

WARLINE



Maneuver Strategy & Tactics

Battle Canvas | Core Game Rules





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RULES VERSION 1.13



Proem

Long since the vanishing of the Greater Dragons, the War of Eternity has raged. Lacking the guidance of their benevolent creators, the kingdoms of Soroyland are fraught with social, political, and personal dissonance, fueling the flames of conflict. While The War has sundered the peoples, battles have never been without provocation by something greater than hubris, greater than good versus evil. Loved ones lost, ecosystems fractured, communities divided—it is what pangs the heart that drives the kingdoms into turmoil. Who is right and who is wrong in these conflicts? Who is the “good guy” and who is the “bad guy”? The answers to these questions depend upon perspective. Reasons for war are complicated webs of causes and effects, indiscernible by those detached from the source.

With one conflict being catalyst to another, like dominoes in an infinite spiral, the peoples of the kingdoms are necessarily reared for war. For hundreds of years, wise leaders have dedicated their lives to the evolution of warfare, honing the craft like master blacksmiths. The studies and teachings of these leaders serve as the groundwork for the Warline game design—which offers you a rich and flexible warfare tool set. With these tools, you are free to explore all angles of warfare. In your exploration, you are going to experience conflict in a manner that you likely have not before. The key to success is not racing to build power and crushing your opponent. Instead, you will prevail by craft and ingenuity. You will outpace and overcome your opponent by means of shock, disruption, and deception. You will make sacrifices to gain every edge. As with the great historical commanders in the battles at the Frozen Coast, the Channels of Opulence, and the Flooded Cove, you will lead one of Soroyland’s many kingdoms, and wield the multitude of tools at hand to design your own unique and memorable path to victory.

El Jay Play and Justin D Leingang present

WARLINE


Maneuver Strategy & Tactics

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Game Components




Battlefield board



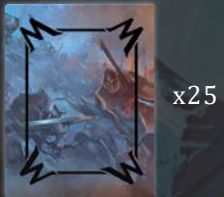
Battalion cubes



Mark cubes



Outpost tiles



Support cards



Army screen stands




Terrain tiles

For each of the four kingdoms...



Army screen x2



Opponent reference x4



Battle arts reference x6



Rampart tiles

1. About This Book

Warline can be played a few different ways. This book presents the Battle Canvas mode, which is the default way to play—the complete core game rules. You must learn this complete rule set before you can play either of the other modes: History of Conflict (scenarios) or Mastery of Command (tactical puzzles).

2. Overview & Objective

WARLINE: Maneuver Strategy & Tactics is a fantasy maneuver warfare sandbox game in which you craft every aspect of battle, with the aim to achieve glory in combat. You are encouraged to explore and experiment while you flex your strategic creativity. Under your influence, every match of Warline unfolds in a dramatically unique and thrilling manner.

Scout out the perfect terrain on which to encounter your opponent, establish your critical supply outposts, build out the best possible army, deploy your units in cunning formations, and then outmaneuver the opponent on the battlefield—doing it all your way. The heart of game play is a streamlined core loop in which you and your opponent take turns commanding and controlling army units until one of you achieves victory. The commands you may issue during battle accomplish the following:

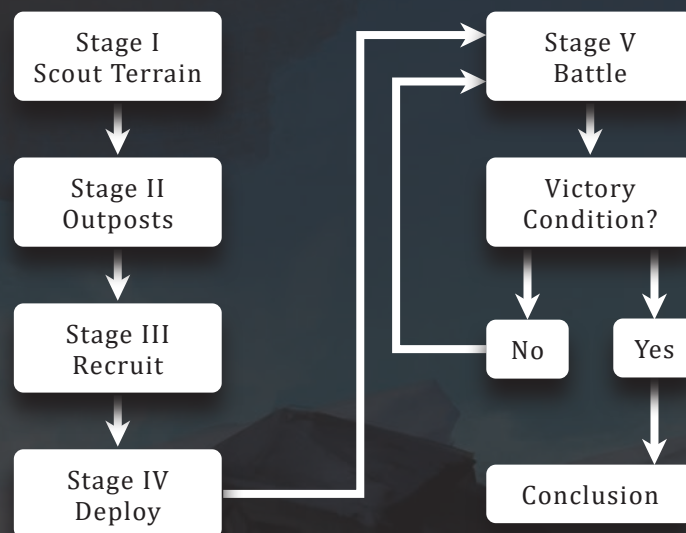
- Advance, reposition, fortify, and engage in combat.
- Rescue an imprisoned unit.
- Shed armor and weaponry to gain maneuverability.
- Destroy a critical command outpost.
- Prepare a unit for a sacrificial ritual.

Your objective is to defeat the opponent and achieve victory in battle. There are many avenues to victory, giving you flexibility to approach the conflict in countless ways:

- Eliminate the opponent's units.
- Imprison the opponent's units.
- Eradicate the opponent's command outposts.
- Render the opponent wholly ineffective.
- Maintain a superior army build and force a standoff.

2.1. Game Flow

A single match of Warline progresses through a streamlined set of stages, starting at the strategic scope and flowing to the tactical scope. The strategic stages are quick but incredibly impactful, as the choices you make in these stages shape choices within the battle to follow. The tactical battle stage—the heart of game play—is tense, fast-moving, and brimming with interesting decisions. The match concludes immediately once someone achieves any of the victory conditions during battle.



3. Core Concepts

Interpreting Rules | Throughout this book are descriptions of things that you “may” do, things that you “must” do, things that you are explicitly instructed to do, and also things that you “should” do.

- **May** refers to optional rules. You are allowed to do the thing, within the guidelines, if you choose to.
- **Must** refers to mandatory rules. You are required to do the thing, according to the guidelines, unless another explicit ruling supersedes.
- **Cannot** refers to things you are not allowed to do.

“Cannot” rulings always supersede “must” rulings, in a case of contradiction.

- **Any time you are instructed** to do something, you are required to do the thing accordingly.
- **Should** refers to behaviors that are recommended, but not required. “Should” is only used when expressing best practices of play, not actual rules.

