sébastien Delobel, Luc Rascalou, the Duprez family, David Kintz and all those who cried out Kharnage with us, as well as all those who participated in the Kickstarter campaign!

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EXAMPLE OF A ROUND.

All the players choose one Strategy card each from their hand and put it face down on the Strategy cards previously played. Then they reveal all of them:



During this round, player order will be: Dwarf (160), Goblin (220), Human (320) and Orc last(420).

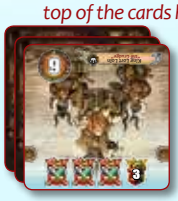
The Dwarf player is the first to resolve his Strategy card:

REINFORCEMENTS:



- he draws 2 cards from his Reserve, without looking at them;

- he chooses between drawing 1 card and playing his General from his hand. He opts for playing his General and puts it on top of the cards he drew..



He then reveals the top card of his Reinforcement pile -his General- and deploys it in the Rear Line (picture facing the Hill).



The dwarf General has **3 Melee Attack symbols with the Surprise symbol.** *He immediately carries out a 3-Strength* **Melee Attack** *against one of his neighbors.*



He must first destroy the Units in the Front Line. He spends 2 Strength Points to destroy the Front Line Unit because its **Defense** *is 1 and it has the* **Shield** *skill which provides* **+1 Defense** *per* **Shield.** *As the Front Line is empty, he uses his last Strength point to destroy the* **1-Defense** *Unit in the Middle Line.*



The Dwarf General also has **3 Free Reinforcements** *, which he draws from his Reserve (he has no more General in Hand), without looking at them, and puts them on top of his Reinforcements pile.*

The player continues to reveal his Reinforcements one by one by deploying them in his Army and resolving the **Surprise** *symbols.*

Then the Dwarf player resolves the attacks provided by his Strategy card, in this case one **Melee Attack,** *followed by a* **Ranged Attack.**

The Dwarf army is as follows:





x 9



x 5

Melee Attack

The Dwarf player can attack the neighbor to his right (the goblin) or to his left (the human) with 9 Strength Points OR attack both with 5 Strength Points.

He chooses the second option, destroying Units in the Human Army (destroying for example 3 Units) and the last Goblin Unit (4 **Defense**).

He shouts "KHARNAGE!", the others shout back "YEAH!" so as not to lose 1 Kharnage token (if they have one).

He sets the cards of the 4 destroyed Units aside (3 human and 1 goblin), with the 2 Goblin Unit cards destroyed earlier.

Ranged Attack

He then resolves his 5-StrengthRanged Attack and commits another Kharnage on the Orc army which had 2 Units.

The Dwarf player is done, it is the Goblin player's turn, then the Human's and last of all the Orc's.

End of the round

At the end of the round, all the players count how many cards they each destroyed. The Dwarf player totals **8 destroyed cards**: *2 with his General, 4 during the* **Melee Attack** *and 2 during the* **Ranged Attack.**

Domination tokens are then given.

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SKILLS

CRUSHING

Before, during or after one of your Melee Attacks, choose and destroy a 1-card Unit whose Defense score is no higher than the score indicated in the symbol. The target must be in 1 of the Armies you attacked and within reach of a Melee Attack.

If there is no score indicated in the symbol, the Defense score of the target does not matter.

Crushing symbols are cumulative and 2 symbols without score can be combined to destroy a 2-card Unit, etc.

EXPLODING

When you deploy this Unit, reveal the top card from your Reserve (if it is a Large Unit, also take the other related cards). Multiply its Defense score by the Defense score of the Exploding Unit to determine a total number of Strength Points.

Make a Ranged Attack against a single enemy Army.

Discard the 2 Units to the Hill.

FLIGHT

After the Attack phase, this Unit is Away until the end of the round.

KNIGHT

During a Melee Attack, you can discard to the Hill ALL your Knight Units to double their number of Melee Attack icons.

LARGE UNIT

When you deploy this card, immediately take from the appropriate pile (the one to which the deployed card belongs) the related card or cards, deploy it/them and activate any Surprise symbols on the Unit.

The player who destroys this Unit keeps all the related cards, each one counting towards the number of destroyed cards at the end of the round.

When an effect is applied to this Unit, it applies either to all the cards or none.

POWDER

When you carry out a Ranged Attack, this Unit provides +1 Strength point per Unit in your army that has the Ranged Attack skill.

SHIELD

+1 Defense per symbol.

VETERAN

After each Attack, add the scores in all the Veteran symbols of participating Units to obtain an new Strength point total. Carry out another Melee Attack against one of the Armies attacked disregarding Lines

WEB

After each Melee Attack, this Unit puts a Web marker on one Unit in 1 of the Armies you attacked. The target Unit is Immobilised until the end of the round. Web tokens are cumulative and 2 symbols enable you to Immobilise a 2-card Unit, etc.