Combat

Entering combat · it is your Action for the turn

- **Provoke** or **challenge** a rampaging enemy · **Assault** a fortified site (−1 Reputation) · **Enter** an adventure site.
- All the enemies engaged form **a single combat**.

The 4 phases

1 · Ranged and Siege

Kill them **before they attack**, with ranged or siege attacks only.
Fortified: siege attacks only.
Double Fortified: untouchable.

2 · Block

Each attack is blocked **separately**: Block ≥ Attack.
Watch out for elements and resistances.
Swift: you need 2 × the Attack.

3 · Damage

Unblocked attacks, one by one, on **Units** and/or **Hero**.

4 · Attack

All attack types can be used here, ranged and siege included. Group: **sum of Armors**, **all Resistances combined**.

Don't forget · Group: **every Resistance of every enemy applies to the whole group**. You choose freely whom to group. Tip: isolate resistant enemies.

Phases 1 and 4 · Attacking

efficient + ½ inefficient ≥ Armor

Your attack	Inefficient if the enemy has
Physical	Physical Res.
Fire	Fire Res.
Ice	Ice Res.
Cold Fire	Fire **and** Ice Res.

Cards played sideways give 1 physical Attack.

Phase 2 · Blocking

efficient + ½ inefficient ≥ Attack

Enemy attack	Efficient Block
Physical	all
Fire	Ice, Cold Fire
Ice	Fire, Cold Fire
Cold Fire	Cold Fire only

Block without an icon = physical.
Swift: you need 2 × the Attack.

Working out "½ inefficient"

1. Add up all the **inefficient** values.
2. Divide this total by 2, **rounded down**.
3. Add the **efficient** values, in full.

Example: Ice Block 3 (efficient) + Physical Block 3 + Fire Block 2 (inefficient) against a Fire attack 6 gives 3 + (3 + 2) ÷ 2 = 3 + 2 = **5 < 6, the block fails**.

Don't forget · Taking damage is **always at least 1 Wound**.
Exception · a Unit with the Resistance to the attack's type AND Armor ≥ the attack

Phase 3 · A Unit takes damage

- Any ready or spent Unit can take damage **as long as it is not already wounded.**
- If the Unit resists the type of damage taken **AND** its Armor is greater than or equal to the attack, **it takes no Wound**.
- Otherwise, the Unit takes **1 Wound** and subtracts **its Armor** from the damage; the rest must be taken by another Unit or the Hero.

  Paralyze : if wounded, it is destroyed.
  Poison: if wounded, it takes 2 Wounds.
  Assassination : Units may not take this damage; only the Hero can.

Phase 3 · The Hero takes damage

Brutal: Damage × 2 first.

Damage ÷ Armor, rounded ↑ = number of Wounds

Damage	Arm. 2	Arm. 3	Arm. 4	Arm. 5
2	1	1	1	1
3	2	1	1	1
4	2	2	1	1
6	3	2	2	2
8	4	3	2	2
12	6	4	3	3

Wounds go **into your hand**.

Poison: +1 Wound to your discard pile per Wound taken.
Paralyze: discard your non-Wound cards.

Knocked out: if the Wounds taken **during this combat** reach your hand limit, discard all your non-Wound cards. The combat goes on.

Dragon Attack 6 Fire, Brutal, against a Unit with Armor 4 and a Hero with Armor 3

Block: against Fire, only an Ice (or Cold Fire) Block is efficient. Ice Block 6: **attack blocked**.
Physical Block 4 + Fire Block 4: both inefficient, (4 + 4) ÷ 2 = 4 < 6: **attack not blocked**.

Not blocked: 6 × 2 (Brutal) = 12 damage. The Unit absorbs 4 damage and takes 1 Wound: 8 remain. The Hero takes 8 ÷ 3 = 2.67, rounded up = 3 Wounds.
Result: the Unit is wounded, the Hero adds 3 Wounds to their hand.

After the combat

- **Fame**: the value of each defeated enemy (Fame and level at the end of the turn).
- **Site conquered**: place a Shield; reward at the end of the turn.
- **Undefeated enemies**: they stay on their space. Failed assault: move back to your previous space.
- **Wounded Units** : unusable until healed. Healing a Unit takes X Healing, X being the Unit's level, top left of its card.

Sites

Rampaging enemies

Provoked when you move from one adjacent space to another, or challenged as an Action. You cannot move onto their space.



Orc Marauders ●○○○○

- Green enemy, face up
- **Reward: +1 Reputation**



Draconum ●●●●○

- Red enemy, face up
- **Reward: +2 Reputation**

Fortified sites

Assault: move in at the terrain cost, −1 Reputation, Fortified defender.