Do not overthink it. If this book does not state that you may, must, or should do something, or explicitly instruct you to do something, then you absolutely are not allowed to do it. If you have a question that is not answered within this book, please reach out on the official rules forum:

<https://warline.eljayplay.com/rules-forum>

3.1. Players & Parties

Warline may be played as either a two-player match, a three-player match, or a four-player match.

- In a two-player match, each [1] player is in opposition against the other [1] player.
- In a three-player match, [1] player confronts a team of [2] players.
- In a four-player match, [2] players team up to battle another team of [2] players.




Party | In any of the above scenarios, conflict occurs between only [2] forces—each force being referred to as an individual party. A party can consist of either [1] player standing alone, or [2] players on the same team.

Setup and Finishing Players | When teamed up together in a party, [1] player in the party is designated the Setup Player, and the other [1] player in the party is designated the Finishing Player. Setup/Finishing Player designation occurs during game preparation (page 14) and determines when each player may act during certain stages of the game flow and during their party’s turn. (If standing alone as a single player party, Setup/Finishing designation does not apply.)

When playing on a team, do not tell/suggest to your teammate what to do on her turn, or discuss her options (unless she requests it). Doing so denies your teammate agency and the satisfaction of making decisions. Doing so also prevents the thrill of anticipating one another’s choices and working together as a cohesive partnership.

3.2. Majik

Majik | Energy that your units of warriors can harness to act—performing anything as simple as a march to as dramatic as unleashing an explosive supernatural feat—is referred to as majik. On game components and in books, you will find majik represented by two different-colored diamond icons:

- **Rose-colored diamonds**  signify majik that can be tapped into and used to act—referred to as majik reserve.
- **Red-colored diamonds**   signify the amount of majik that must be spent to perform the associated action—referred to as majik cost.



the action costs [1] majik



the action costs [2] majik—and so on...



the action costs [0] majik



A single large broken red-colored diamond indicates a cost of all majik that remains in reserve. If such an action is performed, all majik that the unit has in reserve is spent to perform the action, and then the unit can no longer act.



A large red-colored diamond overlaid with a “?” indicates that the actual majik cost is indicated on another game component.

During the maneuver tactical order (page 19), your

units spend majik reserve to perform complex chains of actions on the battlefield.

3.3. Battalion Status

Battalion | The units of warriors under your command are referred to as battalions. Each of your battalions is represented by a single large cube. The top side of each cube indicates the battalion's current status.

6 A large white number indicates the battalion's natural arms value. Arms represents both the battalion's weapons power and the battalion's armor.



If a battalion has a war hammer icon beneath its arms number, the battalion has demolition capability—it can break down ramparts (page 23).

◆ ◆ Rose-colored diamonds indicate the number of majik reserve that the battalion begins an order with.



A sword icon points in the battalion's facing direction. A battalion can only face in orthogonal, cardinal directions.

Examples of battalion status, as indicated on a cube's top side.




Left: Arms [1], [7] majik reserve, no demolition capability, facing ↑.

Right: Arms [4], [4] majik reserve, has demolition capability, facing →.

3.4. Status Change

A battalion's status changes as a result of decrease or increase to its arms value. Whenever battalion status change occurs:

- Flip the cube so that the new arms value is now shown on the top side. In the case of damage or lightening (details to follow), the battalion's arms value is lowered. If arms are transferred to a battalion (page 24), the battalion's arms value is increased.
- You may always choose in which direction to face a battalion any time you change its status.

In addition to indicating facing direction during combat, when decreasing arms the sword icon  on a battalion always points to the cube side with the next lower arms value. When decreasing arms, simply follow the arrows until you find the new status.

Status changes can occur for a variety of reasons:

- **Damage** | There are many ways in which a battalion can be dealt damage, which destroys some of the battalion's weapons and armor. Damage decreases a battalion's arms value. In such cases, reduce the damaged battalion's arms value according to the amount of damage dealt. If ever a battalion's arms are reduced to [0], the battalion is slaughtered and must be placed in the opponent's Graveyard (page 10).
- **Lightening and Arms Transfer** | The lighten tactical order (page 24) allows you to *decrease* your battalion's arms and then transfer some arms from the lightened battalion to an adjacent battalion—*increasing* the latter battalion's arms value.

3.5. Armies & Alliances

Army | A collection of battalions that belongs to a player is an army. Each army is represented by a color—either white, black, blue, or red—which dominates the surface of the battalion cubes.

Alliance | A team of [2] players' smaller armies, united in

effort, is an alliance.

- If you are standing alone (in either a two-player or three-player match), you command an army of [6] battalions—either black or white.
- If you are in an alliance with another player (in either a three-player or four-player match), you command an army of [3] battalions, and your ally commands another army of [3] battalions.

Respectively, a battalion of the white army, black army, blue army, and red army.



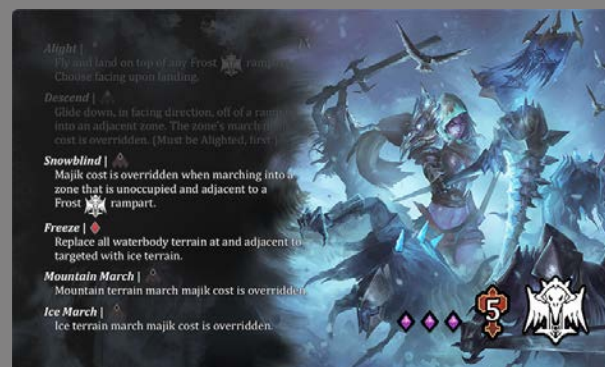
3.6. Kingdoms & Battle Arts

Kingdom | Your army is composed of warriors from a single kingdom—an individual culture, heritage, and lineage. The people of a kingdom call upon shared knowledge and skills in battle—knowledge and skills that other kingdoms do not have. Since each kingdom's capabilities are unique, playing as any particular kingdom feels significantly different than playing as any other.

- You must choose a single kingdom for your party.
- Each army in an alliance must be of the same kingdom. Players in an alliance must agree upon which kingdom to collectively represent.

Battle Arts | Each kingdom's unique majikal capabilities are collectively called battle arts. Battalions can call upon battle arts during the maneuver tactical order (page 19) to crush the opponent with devastating, supernatural techniques, or to transform the very geography of the battlefield. A kingdom's battle arts are fully described within their kingdom book. Also, for convenience, your kingdom's battle arts are noted on its battle arts reference cards.

