



Multiplayer Rules Version 1.2

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Basic Multiplayer Rules

General Rules

Most rules for multiplayer games are the same as for one-on-one games. Any exceptions will be noted along with the format being used.

- When rolling Initiative, each player rolls independently, adding modifiers as appropriate.
- ✓ If two (or more) players on opposing teams tie for highest Initiative, they re-roll to determine who goes first. This continues until there are no ties and one player clearly has the highest final Initiative.
- ✓ If all players on one team beat all players on an opposing team for Initiative, they may decide which team member gets to take the first action.
- After Initiative, play proceeds to the left of the starting player.
- "Attacking Left" means to attack the first opposing player immediately on your left. "Attacking Right" means to attack the first opposing player immediately on your right.
- ✓ If that player is eliminated, you may attack the next remaining player in that direction.
- ✓ Because play proceeds to the left, an Attack Right lends itself to a more defensive game, while Attack Left is typically more offensive. A game is considered Attack Left unless otherwise specified.
- Adjacency when attacking, making strikes, or taking actions:
 - ✓ At the start of the game, the front ranks of your army, your first opponent and your first teammate are considered to be one rank away (adjacent).
 - ★ If using Attack Left, these are the first players on your left, and vice versa for Attack Right.
 - ✓ Although you may only attack an adjacent rank, you may make ranged strikes and take actions into other armies.
 - ✓ Non-adjacent players' first (and additional) ranks are considered to be two (or more ranks) away, depending on their rank adjacency to other players.
 - ★ The front ranks of your 2nd opponent and your 2nd teammate are two ranks away.

★ The front ranks of your 3rd opponent and your 3rd teammate are three ranks away.

★ This continues for as many teammates and opponents that are playing.

Example: In a three player Head to Head game (seated A1 - B1 - A2 - B2 - A3 - B3).

(1) A1's 1st rank is adjacent (one rank away) ONLY to B1 and A2's 1st ranks.

(2) A1's 1st rank is two ranks away from B2 AND A3's 1st ranks.

(3) A1's 1st rank is three ranks away from B3's 1st rank and three ranks away from B2 and A3's 2nd ranks, etc.

✓ If an action or strike specifies multiple targets, all targets must be within the same army.

Example 1: In the same game as above, characters in A1's 1st rank may make ranged strikes at characters in B2's first rank. However, a wizard in A1's first rank casting *Chain Lightning* must specify all their targets in B2's army. He or she cannot target B2 and B3's front ranks respectively.

Example 2: In the same game as above, a cleric in A1's 1st rank casting *Decay* may target a character in either B2 or B3's 1st ranks.

✓ If a player is eliminated, the player that was previously attacking them, now attacks the next player to their left.

★ This means that a remaining player now has two (or more) armies able to attack them, while they can still only attack to their left.

Example: In the same game as above, player A2 has been eliminated. B1 may now attack A3. A1 is still considered to be two ranks away from B2, because B1 is still alive. In order to support A3 by attacking B2, A1 must first eliminate B1!

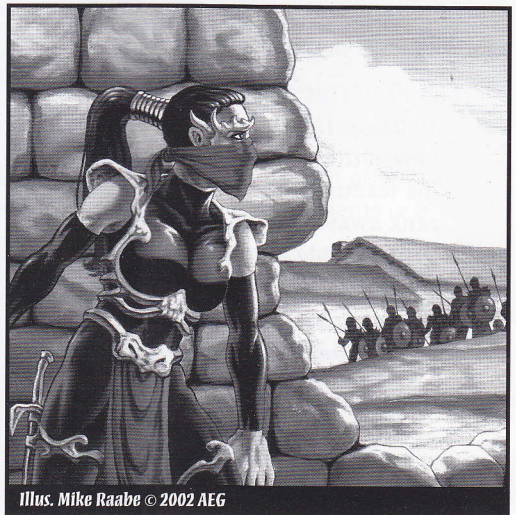
★ If you are the last remaining player on a team, your 1st rank is considered adjacent to all other 1st ranks, and vice versa.

• In most games, because of adjacency, a player is restricted to who he or she may attack. When such restrictions are in place:

✓ Opposing Player means any player who is not your teammate.

✓ Opposing Army means any army which is adjacent to your army

✓ Opposing Character is a character who is targeting you, or you are targeting with an legal action



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★ Opposing 1st Rank means a character in the first rank of an adjacent army.