Keep ●●○○○

- Grey enemy, face down
  Revealed by Day if a player is adjacent
- **If conquered: 1 Shield**
- Recruit (icon)
- End of turn in it / next to it: hand limit +1
- PvP: another player can attack it



Mage Tower ●●●○○

- Violet enemy, face down
  Revealed by Day if a player is adjacent
- **If conquered: 1 Shield + 1 Spell**
- Then for everyone: recruit (icon)
- Buy: 7 Influence + 1 mana → 1 Spell

Sites without combat



Village ○○○○○

- Recruit (icon)
- Heal: 3 Influence → 1 Healing
- Plunder (on another player's turn):
  −1 Reputation, +2 cards



Monastery ○○○○○

- Recruit (icon)
- Heal: 2 Influence → 1 Healing
- Training:
  6 Influence → 1 Advanced Action
- Burn the Monastery:
  −3 Reputation, violet enemy
  Your Units do not take part
  Reward: 1 Shield + 1 Artifact



Crystal Mine ○○○○○

- **End your turn on it: 1 Crystal of its color**



Magical Glade ○○○○○

- Start of turn: gold mana (Day) / black mana (Night)
- **End of turn: destroy 1 Wound**

Rewards received at the end of the turn · **Crystal by die**: gold = your choice, black = 1 Fame · **Artifact**: draw 2, keep 1 · ● = danger.

Adventure and Cities

Adventure sites

Entering is your Action.



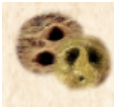
Ancient Ruins ●●○○○

- Token face down at Night, revealed by Day or when a player enters.
- Altar: 3 mana shown on the token → **reward: 7 Fame**
- Enemies: fight them, **gain the token's reward**
- Undefeated: they stay
- **If conquered: 1 Shield**



Monster Den ●●○○○

- 1 brown enemy drawn on entry.
- **If conquered: 1 Shield + 2 Crystals**
- Undefeated: it stays



Spawning Grounds ●●●○○

- 2 brown enemies drawn on entry.
- **If conquered: 1 Shield + 1 Artifact + 3 Crystals**



Dungeon ●●●○○

- 1 brown enemy drawn on entry.
- **Night rules · no Units**
- **If conquered: 1 Shield + die: black/gold = 1 Spell, otherwise 1 Artifact**



Tomb ●●●●○

- 1 red enemy drawn on entry.
- **Night rules · no Units**
- **If conquered: 1 Shield + 1 Spell + 1 Artifact**

Cities · fortified site

Assault: move in at the terrain cost, −1 Reputation per player, Fortified defenders.

- Defenders face down on the City card, revealed when a player is adjacent, **even at Night**.
- Fortified defenders + color bonus
- **1 Shield per defender defeated**
- **All defeated: conquered; Lord = most Shields**

Conquered

- Anyone can be there, no combat between players
- Recruit (City icon) and its interaction
- Interaction here: +1 Influence per Shield
- End of turn in it / next to it: hand +2 (Lord) or +1

City	Defender bonus	Interaction
White	+1 Armor	Any Unit type · 2 Influence → +1 Elite
Blue	Ice/Fire attacks +2, Cold Fire +1	7 Influence + 1 mana → 1 Spell
Red	Brutal physical attacks	12 Influence → 1 Artifact
Green	Poison physical attacks	6 Influence → 1 Advanced Action

The Lost Legion sites

Adventure sites

Entering is your Action.



Maze

●●○○○

- 1 brown enemy drawn, discarded after the combat
- If defeated: **1 Shield on the path + reward**



Labyrinth

●●●●○

- 1 red Draconum drawn, discarded after the combat
- If defeated: **1 Shield on the path + reward + 1 Advanced Action**

- **A single Unit** (ready, unwounded) comes with you; **no other Unit** for the whole action
- Choose a path: pay **2, 4 or 6 Movement** (not the points left over from your Movement phase)
- Reward: path 2 = **2 Crystals of your choice** · 4 = **1 Spell** · 6 = **1 Artifact**

Partly conquered site: another player can enter by another path. A player conquers a given Maze or Labyrinth only once; each path can be conquered only once. **Game end: 2 Fame per Shield placed (Adventurer title).**

Sites without combat

Usable as soon as the tile is revealed.



Deep Mine

○○○○○

- **End your turn on it: 1 Crystal of a color of your choice among the Mine's colors**



Refugee Camp

○○○○○

- Recruit **any Unit**
- Extra cost: Village +0 · Keep, Tower, Monastery +1 · City +3
- Units recruitable at several sites: lowest extra cost

Walls

Fortified edge between two spaces.



Movement

- Crossing: **+1 Movement**
- Cost reductions do not change this
- No effect on Flight and other effects
- A rampaging enemy never attacks across them



Combat across them

- Challenging a rampaging enemy: it is **Fortified**
- Attacking a player or Volkare: they are **Fortified**
- Assaulting a fortified site: defenders are **Double Fortified**

Enemy abilities

Offensive



Fire Attack
Efficient Block: Ice or Cold Fire. Other Blocks ÷ 2.