A battalion has access to all non-faded battle arts on the card that matches the battalion's current arms value. For example, a Frost Kingdom arms [5] battalion has access to the battle arts Snowblind, Freeze, Mountain March, and Ice March—but not Alight or Descend—as indicated on the card shown below.



*Battle arts cards are reminders and provide brief overviews of each battle art. For a battle art's detailed rules, refer to your kingdom book.

3.7. Support Cards

Support Card Play | During battle, each player keeps a private hand of up to [2] support cards. These cards represent mercenary aid that can be called upon by playing them in opportune moments. Regardless of how and when you choose to use a support card, there are a few general rules that must be followed:

- **Support Cards Golden Rule** | Any given support card play always accompanies a tactical order (page 19). Unless otherwise stated by an overriding rule, only [1] support card may be played—regardless of the class of card or its effects—per party within any single tactical order.
- If you are allied, you may play your support cards to affect yourself or your own battalions, but never to affect your ally or your ally's battalions. On your party's turn, you may only play cards within your own tactical orders. There are a few cards that target

opposing players (not battalions); these may be played to affect either opposing player, and be played on the opposing player's turn.

- You may never have more than [2] support cards in hand. If for any reason you have more than [2], discard your choice of cards until you have only [2].
- You must keep the contents of your support cards hand private to yourself—you cannot share it with an opponent or an ally.
- When a card is played, discard it after its effects are resolved. Discard it to a common support card discard pile, somewhere near the support card draw pile (page 14).

There are two different classes of support cards:

- **Event Class Support Cards** | These cards trigger an exclusive and powerful one-time effect, but may only be used in this manner under their stated conditions. The cards can be identified by blocks of text on their face.
- **Engagement Class Support Cards** | These cards temporarily add to a battalion's attack or defense capabilities in the case of an engagement with another battalion (page 21). These cards can be identified by a single large white number on their face.

Respectively, an event class support card and an engagement class support card.



Support cards are multi-use, which means that you can take advantage of them in different ways. In addition to using support cards for their benefits as events or buffs

upon engagement, both classes of support cards can be used to temporarily increase the majik reserve of one of your battalions (page 19).

Event Conditions | Event class cards can be used for their triggered effect only under conditions defined directly on the card faces. Using cards in this manner is described in the following block-out.

An event class support card may only be played when the play conditions written in the bottom text are met. When played, the effect described in the central text is triggered.



In this example, you may only play this card immediately after an opponent routs your battalion (and neither you or your ally have already played a card during this order). When played, the routed battalion ignores the typical effects of a rout!

3.8. Marks & Posture

Battalion Posture | There are cases in which your battalions are affected in a manner so significant that it temporarily alters their composure. In such a case, your battalion's posture changes, altering some rules of interaction.

- **Vigor Posture** | This battalion's morale is soaring; it

cannot be routed, and it can be dealt no more than a total of [1] damage across the entirety of a single turn (“11.4. March, Engage, & Vigor” page 21).

- **Stunned Posture** | This battalion is disordered and scrambled; it cannot be issued any tactical order.
- **Sacrifice Posture** | This battalion is being prepared for a sacrificial ritual. Refer to section “15. Sacrifice | Tactical Order” (page 25) for complete details regarding this posture.
 - If a sacrifice marked battalion is ever engaged, damaged, routed, or stunned, remove the sacrifice mark.
- **Engaged Posture** | This battalion is entangled in a direct clash with the battalion directly beneath it; a counterattack will occur (page 18).

Marks | When a battalion’s posture is altered, a matching mark cube is placed on top. The dominant color of these cubes’ surface signifies which party they belong to: black marks belong to the black army/black-red alliance armies, while white marks belong to the white army/white-blue alliance armies. Engaged posture marks, however, are shared among all players of both parties.

Vigor mark



Sacrifice mark



Stunned mark



Engaged mark



There might be times when it is necessary for you to stack a battalion on top of a posture mark that is on top of another battalion. This is okay! The components are designed for this.

3.9 Battlefield & Victory Tracking

Battlefield Zones | Most of the action occurs on the battlefield game board. The field itself is divided into a [7 x 7] grid, demarcating discrete regions—referred to as zones—in which battalions and other components can be situated. A component may only be situated within a single zone at any given time.

Occupied Zone | A battlefield zone is occupied if there is either a battalion or rampart on the zone. A terrain or outpost tile on the zone does not count toward the zone being occupied.

Victory Tracking | Along all four sides of the battlefield board are groups of icons that serve as tracking aids for certain victory conditions. The white victory track icons belong to the party that includes the white army (either a lone white army or a white-blue alliance), while the black icons belong to the party that includes the black army (either a lone black army or a black-red alliance).

A single battlefield zone



Spoils track

Graveyard track

Prison track



Spoils | Place pillaged outposts (page 25) on these broken banner icons.



Graveyard | Place slaughtered battalions (page 20) on these skull icons.



Prison | Place imprisoned battalions (page 22) on these chain icons.

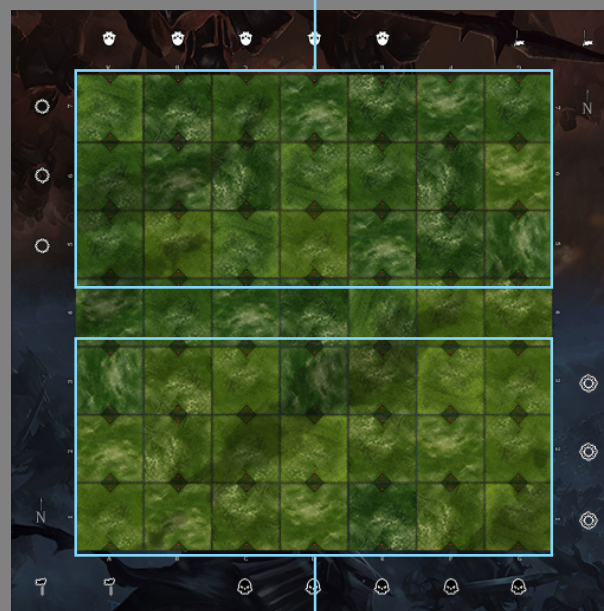
There are additional victory conditions which are not indicated by tracks on the board, but rather by states of battalions and other components on the battlefield.

