

❖—The Dragon Soul Stone—❖

To obtain a Dragon you must place a Soul Stone card into a Battalion, either alone or accompanied by Soldiers, and move that Battalion to the center of a Dragon Boneyard. **Soul Stones have no attack capability and are discarded if attacked by any Soldier.**



A Battalion can only move to the center of a Dragon Boneyard if it is equipped with a Soul Stone. Upon moving there, reveal your Soul Stone, then discard it and replace the Battalion with a Dragon. All other cards you had in that Battalion are also discarded.



The Dragon moves after all other Battalions have moved. It can choose to fly to any unoccupied location on the map or attack a Battalion one space away from it. Dragons can't land on a Castle, nor can they attack or contest* enemy Castles, or attack Battalions in a Castle. Neither Dragons or any Battalions can share a single space with one another. Dragons also can't land on the center of a Boneyard once they have left their original starting point, and they are not required to move. **If a Dragon attacks another Dragon, both of them die.**

*See section "Conquer Thine Enemy"

❖—By Fire or Claw—❖



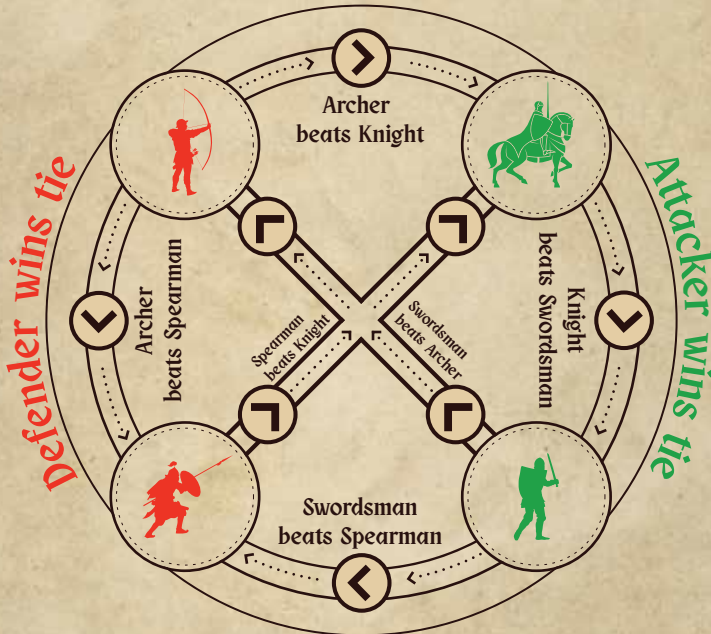
When a **Dragon** attacks a **Battalion**, each player picks up the appropriate **Coin**. They each discreetly pick which side to play, and then simultaneously reveal their decision and follow the outcome.

	 Shield Wall	 Ballista Attack
 Dragon Breath	Entire Battalion defeated	Dragon defeated
 Dragon Claw	Stalemate (no action)	Half Battalion defeated (round up). Defender chooses which cards to discard

❖— To Battle! —❖

To attack with a **Battalion**, it must be positioned one space away from an enemy's **Battalion**. Clearly declare both the **Defending Battalion** and the **Attacking Battalion**. Then, from the stack associated with the **Defending Battalion** and the **Attacking Battalion**, each player selects a card and simultaneously reveals it.

Follow the diagram to determine the winner of the encounter and repeat the process as necessary.



The **Attacker** can cease the battle at any time, and can only use each card once, regardless of the outcome—whether it's a win or a loss. The **Attacker's** winning cards that have been used are placed back under their **Battalion Square** facing up for the remainder of the battle. In contrast, The **Defender** can reuse victorious cards without restriction until that card is defeated. When an entire **Battalion** is defeated, the **Attacker** takes its place. If all cards in the **Attacker's** **Battalion** are defeated, the **Battalion** is removed from the map, and the **Defender's** **Battalion** stays where it was. Defeated cards are discarded into the **Dead Pile** face up.

Battalions can't move and attack in the same turn, and can't attack Dragons.

❖—Conquer Thine Enemy—❖

When a **Battalion** stands next to an enemy **Castle**, that **Castle** is considered under attack which is called "**Contested**". When a **Castle** is **Contested**, the owner cannot deploy to the **Castle**, receive a **Soldier** card from the **Castle**, and the **Castle** can not count towards the maximum **Battalion** limit for the player. A single **Battalion** can contest as many **Castles** as it is adjacent to.



These castles are **Contested** since there is an enemy **Battalion** next to both of them.

If a **Battalion** moves onto an enemy **Castle**, it is conquered and replaced with one of the conqueror's color.

Red **Battalion** conquers **Gold Castle**.



And replaces it with a **Red Castle**.

Any defending **Battalion** at a **Castle** must be defeated before the **Castle** can be conquered.

❖— Forward to Victory! —❖

To win, you must own and hold a certain number of **Uncontested Castles** until the start of your next turn. The number of Castles required to win is determined by the map you are playing on (Refer to the Book of Maps). In a team game the turn order should be such that the second team is sandwiched between the first team, for example “ABBA”, not “ABAB”.



All discarded cards get addeed to the Dead Pile. If you run out of cards, turn over and shuffle the Dead Pile, then use it.

This can only be done when the Dead Pile is 20 cards or greater, otherwise players cannot draw cards, this is called a Draft Cooldown.

The deck is comprised of:

- 25 Swordsmen
- 25 Archers
- 25 Spearmen
- 25 Knights
- 4 Soul Stones

Other contents include:

- 32 Castle Tokens
- 24 Battalion Squares
- 24 Battalion Tokens
- 4 Reserves Tokens
- 4 Dragon Tokens
- 1 Dragon Attack Coin
- 1 Battalion Defense Coin
- 30 double-sided Hexes
- 6 frame pieces and 4 extenders
- 4 Cheat Sheets

Good luck, have fun, and make sure to shuffle the deck thoroughly!