★ Opposing Character Within X Ranks may allow you to take an action against a different army (see above).

• Each player in a multiplayer game controls his or her own cards. Any reference to your army specifically means your cards, not those of your teammate(s).

✓ A card which does not specify a player, an army, or a rank may be used to target any card in play.

Example: A cleric may use *Banish the Wound* or *Cure Lethal Wounds* when any character in any army suffers wounds because both cards simply specify "a character". A cleric could not use *Sacrifice* to stop wounds being suffered by

in a teammate's army, however, because *Sacrifice* specifies "a character in your army".

Reinforcement support means to maneuver or take an action that allows you to move a character into a teammate's first rank.

- ✓ Your Warlord may not be used for support.
- ✓ You may only support teammates who are two ranks away (the first teammate on your left).
- ✓ The character that has supported another army is still considered to be under your control. You decide when to attack with them, or when to use them for actions (on your turn).

Example: Last turn, you spent *Maddawc* in your 1st rank, and moved them into the 1st rank of the teammate to your left (one rank away). This turn, you may spend *Maddawc* to attack an army that is adjacent to that teammate. Your teammate cannot spend *Maddawc* to attack.

- ✓ A character that has supported another army is no longer considered to be part of your army. Although you control them, they are considered to be part of the army in whose 1st rank they occupy.

Example: *Maddawc*, now in your teammates' 1st rank, suffers a wound. You are unable to play *Sacrifice* and save him, because he is no longer in your army. Your teammate, anticipating that you want to try and keep *Maddawc* alive, could play *Sacrifice* and save him, because he is part of his army.

- ✓ A character that has supported another army may continue to support additional armies (or return to your army) as long as those armies are no more than two ranks away.

Example: On your turn, you may maneuver a ready *Maddawc* back to your 1st rank. You could also maneuver *Maddawc* into your third teammates' 1st rank, which was previously two ranks

away from teammate two and three ranks away from you!

- ✓ Any action which could normally be used to move a character forward or backward ranks can be used for reinforcement support.
Example: On your turn, you could spend a *Steed* attached to a character in your front rank, or cast *Teleport* on them, to move them to your teammates' front rank, ready to attack your next turn.

If a player is eliminated, all of his or her cards remaining cards are removed from the game and put in the discard pile.

- ✓ If a card is owned by you, but not controlled by you, when you are eliminated, it is removed from the game.

- ✓ If cards you control are in another player's ranks (opponent or teammate) when they are eliminated (e.g. *Stealth*, *Reinforcement Support*), those cards are returned to your first rank. If a character is ready, they become spent. If they are spent, they become stunned.

- Play continues until all players on one team are eliminated.
- Table talk is allowed and encouraged. You are allowed to discuss what your next move will be and what you would like your teammate(s) to do. These discussions must be public (no whispering or getting up from your seat to discuss in private). You are not allowed to show your teammate(s) your hand. This encourages strategy and planning, as you can anticipate your teammates' needs, and make suggestions where necessary.
- A match is usually a single game utilizing standard 45-minute rounds and regulation tiebreakers. This is done because of the additional actions being taken each turn. A tournament organizer may adjust (or eliminate) the time restrictions depending on the format.

Standard Formats

Head to Head

Two teams of Any number of players per team (typically 4-on-4 or less).

- Players use General Multiplayer Rules as specified.
- Players arrange themselves around the table in alternating team positions (e.g. A1 - B1 - A2 - B2).
- Players may only Attack Left.
- Reinforcement Support is allowed.
- If all players on one team play the same faction, and each uses a different Warlord, each player on that team adds +X to their initiative, where X is the number of players on that team.

Example: If a three player team used *Slayer the Unkind*, *Lord Gahid Rellion*, and *Duchess Brymin*, each player on that team would add +3 to their initiative.

Assault

Two teams of Odd number of players per team

- Each member of a team plays a member of the opposing team in simultaneous 1-on-1 games. Individual opponents should be randomly determined.
- Each game is played as a standard 1-on-1 match. There is no interaction between any players' cards of separate games. These games do not use the General Multiplayer Rules.
- The first team to win a majority of the games wins the overall team match.

Example: A three player team must win 2 out of 3 games to win a match, while a 5 player team must win 3 out of 5 games to win the match.

- Once a majority win is reached, the remaining games do not need to be completed, and the match is over.