Details for all [5] victory conditions are found in the “16. Victory Conditions” section (page 25).

3.10. Territory

Territory | Each party presides over their own large group of zones, which is considered to be their own territory. A party's territory is all of the zones that make up the [3] rows closest to their side of the battlefield—a party's side of the battlefield being identified by the color of the victory tracks (page 10). Demarcation of territories determines where you and your opponent may make certain decisions during the early stages of a match.

The black army's (or the black-red alliance's) territory



The white army's (or the white-blue alliance's) territory

3.11. Terrain

Battlefield Terrain | By default, each battlefield zone


is made up of flatland terrain. However, during terrain scouting Stage I (page 16), both parties determine an initial, more rugged, terrain makeup of the battlefield. This more rugged terrain is represented by tiles with illustrations of different types of terrestrial surfaces and features, along with other rules-related iconography.


There are **[8]** different types of terrain that you might encounter on the battlefield.





There are a number of different interactions between battalions and terrain, such as marching into terrain or employing battle arts to radically transform terrain. Core interaction rules for terrain are noted by icons directly on the terrain graphics. Battle arts interaction rules for terrain are detailed within the kingdom books (with reminders on the battle arts cards).


Terrain interaction rules icons can be seen directly on terrain graphics.

 Some number of red-colored diamonds indicates the majik cost to march onto this terrain (page 21) (varies by terrain).

 Ramparts cannot be built (page 23) onto this terrain.

 The sacrifice tactical order (page 25) cannot be issued to a battalion situated on this terrain.

 This terrain is combustible. Upon resolving a sacrifice (page 25) for a battalion on this terrain, this and any adjacent combustible terrain are incinerated: remove this terrain and any combustible terrain adjacent (in doing so, do not change facing or status of battalions on these terrain). Then, deal **fire** damage (page 20), equal to the majik cost to march onto the terrain, to all battalions that were situated on and stacked above the removed terrain.

 A battalion is immediately slaughtered (page 20) upon entering this terrain, by its own volition or otherwise.

3.12. Outposts

Outpost | In Stage II of the game flow, both parties establish **[2]** outposts—points of command and sustenance—on the battlefield. Your party's outposts serve as positions to which you may extricate imprisoned battalions (page 24), and they are also necessary in the continuing operations of your party's army(s). Outposts can be pillaged (page 25), and, if both of a party's outposts are pillaged, that party is starved and loses the battle (page 26) (Starve is **[1]** of the **[5]** victory conditions). Outposts are represented by tiles with illustrations of fortresses, along with other rules-related iconography.

Respectively, an outpost tile of the black army (or black-red alliance) and an outpost of the white army (or white-blue alliance).



Outposts are established and stand directly on top of terrain in a single zone. Beyond the special interactions of extrication and pillaging, outposts can, like terrain, be marched onto. The properties of any terrain beneath an outpost are always ignored. However, if an outpost is removed, due to pillaging (page 25), the terrain beneath is then the terrain that makes up the zone.

3.13. Ramparts

Rampart | Impassable, immovable barriers, ramparts can be built upon the battlefield to control the flow of battle, provide defense, and to stymie the opposition. Ramparts are represented by tiles and are associated with a given kingdom. Each party begins the match with **[6]** rampart resources (that is, unbuilt ramparts). As ramparts are built, these resources are depleted and are never refreshed. In an alliance, both players share the **[6]** rampart resources.

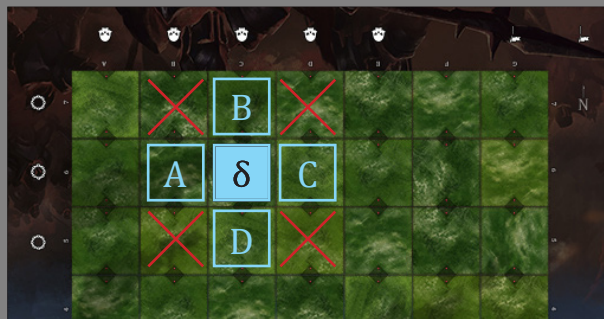
Ramparts are built and stand directly on top of terrain in a single zone. Ramparts cannot be marched onto, and they block certain interactions when situated between a battalion and its intended target. The properties of any terrain beneath a rampart are ignored. However, if a rampart is removed, due to demolition (page 23), the terrain beneath is then the terrain that makes up the zone.

Respectively, a rampart tile of the Frost Kingdom and a rampart tile of the Flaym Kingdom.



3.14. Adjacency

Many rules and interactions rely on things being adjacent to one another. If two zones share an edge, they are adjacent—and anything within either of those zones is adjacent to anything within the other zone. Zones that share a corner (and things within those zones) are not adjacent.



Only zones A, B, C, and D are adjacent to zone δ.


4. Setting Up to Play

Step 1 | Before distributing and laying out the game components, you must first establish a couple of important things about the players, which affect how the game flows:

- **Party Designation** | Determine which party is Party 1 and which is Party 2. Party 1 always plays first in the case of turn-based sequences. You may agree upon, with the other party, which is which, or play a game of rock-paper-scissors, where the winner is Party 2.
- **Setup/Finishing Player Designation** | If a party is a team of [2] players, it must be established which player is the Setup Player and which is the Finishing Player. During a party's turn within the battle stage, the Setup Player always acts first, and then the Finishing Player. Setup/Finishing Player designations also determine who is the only player to act during certain stages of the game flow. You may agree upon, with the other player, who is which, or play a game of rock-paper-scissors, where the winner is the Finishing Player.

Step 2 | Following party/player designations, each party must choose a kingdom to represent. Allied players must agree upon which kingdom to represent, as an allied party must include armies of the same kingdom.

