

QUICK REFERENCE

GAME FLOW

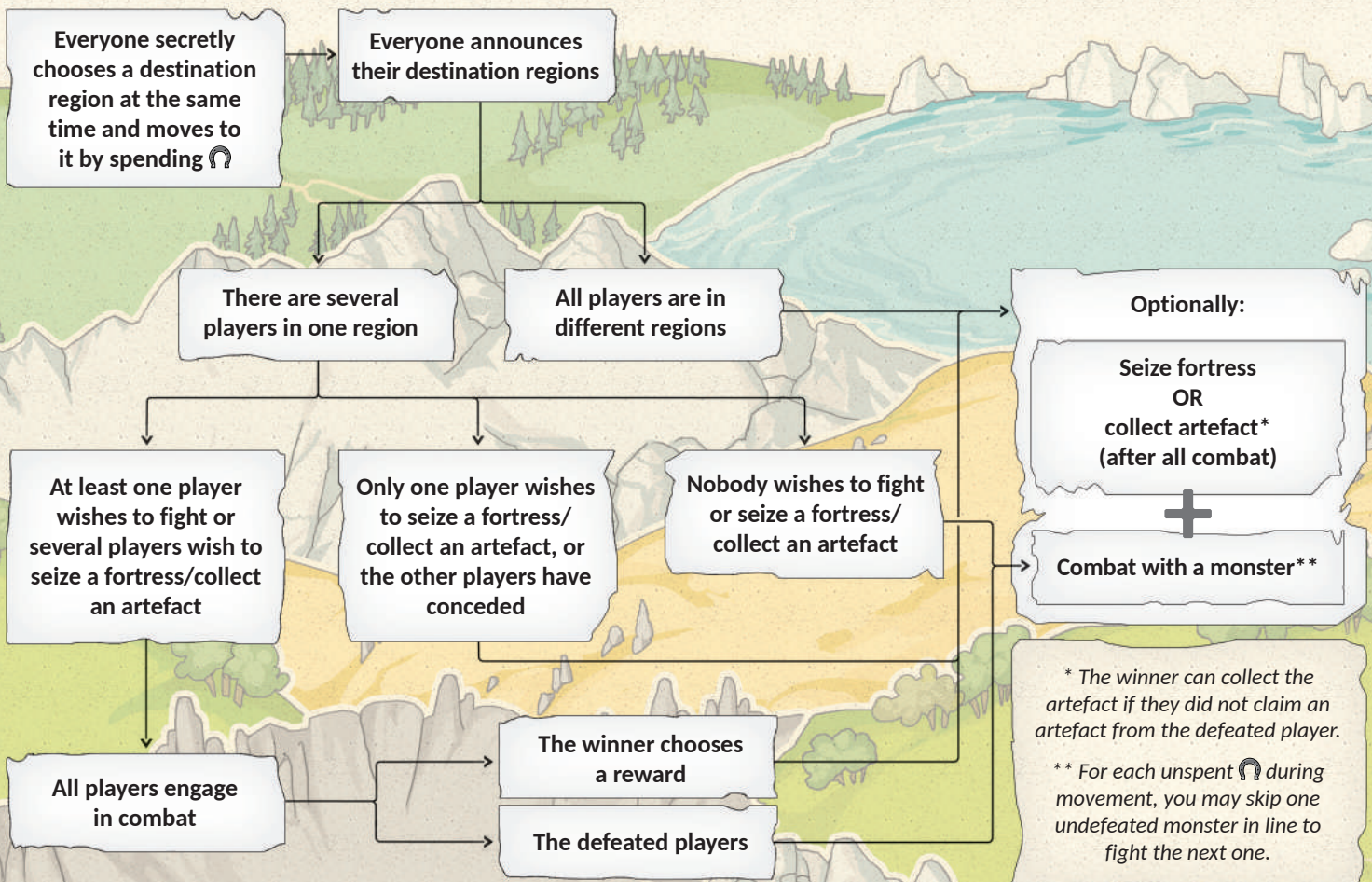
The game lasts 16 rounds. At the start of each round the first player fills out the boxes of their choice with numbers from 1 to 4 and announces them to the other players. Then all players complete their actions in numerical order.




ACTIONS

Action symbol	Action name	Performing a level X action
	Gather wood	Receive X wood
	Gather iron	Receive X iron
	Gather gold	Receive X gold
	Movement	Receive X and follow the steps of the flow chart below
	Building and recruitment	Build one level X or less structure and/or recruit as many units as you wish. If the region you are currently in contains , you may build this structure on it.

MOVEMENT AND COMBAT











ARTEFACT

Artefact						
Region	Paskaar	Vurt	Dortal	Folen	Odmoor	Tog' Eed
Requirement to collect for all factions except the Nagas	Spend 12 wood	Spend 12 iron	Spend 12 gold	You must have 4 structures of any level built on different foundations	You must have 5 victories in combat (count all your seized fortresses and circled monsters)	You must visit 4 mountain regions (Tog' Eed included)
Requirement to collect for the Nagas	Spend 3 Serpents	Spend 3 Serpents	Spend 3 Serpents			
Alternative requirement to collect for Elves, if the Nests structure is built	OR spend 5 wood	OR spend 4 wood	OR spend 6 wood	OR spend 2 wood	OR spend 3 wood	OR spend 2 wood

SYMBOL KEY

RESOURCES AND ACTIONS

-  — wood/gathering wood action
-  — iron/gathering iron action
-  — gold/gathering gold action
-  — any regular resource (iron, wood or gold) of choice
-  — movement action
-  — movement points
-  — building and recruiting action
-  — level of structure: 1/2/3/4






MAP AND COMBAT

-  — any artefact
-  — foundation
-  — power of a combat unit/an army
-  — power of a fortress/monster
-  — victory in combat
-  — modification
-  — victory points (VP)
-  — portal

TERRAIN TYPES

-  — forest
-  — lake
-  — meadow
-  — mountain

FACTIONS

-  — science (unique Gnome attribute)
-  — rage (unique Orc resource)
-  — notes (unique Naga attribute)
-  — Serpents (unique Naga resource and combat unit)
-  — cursed region (unique Undead attribute)

