

ARTEFACTS ABILITIES



Tool - this card can be played **instead of up to 2 frimen** cards in one action (the 2 frimen cannot be used for 2 separate actions **or in battle**).



Weapon - this card has 3 abilities:

- **Battle opener** with own strength. It **must** be played by attacker (only) as the **first card of a battle line**, if he wants to engage a combat.
- It has **+1 strength in battle** and can be played during combat as if it is unit.
- **1 weapon** card is used in combination with **two supply** cards to **hire a hero**.



Amulet - this card **transforms** other artefact, unit or supply cards. The player rolls a die and according to the result one of the following happens:

1. **Nothing happens**, but the card still could be used in the same line.
2. The transformed card is virtually **doubled** for this turn only.
3. The transformed card is virtually **tripled** for this turn only.
4. The transformed card is mandatory deployed **in ambush** (for free).
5. The transformed card is mandatory discarded **in the shelter** (right away).
6. The transformed card could be played as any other card like a **wild card** (with exception of the Great Artefacts and all terrain cards).



Title - this artefact has the ability to **upgrade unit** cards to the **next rank**. This ability could be performed **also during battle**.



Magical scroll - this artefact **changes faction** of unit and artefact cards according to player's choice and could be performed **also during battle**.



Tent - players can **station one card** in a tent to save it for future turns. They have to play **one supply card** to activate the tent (**decamp and use** is for free).



Horse - this card has 2 abilities:

- 1 horse card could be used to **move a hero up to 3 squares** on the board.
- It has **+1 strength in battle** and can be played during combat as if it is unit.

CREATION COST

ARTEFACT COST



UNIT COST



HERO COST



BUILDING COST

CITY COST



ROAD COST



CITY UPGRADE COST



A PLAYER'S TURN

During his turn a player **could** perform the following steps in the indicated order. Steps **2, 4** and **5** are **mandatory**:

1. **ANNOUNCE A COHORT** (if any) **or** perform a **MULLIGAN** (if wanted).
2. **RAISE THE AMBUSH** cards (if any).
3. **PERFORM ACTIONS or PASS** - perform **one or more** of the following actions in any order. Every action could be repeated unlimited number of times, as long as the player has enough cards to perform it. **Important**: one card can participate in **one action** line only (exception: artefacts *Illuminated by the ray* or cards, affected by amulet):
 - **Add new cards** to a player's deck (hire units + supplies or create artefacts)
 - **Build roads and cities** on the map
 - **Upgrade cities**
 - **Use artefacts**
 - **Hire heroes**
 - **Move heroes**
 - **Deploy cards in ambush**
 - **Conduct battles**
4. **DISCARD ALL CARDS**: The player takes **all** of his cards, played in lines from his dashboard, **all newly acquired cards** (if any) and **all remaining cards** from his hand (if any) and **places them on his discard pile**. (Exception: any cards **deployed in ambush**, or cards **stationed in tents** during step 3, are **left** on the marked spots of the board or in the personal play area). At the end of this step, **the player should be empty handed**.
5. **DRAW NEW HAND** - The player draws **6 new cards** from *his nation* (draw deck). If there are not enough cards in the draw deck, the player first takes **all remaining cards** from his *nation* (if any), then **shuffles his discard pile** (*the shelter*) and moves it **from right to the left** of his dashboard (play area) in order **to form a new draw deck**. Then the player **fills up** his hand to **6 cards** from his new formed *nation*.

IMPORTANT RULES

Newly acquired card **cannot** be played **immediately** in the same turn.

A new **hired unit comes always** with **one new supply** card in your creation deck.

The **only** in-game **source** for acquiring **new supply** cards is the **hiring of new units**.

Suspend **one card into the limbo**, in order to deploy **one card in ambush**.

A player can never **skip a level** when **upgrading a city**.

A player can never have **less than 10 cards** in his **creation deck**.

A player can never have **more than 3 cards** in **ambush**.

The defender **fills up** his hand to 6 cards after the **end of the turn** of his attacker.

The defender **doesn't** need a weapon to **build a battle line**, only the attacker.

The defender declares **directly** after attack, if he wants **to use his ambush** (if any).

The defender declares **directly** after attack a **participation** of a hero (if wanted).

The defender declares **directly** after attack a wanted **retreat** of a hero (if possible).