Step 3 | Arrange the game components on the table:

- A. Each party must take the components of their chosen kingdom (battle arts cards, ramparts, and army screens) and place these components in front of them on the table. If you are allied with another player, there are copies of the kingdom's battle arts cards for each player. The kingdom's rampart tiles are shared between players in an alliance.
- B. Place the battlefield game board in the center of the table. Party 1 should sit near the side of the board that displays the black  Graveyard icons (see diagram on page 10), and Party 2 should sit near the side displaying the white Graveyard icons.
- C. Give the [6] black battalion cubes and the black mark cubes to Party 1. If Party 1 is an alliance, also give them the red battalion cubes—the Setup Player in this party must take only [3] of the black battalion cubes and return the others to the game box. The Finishing

Player must take the [3] red battalion cubes.

- D. Give the [6] white battalion cubes and the white mark cubes to Party 2. If Party 2 is an alliance, also give them the blue battalion cubes—the Setup Player in this party must take only [3] of the white battalion cubes and return the others to the game box. The Finishing Player must take the [3] blue battalion cubes.
- E. Place the shared engaged mark cubes near the side of the battlefield.
- F. Give the [2] black outpost tiles to Party 1, and the [2] white outpost tiles to Party 2.
- G. Give the black and red army screen stands to Party 1—the Setup Player of the party takes the black stand, and the Finishing Player takes the red stand. If Party 1 is a single player, ignore the red stand. Give the white and blue army screen stands to Party 2—the Setup Player of the party takes the white stand, the Finishing Player takes the blue stand. If Party 2 is a single player, ignore the blue stand.
- H. Set up your army screens: The large cards from your kingdom boxes showing only illustrations (no icons or text save for a kingdom insignia in the bottom-right corner) are screens that help you keep certain information private. Slide your card into your army screen stand to form the upright-standing screen; place the screen in front of you on the table. Then, place your battalion cubes behind your screen, so that no other player (including your ally) can see your cubes.
- I. Prepare the support card offerings: Shuffle the [25] support cards and place them near the battlefield in a face-down stack; this is the support cards draw pile. Now, take the top [3] cards and set them out, face-up, in a row extending away from the draw pile.
- J. Situate the tray holding terrain tiles somewhere in reach of all players.

You are now ready to begin playing Warline, starting at Stage I.



A



D



D



G,H



I



G,H



C



A



C



5. Stage I : Scout Terrain

In Stage I, [1] player from each party defines part of the battlefield—plotting to meet the opposition on terrain that is beneficial for their party but detrimental to the opposing party. **Simultaneously**, both parties scout terrain:

- In an alliance, only the **Setup Player** (page 14) scouts terrain. These are the Setup Player's decisions to make, and communication with her ally is not allowed.
- Each scouting player may choose up to [9] terrain tiles, in any combination, and place them in the **opposing party's** territory (page 11).
- Each terrain tile must be placed on a single zone; terrain cannot be stacked.
- Players of opposing parties do not have to take turns placing terrain: both may choose and place terrain tiles at the same time.

Once both scouting players are satisfied with their terrain layouts, move along to Stage II.

Consider your kingdom's battle arts as you decide what terrain to place and where. Because you scout terrain in your opponent's territory, you are effectively able to utilize the terrain as another weapon in your arsenal.

6. Stage II : Outposts

In Stage II, [1] player from each party establishes her party's outposts in locations that are optimal for both defense and offense. **Simultaneously**, both parties establish outposts as follows:

- In an alliance, only the **Finishing Player** (page 14) establishes outposts. These are the Finishing Player's decisions to make, and communication with her ally is not allowed.
- Each outpost player must place both of her party's [2]

outposts within **their party's** territory (page 11).

- Each outpost tile must be placed on a single zone; outposts cannot be stacked.
- You may place an outpost onto a terrain tile that is already within a zone.
- Players of opposing parties do not have to take turns placing outposts: both may place outpost tiles at the same time.

Once both outpost players are satisfied with their outposts' positions, move along to Stage III.

It is wise to defend your outposts from your opponent. Your outposts are points of rescue in the case that your battalions are taken prisoner. Consider this as you place your outposts, ensuring that the outposts are balanced between being tenable and offensively fruitful.

7. Stage III : Recruit

In Stage III, parties acquire support cards and build out their armies to harmonize with everything that has been done in the preceding stages. Recruiting occurs across [2] steps, respectively: acquiring support cards and configuring battalions.

7.1. Acquire Support Cards

First, players must acquire support cards. This is done in a turn-based manner, starting with Party 1's player(s), then Party 2's player(s), until each player has taken exactly [1] turn. If a party is an alliance, the Setup Player (page 14) goes first, then the Finishing Player. In turn, a player:

- Chooses [1] support card from the offering row (page 14) and takes this card into hand.
- Then, the player draws [1] support card from the top of the draw pile (keeping this card's face hidden from everyone else), and takes the card into hand.
- Finally, the player flips the top card of the draw pile

and adds it, face up, to the offering row (the row must now contain [3] cards).

- It is now the next player's turn (until all players have taken their turn).

7.2. Configure Battalions

After all players have acquired support cards, it is time to configure armies. Each player configures her own army as follows:

- Before beginning configuration, place your battalions behind your kingdom screen, so that neither your ally nor your opponent can see your battalions.
- Each army must include at least [1] battalion with an arms value of [4] or greater.
- Further, an army's configuration is limited by its total arms value—that is, the sum of arms for all battalions in the army:
 - For players standing alone, the total arms value for their army of [6] battalions cannot exceed [21].
 - For players standing in an alliance, each individual [3]-battalion army's total arms value cannot exceed [11].
- To configure your army, flip your battalions so that the top sides display the chosen arms values (page 7), until your army's total arms value is as desired and adheres to the arms rules above.

Once all players are satisfied with their army's configuration, move along to Stage IV.

At this point, you have a wealth of information on which to base your choices as you configure your battalions. Consider your kingdom's battle arts, your support cards, the terrain on the battlefield, and the positions of outposts—then configure your battalions to harmonize with all of those factors.

8. Stage IV : Deploy

In Stage IV, players position their battalions on the battlefield, building out the formation in which they intend to start the coming battle. This deployment occurs in a turn-based manner, starting with Party 1 and then alternating between parties, each party deploying exactly [2] battalions per turn.