Multiplayer Variants

Doubles

Two teams of Two players per team.

- Players use General Multiplayer Rules as specified.
- Each team sits next to each other, across the table from their opponents (e.g. A1 - A2 - B1 - B2).
- Initiative is decided per team, by combining the total initiative from each player.

- If both players on the team play the same faction, and each uses a different Warlord, each player adds +2 to their initiative.

Example: If a team used *Slayer the Unkind* and *Lord Gahid Rellion* each player on the team would add +2 to their initiative (+4 total).

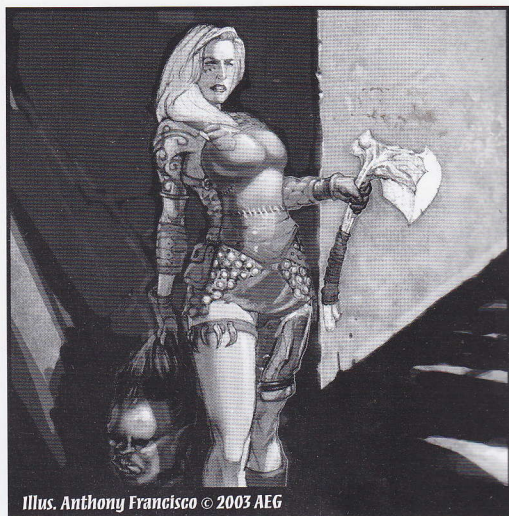
- The left player of the team winning initiative goes first, and then play proceeds to the left. This gives one team the 1st and 4th actions, while the other has the 2nd and 3rd actions. Going first is balanced by having the opposing team take the next two actions.
- All 1st ranks are considered adjacent to all other 1st ranks.
- Reinforcement Support is allowed.

Ettin ("Two Headed Giant")

Two teams of Two players per team.

- Each team sits next to each other, across the table from their opponents (e.g. A1 - A2 - B1 - B2).
 - Players are encouraged to use card sleeves or other indicators to distinguish their cards from their teammates'.
 - You are allowed to show your hand to your teammate.
 - Initiative is decided per team, by combining the total initiative from each player.
 - Players must use different Warlords.
 - If both players on the team play the same faction each player adds +2 to their initiative.
- Example:* If a team used *Slayer the Unkind* and *Lord Gahid Rellion* each player on the team would add +2 to their initiative (+4 total).
- Each team decides which of its players takes the first action. Play then passes back and forth between teams, alternating the remaining players.
 - Your army and teammates' army are both considered to be your army, although you still control your own cards.

- ✓ You share a single rank structure that includes characters from both armies. This means at the beginning of the game you have 6 characters in your 1st rank (3 from each player) 4 in the 2nd rank (2 from each player) and 2 Warlords in the 3rd rank.



Emperor

Two teams of Three or five players per team.

- Players use General Multiplayer Rules as specified.
- Each team sits next to each other, across the table from their opponents (e.g. A1 – A2 – A3 – B1 – B2 – B3).
- Each team has one Emperor (seated in the middle) and two Generals (seated one on each side of the Emperor). Alternately, you may have two Generals on each side of the Emperor for a 5 player team.
- Initiative is decided per team, by combining the total initiative from each player.
- If both players on the team play the same faction, and each uses a different Warlord, each player adds +2 to their initiative.

Example: If one team, used *Slayer the Unkind*, *Lord Gahid Rellion*, and *Duchess Brymin*, each player on that team would add +3 to their initiative (+9 Total).

- The left player of the team winning initiative goes first, and then play proceeds to the left. This gives one team the 1st, 5th and 6th, actions, while the other has the 2nd, 3rd and 4th actions. Going first is balanced by having all the opposing team players take their turns next.
- You may only Attack Left and Attack Right. Because of this, Emperors' armies cannot be attacked until a General is eliminated. An Emperor's army may be targeted with strikes and actions as per adjacency in the General Multiplayer Rules. An Emperor's 1st rank is considered to be two ranks away from opposing Generals and three ranks away from an opposing Emperor. If playing with a 5 player team, adjust the rank adjacency accordingly.
- Reinforcement Support is allowed
 - ✓ Generals are only adjacent to their Emperor and opposing General because of Attack Left and Attack Right. This means it takes two maneuvers to lend reinforcement support to another General on your team.
- If a General is eliminated, the remaining players on that team continue to play normally.
- The game is over when an Emperor is eliminated.

