

QUICK REFERENCE

STEPS OF A GAME SEASON

1. Resolve a Season Card
2. Choose Order Cards
3. Resolve Order Cards

STEPS OF A BATTLE

1. Place Battle Marker
2. Place Units Next to Faction Sheets
3. Start of Battle Abilities
4. Rounds of Combat
5. Tally Strength
 - a. Fortification Developments
 - b. Count Units
 - c. Add Stronghold Strength
 - d. Damage Stronghold
6. Resolution
 - a. Loser Retreats. Any units that cannot retreat are destroyed.
 - b. Destroy/Conquer Stronghold
 - c. Heal
 - d. Replace Units

ROUNDS OF COMBAT

Each battle has five different rounds.

During each round, each player chooses one of his unit types of the appropriate initiative to fight as follows:

1. Attacker Draws Cards
2. Defender Draws Cards
3. Resolve Special Abilities
4. Resolve Routs
5. Resolve Damage

STEPS OF A DUEL

1. **Declare Defender:** The attacking player declares which hero will be participating in the duel against his hero.
2. **Use Start of Duel Abilities:** The attacker and then the defender may use any “start of duel” abilities.
3. **Rounds of Duel:** The players then resolve **four** rounds of the duel. Each round consists of the following steps in order.
 - a. Draw Fate Cards
 - b. Resolve Fate Cards
4. **Resolution:** After four rounds of a duel have been resolved, or a hero has been defeated, the duel is over.

SEASON CARD SECONDARY ABILITIES

- **Spring:** Players remove all activation tokens from the game board and stand all routed figures (including neutral units and heroes). Finally, each player returns all of his Order cards to his hand.
- **Summer:** Resolve a Quest Phase in which each hero may heal **or** train **or** move. After moving, the hero may start a duel or attempt a Quest. See “Quest Phase” on page 26.
- **Fall:** Immediately shuffle the Fate card discard pile back into the deck. Then, each player chooses to receives 2 influence tokens or draw 1 Tactics card.
- **Winter:** The maximum number of units a player may have in **each** area is equal to his food dial's current space (see page 14). All excess units are destroyed (the owner's choice as to which ones). Allied neutral units count towards this limit, but heroes do not (as they are not units).



The winter secondary ability also allows players to ignore the movement restriction of water borders (blue) until the end of this season (see “Movement Restrictions” on page 18).

FREQUENTLY OVERLOOKED RULES

- Resource dials are only adjusted when instructed by a card or ability. These dials will often not match the resources provided by areas a player controls.
- After receiving a Reward card from a Quest, the Quest card is discarded and the player draws a new Quest card.
- Each player is limited to controlling one Objective card, three Hero cards, three Quest cards, and 10 Tactics cards at any time.
- Heroes may only attempt Quests, duel heroes, and resolve exploration tokens during the Quest Phase of the Summer season, not as a result of any Order cards.
- Play order is determined by each player's active Order card. Lower numbered Order cards are resolved Order first.

FREQUENTLY INDEXED TERMS

Battles: 21

Duels: 28-29

Order Card Details: 33-36

Quest Phase: 26

Setup: 8-10

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