At the start of this stage, move your kingdom screen so that your army configuration is now visible to all. On your party's turn, deploy battalions as follows:

- Place [2] of your army's battalions on the battlefield.
 - In an alliance, each player instead deploys [1] battalion: first the Setup Player, then the Finishing Player.
- You must not change the arms value of any battalion during deployment.
- You must place your battalions onto zones within **your own party's** territory.
- Each battalion must be placed on a single zone; battalions cannot overlap zones.
- You may place a battalion on either of your party's outposts or on any terrain tile on a zone.
- You may place a battalion directly on top of another of your party's already-deployed battalions.
- You may face a battalion (page 7) in any direction.
- After your party has deployed [2] battalions, it is the opposing party's turn to do the same. Alternate until all battalions have been deployed.

Once all battalions have been deployed, move along to Stage V.

The battalions you choose to deploy during each deployment turn, and where you deploy them, matters greatly, as deployment can both set the tone for the coming battle and be used indirectly to manipulate your opponent's approach.

9. Stage V : Battle

Stage V is the core loop of the game flow; once the battle has begun, the game remains in Stage V until one of the parties has achieved a victory condition (page 25). The battle unfolds in a turn-based manner, alternating between Party 1 and Party 2.

9.1. Battle Turn Flow

To begin a party's turn, players first perform a few quick steps of upkeep—Turn Step 1 through Turn Step 4. Some of these upkeep steps are conditional and some are optional, and might or might not occur each turn. Following upkeep, Turn Step 5 is the heart of a party's turn, and always occurs.

Turn Step 1: Torment Prisoners | If your party has any opposing battalions in your Prison (page 10), you may deal [1] damage to each of them.

- You may deal damage to none, any, or all of the battalions in your Prison.
- Any battalion reduced below arms [1] is slaughtered and must be moved to your Graveyard (page 10).
- In an alliance, only the **Setup Player** performs this step and discussion with her ally is not allowed.

Turn Step 2: Remove Vigor and Stunned | Remove the vigor mark and stunned mark that **belong to your party** (page 9).

Turn Step 3: Counterattacks | Any opposing battalion topped with an engaged mark (page 9) is always automatically counterattacked by your party's battalion that is uppermost in the stack of battalions. You must perform the following steps for each of your party's counterattacking battalions:

- The single battalion to counterattack is your party's uppermost battalion in the stack. Only [1] of your party's battalions counterattacks for each engagement. In an alliance, the player who owns the battalion performs the counterattack procedure.
- Remove the engaged mark from the stacked battalions.

- Set aside the counterattacking battalion; do not change its status.
- Deal damage (page 20) equal to the counterattacking battalion's arms value to the opposing battalion on the top of the stack. You may set the facing of the opposing battalion to any direction.
- Without changing its status, place the set-aside counterattacking battalion on top of the opposing battalion that was just damaged. You may now set the facing of the counterattacking battalion to any direction. If the opposing battalion was slaughtered, instead place the counterattacking battalion on top of the top-most battalion in the stack, or directly onto the zone if no other battalion remains.
- To finish, if there is an opponent battalion beneath, place an engaged mark atop your just-counterattacking battalion.

Turn Step 4: Resolve Your Sacrifice | If your party's battalion still has a sacrifice mark (page 9) at this point, you must remove your party's sacrifice mark and resolve the sacrifice (page 25). In an alliance, the player that owns the sacrifice-marked battalion performs this step.

Turn Step 5: Command | Your party must make a critical decision to begin this step, choosing either to issue orders to battalions or instead to refresh support cards. A party must choose and perform only [1] of these options per turn.

- In an alliance, both players must agree upon which of these options is chosen. If there is an argument that cannot be resolved, draw and discard the top card of the support cards draw pile (if the draw pile is empty, shuffle the discard pile and place it face down as the new draw pile). If this card is an event class card or value [2] engagement class card, the Setup Player has the final say—otherwise, the Finishing Player has the final say.
- **Choice A: Command Battalions** | The most common choice, players issue tactical orders to their battalions on the battlefield (page 19).
- **Choice B: Bolster Support** | Players forego issuing orders this turn and instead refresh their hands of support cards. To do so, first discard all support cards still in hand, and then follow the procedure outlined in the "7.1. Acquire Support Cards" section (page 16)

to acquire new cards (if the support cards draw pile is empty at this time, shuffle the discard pile and place it face down as the new draw pile). In an alliance, both players must discard and then refresh hands.

Whenever a party completes their turn, unless a victory condition has been met, it is then the other party's turn, starting at Turn Step 1.

Do not forget to perform upkeep Turn Step 1 through Turn Step 4—and remember that on Turn Step 5, you must choose to **either** Command Battalions orders **or** Bolster Support cards.

10. Tactical Orders

In Turn Step 5, if your party chose to issue tactical orders, you must issue orders to your battalions.

- **Battalion Interactions Golden Rules** | While carrying out tactical orders:
 - A battalion may only be issued an order by the player that owns the battalion.
 - If in a stack, only a battalion on the top of the stack may be issued an order.
 - A battalion cannot be issued an order if it is stunned (page 9).
 - Battalions in a Graveyard (page 10) cannot be issued an order.
 - **While carrying out an order, a battalion cannot target or interact in any manner with battalions that are not top-most if stacked.**
- If you are standing alone, you may issue up to [2] tactical orders*, [1] each to [2] different battalions in your army. In an alliance, each player may issue up to [1] order to [1] battalion in that player's army—the Setup Player first, and then the Finishing Player.
 - *On the very first Battle turn, a Party may only issue up to [1] order to [1] battalion. In an alliance, only the **Finishing Player** may order [1] battalion on the very first Battle turn.
 - In an alliance, do not discuss with each other your

tactical order choices and/or execution.


- Once orders have played out, the party's turn ends. There are [5] different tactical orders to choose from, each detailed in its own section to follow. You may choose only [1] option per order.
- **Maneuver** | This is the most common tactical order. Your battalion spends majik reserve to act on the battlefield (page 19).
- **Extricate** | Rescue one of your party's battalions from the opponent's Prison (page 24).
- **Lighten** | Reduce the arms of a battalion to increase its majik reserve (page 24). If certain conditions are met, you may also transfer arms of the lightened battalion to other battalions.
- **Pillage** | Destroy an outpost and add it to your Spoils (page 25).
- **Sacrifice** | Mark a battalion for the sacrifice posture (page 25).