- ✓ Any player on a team may play reactions in response to events (regardless of who controls the card in their army being targeted).
- ✓ You may equip items and take actions targeting your teammate's characters as if they were your own.
- ✓ Cards with the unique trait are considered unique for both players – there may only be one copy in play at a time.
- Opposing Army is the other team.
- Opposing Player is any member of the other team.
- Actions that target a rank, target every character in that rank (for both players on the team).
- If a bonus is granted or a save is required, the value is reduced by 50% (rounding down). This is required because the benefits produced by cards such as *Mass Blessing*, *Blackwind* or *Vogurn* would be too powerful otherwise.

Example 1: If a character on Team A casts *Meteor Swarm*, every character in team B's 1st rank must make a save with a DC of 6.

Example 2: If a level 5 cleric on Team A casts *Mass Blessing*, all characters in the target rank have +2Atk and +2AC (instead of +5Atk and +5AC).

- If a Warlord is killed, all cards controlled by that player are removed from the game.
 - ✓ If you are eliminated, you should still maintain a discard pile (including your killed Warlord) in case a tie breaker is required.
- Both Warlords must be killed to win the game.

Siege

Any number of players.

- Players use General Multiplayer Rules as specified.
- Players arrange themselves in a circle with their opponents (e.g. A1 – B1 – C1 – D1).
 - ✓ Random seating is suggested.
- Each player plays as an individual.
 - ✓ No Reinforcement Support.
- Once initiative is decided, play continues to the left.
- You may Attack Left and Attack Right, and both players 1st ranks are considered adjacent to yours.
- You may take strikes and actions additional ranks away as described in General Multiplayer Rules.
- If enough players participate, you may try to run two (or more) players actions simultaneously.
 - ✓ These players should be on opposite sides of the circle.
 - ✓ Play should be moderated by the Tournament Organizer.
 - ✓ As the circle grows smaller, action should revert to one player at a time.
- The winner is the last player remaining

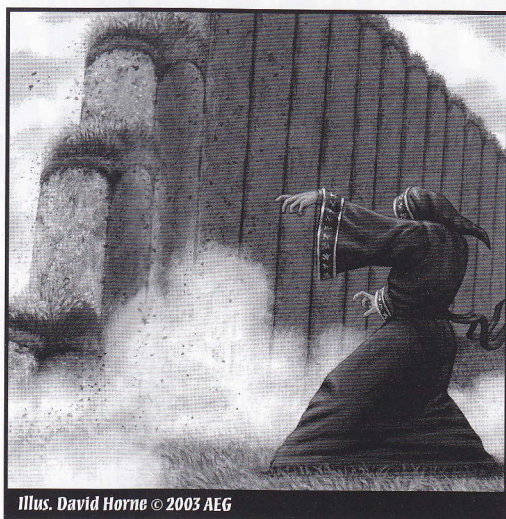
Incursion

Any number of players.

- Players use General Multiplayer Rules as specified.
- Players arrange themselves in a circle with their opponents (e.g. A1 – B1 – C1 – D1).
 - ✓ Random seating is suggested.
- Each player plays as an individual.
 - ✓ No Reinforcement Support.
- Once initiative is decided, play continues to the left.
- You may only Attack Left.
- You may take strikes and actions additional ranks away as described in General Multiplayer Rules.
- If enough players participate, you may try to run two (or more) players actions simultaneously.

- ✓ These players should be on opposite sides of the circle.
- ✓ Play should be moderated by the Tournament Organizer.
- ✓ As the circle grows smaller, action should revert to one player at a time.

- The object is to eliminate the player(s) to your immediate left. Each time a player to your left is eliminated, you receive 1 point. You also receive an additional 2 points for being the last player remaining.
- The winner is the player with the most points, not necessarily the last player remaining.



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Gladiator ("Free For All")

Any number of players.

- Players use General Multiplayer Rules as specified.
- Players arrange themselves in a circle with their opponents (e.g. A1 – B1 – C1 – D1).
 - ✓ Random seating is suggested.
- Each player plays as an individual.
 - ✓ No Reinforcement Support.
- Once initiative is decided, play continues to the left.
- You may attack any player and all players 1st ranks are considered adjacent to yours (and vice versa).
- The winner is the last player remaining.