Ice Attack
Efficient Block: Fire or Cold Fire. Other Blocks ÷ 2.



Cold Fire Attack
Efficient Block: Cold Fire only. Other Blocks ÷ 2



Summon
In the Block phase, a brown enemy is drawn to set the attack to block. It is then discarded.



Swift
To block it, you need 2 × its Attack.



Brutal
Unblocked: it deals 2 × its Attack as damage.



Poison
Unit: 2 Wounds.
Hero: for each Wound in hand, +1 Wound to the discard pile.



Paralyze
Wounded Unit = destroyed.
Wounded Hero = discards their non-Wound cards.



Assassination
Only the Hero can take the damage.



Cumbersome
In the Block phase, Movement counts as Block points.



Vampiric
For the rest of this combat
+1 Armor per Unit wounded or Wound in hand caused by its attack.

Defensive



Fortified
In the Ranged phase, only siege attacks count.



Physical Resistance
physical attacks ÷ 2 (sideways cards too).



Fire Resistance
Fire Attack ÷ 2. Immune to red non-Attack effects.



Ice Resistance
Ice Attack ÷ 2. Immune to blue non-Attack effects.



Fire and Ice
As above, and Cold Fire attacks are ÷ 2 too. Immune to red / blue non-Attack effects.



Elusive
Highest Armor value in the Ranged phase. Lowest Armor value if all its attacks were blocked, otherwise the highest.



Unfortified
Ignores the site's fortifications.



Arcane Immunity
Only Attacks, Blocks and effects on its attack affect it.



Defend
When you attack an enemy, +X to its Armor (once per combat)

Multiple attacks



Several values · each one separately. Blocked if all of them are.

Round, turn and mana

The Round

1. **Preparation**: Day and Night alternate. Reroll the Source (at least half the dice in basic colors). New Unit offer.
2. **Tactics**: the player with the least Fame chooses first; the lowest number plays first.
3. **End**: at the start of your turn, empty deck → you may announce it (must, if your hand is empty too). The others play one last turn, then everything is reshuffled.

Regular turn

1. Movement (optional)

2. One Action (optional): combat *or* interaction.

Resting

No Movement, no Action. Discard 1 non-Wound card + as many Wounds as you like.

Only Wounds: discard 1 of them.

Playing a card

Way	Cost	Effect
Basic	free	top text
Powered	1 mana of its color	bottom text
Sideways	free	1 Movement, Influence, Attack or Block
Spell	1 mana of its color (+ black)	basic (powered at Night)
Artifact	free (1 mana)	basic (powered, then destroyed)

Mana

Red Blue Green White Gold Black

- **Source**: 1 die per turn. **Crystals**: 3 max per color. **Tokens**: lost at the end of the turn.
- **Gold** = any basic color, by Day only. **Black**: by Night only (and in Dungeons and Tombs).

End of your turn

1. Rewards: cards gained go on top of your deed deck.
2. Discard the cards you played (and others, non-Wound, if you like).
3. Draw up to your hand limit (by level, +1 for a nearby Keep).
4. Reroll the die you used; mana tokens are lost.
5. Level: even = Skill + Advanced Action; odd = Command token (+ Armor or hand).

Movement and Influence

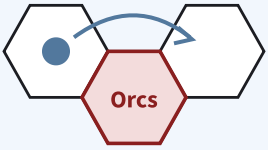
Terrain costs

Terrain	Day	Night
Plains	2	2
Hills	3	3
Forest	3	**5**
Wasteland	4	4
Desert	5	**3**
Swamp	5	5
Lake, Mountain	impassable	

Moving

- Add up your Movement points and spend them space by space, as many spaces as you like.
- Never onto a rampaging enemy's space.
- Unconquered **fortified site**: entering it = assault, end of Movement, −1 Reputation.
- You cannot move any more after your Action.

Provoking a rampaging enemy



adjacent
→ adjacent
= provoked

The combat happens at once and becomes your Action. Both adjacent enemies, before and after the step, attack together. You can also **challenge** an adjacent enemy, as an Action, at the end of your Movement.

Exploring

From a space on the edge of the map, spend **2 Movement**: reveal the top tile of the stack and place it against that edge. No need to enter it: you can keep moving. Place the Enemy tokens of its sites (face down on fortified sites).

Influence and Reputation

- Recruiting, healing, buying: you pay in **Influence** (cards, sideways effects).
- Your **Reputation** adds or subtracts its bonus **once per interaction**, never in combat.
- "×" space: no more interaction possible.
- **Reputation**: assault −1, plunder −1, burned Monastery −3. Orcs +1, Draconum +2.

Day

Gold die = joker, black die unusable.
Garrisons revealed when you are adjacent.

Night

Gold die unusable, black mana usable.
Garrisons revealed only on assault.