Each tactical order is self contained. A battalion only carries out the procedure within the [1] order the battalion was issued.


The mnemonic, **MELPS**, can help you quickly recall all of your tactical order options.

11. Maneuver | Tactical Order

Maneuver | Within the maneuver tactical order, your battalion spends majik reserve to perform any combination of actions on the battlefield.

- Your battalion must be on the battlefield, not in a Prison, to be issued a maneuver order.
- Your battalion begins the order with majik reserve equal to the number of rose-colored diamonds  shown in its status (page 7).
- Perform actions, any combination, one-by-one in sequence. Your battalion's majik reserve spends by the majik cost (page 6) assigned to the action, each time an action is performed—subtract the cost from its reserve.
- Once a battalion's majik reserve is too low to afford

any actions, or a battalion performs an action with a cost of , the order concludes.

- **Support Cards for Majik Reserve Increase** | At any point during the maneuver order (as long as you have not yet played a support card during this order), you may increase your battalion's majik reserve by playing [1] support card (page 8) for the card's majik reserve boost option*. Your battalion's majik reserve is increased by the number of rose-colored diamonds shown on the top of the card. Discard the support card after applying the boost.
- *You cannot, however, play a support card in this manner following an action with a cost of , as these actions force the maneuver to a conclusion.

11.1. Maneuver Actions

There are [5] different maneuver actions that your battalion can perform, and you may mix and match them in any sequence you please—**honoring the Maneuver Golden Rule** (“11.2. Maneuver Golden Rule” page 20).

- **March and Engage** | Move forward into the adjacent zone (page 21), and automatically engage if there is a valid opposing battalion there.
- **Rout** | Drive an opposing battalion into an adjacent zone, resulting in the stunned posture for the opposing battalion (page 22).
- **Wheel** | Change facing by rotating the battalion ninety-degrees (page 22).
- **Perform a Battle Art** | Carry out one of your kingdom's unique combat capabilities (page 23).
- **Rampart Interactions** | Build or demolish ramparts on the battlefield (page 23).

You can remember the five maneuver actions by recalling the pneumonic: **MR. WAR** (March, Rout, Wheel, battle Art, Rampart).

11.2. Maneuver Golden Rule

Maneuver Golden Rule | If your battalion is on top of

any other battalion at any point during a maneuver, the only maneuver action that it may perform is march.

The Maneuver Golden Rule is a simple rule that can be easy for newer players to forget. During your first few matches, make an extra effort to be conscious whenever your battalion is atop any other while maneuvering.

11.3. Damage & Slaughter

Slaughtered Battalions | During a maneuver order, there are many ways that a battalion might be dealt damage, changing its status (page 7) by **reducing** its arms value.

- If, for any reason, a battalion's arms is reduced to [0], the battalion is slaughtered and must be moved to the opponent's Graveyard (“Battlefield & Victory Tracking” page 10).

Distribution of Command | When [2] players are allied, there might be a case in which all battalions of [1] of the allied armies are slaughtered, leaving that player with no battalions to command. In cases like this, command must be redistributed so that both players still have at least [1] battalion to command:

- The player whose only remaining battalion was just slaughtered must discard the top card from the support cards draw pile. If the card is an event class card or engagement class card of value [2], she chooses which of the allied player's battalions to take over command of. If the card is an engagement class card of value [3] or [4], the other player in the alliance chooses which of her battalions to give up command of.
- The chosen battalion cannot be in a Graveyard.
- The player receiving the new command must swap the chosen battalion cube with a cube of hers in the Graveyard, situating the swapped battalion exactly as the previous was—with the same position, status, and facing.

Special Damage Types | Some battle arts deal special

types of damage (for example, the Flaym kingdom often deals “fire damage” by their battle arts). Typically, special damage types are treated in the same manner as normal damage—however, some kingdoms are invulnerable to certain special damage types.

11.4. March, Engage, & Vigor

March

- The majik cost to march is displayed on the terrain that your battalion intends to march **into**.
- Spend the required majik from your battalion's reserve and move your battalion [1] zone in its facing direction. A battalion may only march in its facing direction—to change facing, you must separately perform the wheel action (page 22).
- A battalion cannot march into a zone that is occupied by a rampart.
- If there is any other battalion in the destination zone, move your battalion directly on top of the upper-most battalion—if this battalion belongs to the opponent, this battalion is automatically engaged by your battalion (see following).

Engage an Opposing Battalion | When choosing to march, if your battalion would be moved directly on top of an opposing battalion, your battalion automatically engages the opposing battalion—the two battalions clash in direct combat. An engagement does not cost additional majik—the cost of the march that results in an engagement is the only majik that is spent.

- First, before actually moving your battalion, verbally declare the engagement to your opponent.
- If the battalion being engaged is topped with a sacrifice mark, remove the sacrifice mark.
- **Support Cards for Arms Increase** | After declaring the engagement, you may (as long as you have not yet played a support card during this order) play [1] support card (page 8) to add to your battalion's arms during this engagement (you may play an engagement class card for its face value or an event class card as a bluff for [0] value). If choosing to do so, play your card **face down** near the battlefield, ensuring that nobody else sees the card face at this

time. If you choose not to play a card, declare this to the opponent now.

- Next, the player owning the opposing battalion that is being engaged may (as long as the opposing party has not yet played a support card during this order) play [1] support card to increase this battalion's arms for the engagement. If choosing to do so, the player must play the card **face up** near the battlefield.
- Now, flip your support card face up (if you played a card to increase arms).
- Deal damage to the opposing battalion (page 20) equal to:
 - Your battalion's natural arms value (the number on the top side of the cube), plus the value of the large white number (or [0] if you bluffed with an event class card) on the support card you might have played for arms increase, minus the value of the large white number on the support card that the opponent might have played for arms increase.
 - **EXAMPLE:** Your engaging battalion's natural arms value is [2]. You played a support card with a value of [2]. The opponent played a card with a value of [3]. The resulting damage your battalion deals is [1], because $[2] \text{ your arms} + [2] \text{ your support} - [3] \text{ opponent support} = [1]$.
 - Change the opposing battalion's status by reducing its arms (page 7) by the damage value.
 - If the opposing battalion is in the vigor posture (page 9), if the damage value is greater than [1], the damage value is instead reduced to [1]. However, if the opposing battalion in vigor was previously damaged any time during this entire turn (in any way), **no damage** is dealt. Do not remove the vigor mark.
 - You may elect to deal [0] damage, in which case you may skip the damage calculation and status change procedure.
- Finish the march action by placing your battalion directly on top of the opposing battalion. If the opposing battalion was slaughtered by the damage, place your battalion instead on top of whatever remains in the target zone. **Do not change your battalion's status or facing.**
- **After resolving damage, your battalion may continue to perform actions if capable.**

Concluding a Maneuver Engaged | If your battalion

concludes a maneuver and is still stacked immediately on top of an opposing battalion, your battalion remains engaged.

- Place an engaged mark on top of your battalion as a reminder: The opposing party will counterattack this battalion during their next Turn Step 2 (“Battle Turn Flow” page 18).

While concluding a maneuver engaged results in your battalion being counterattacked, consider that, if your battalion survives the counterattack, the opponent battalion will begin its maneuver engaged, and will therefore be subject to the Maneuver Golden Rule (page 20).

Gaining Vigor Following Maneuver | If your battalion engages an opposing battalion at any point during a maneuver and concludes the maneuver **not engaged**, your battalion gains the vigor posture (page 9).

- Vigor is gained at the conclusion of a maneuver if both of the following are true:
 - Your battalion engaged at least [1] opposing battalion, regardless of how much damage your battalion dealt.
 - Your battalion is no longer engaged upon conclusion.
- Place your party’s vigor mark on top of your battalion. If your party’s vigor mark is already on another battalion, you may either move the mark to the newly-maneuvered battalion or leave it be. If you choose not to move the vigor mark to the newly-maneuvered battalion, this battalion does not enter the vigor posture.

11.5. Rout & Take Prisoner

Rout

- If your battalion is on top of any other battalion, a rout cannot be performed (“11.2. Maneuver Golden Rule” page 20).
- In order to perform a rout, your battalion must be adjacent to and facing an opposing battalion. Do not

change your battalion’s facing to rout or during the rout; you must first separately perform the wheel action (page 22) if your battalion is not already facing the opponent.

- A rout costs all remaining majik—after the rout is performed, your battalion’s majik reserve is fully spent and the maneuver is concluded (no other actions may be performed, and no other support cards may be played).
- Spend the required majik from your battalion’s reserve and drive the opposing battalion into an adjacent unoccupied zone. If there are no unoccupied zones adjacent to the opposing battalion, the rout cannot be performed.
- If the battalion being routed is topped with a sacrifice mark, remove the sacrifice mark.
- Move the routed opposing battalion into the chosen zone and rotate the routed opposing battalion to face directly **away from** the zone it was previously in.
- To finish, the routed opposing battalion is stunned (page 9)—place your party’s stunned mark on top of the routed battalion. If your party’s stunned mark is already on another battalion, you may either move the mark to the routed battalion or leave it be. If you choose not to move the stunned mark to the routed battalion, the routed battalion is not stunned.

Rout to Take a Prisoner | Off an adjacent battlefield edge also counts as a valid destination zone for a rout. If the battalion to be routed is in a zone adjacent to the battlefield edge, the battalion may be routed off the battlefield instead of into an adjacent zone. If you rout a battalion off the edge of the battlefield, you must take the routed battalion as a prisoner.

- Place the routed battalion on an empty slot in your party’s Prison (“Battlefield & Victory Tracking” page 10).
- You may also choose to deal [1] direct damage to the battalion at this time (no support cards may be played).

11.6. Wheel

Wheel

- If your battalion is on top of any other battalion, a wheel cannot be performed (“11.2. Maneuver Golden Rule” page 20).
- To wheel, spend the required majik from the battalion’s reserve and rotate the battalion ninety degrees.

11.7. Perform a Battle Art

Perform a battle art

- If your battalion is on top of any other battalion, a battle art cannot be performed (“11.2. Maneuver Golden Rule” page 20).
- The battle arts your battalion may perform are listed on the battalion’s corresponding battle arts reference card (page 8). The full rules for each battle art are outlined in your army’s kingdom book.
- The majik cost to perform any given battle art is defined along with the battle art’s rules in your army’s kingdom book. To perform the battle art, spend the required majik from the battalion’s reserve and follow the guidelines in the book.

11.8. Rampart Interactions



Build a rampart


- If your battalion is on top of any other battalion, a rampart cannot be built (“11.2. Maneuver Golden Rule” page 20).
- Spend the required majik from the battalion’s reserve and place **[1]** of your rampart resources (page 13) onto an unoccupied (page 10) battlefield zone that is either:
 - Adjacent to your acting battalion.
 - Adjacent to another of your kingdom’s ramparts (regardless of which army built the rampart) that is linked back to your acting battalion by way of your kingdom’s ramparts.

An example of a battalion building ramparts in a linked-back manner.



Demolish a rampart or

- If your battalion is on top of any other battalion, a rampart cannot be demolished (“11.2. Maneuver Golden Rule” page 20).
- Only a battalion with demolition capabilities (page 7) can demolish a rampart .
- In order to demolish a rampart, your battalion must be adjacent to and facing the target rampart. Do not change your battalion’s facing to demolish or during demolition; you must first separately perform the wheel action (page 22) if your battalion is not already facing the rampart.
- Spend the required majik from the battalion’s reserve and permanently remove the target rampart from the battlefield. The rampart is permanently destroyed and cannot be rebuilt.
 - Demolishing the rampart of **another** kingdom (regardless of which army built the rampart) costs .
 - Demolishing the rampart of **your** kingdom

(regardless of which army built the rampart) costs .

While ramparts ostensibly serve as effective defensive barriers, also consider how they affect your opponent's ability to move about the battlefield.

12. Extricate | Tactical Order

Extricate | With the extricate tactical order, you can rescue [1] of your battalions from the opponent's Prison, moving the battalion onto either of your party's outposts on the battlefield.

- Your battalion must be in a Prison (page 10), not on the battlefield, to be issued an extricate order.
- You may only issue this order if both of the following are true:
 - Your party has at least [1] outpost (page 12) standing on the battlefield.
 - At least [1] of your party's standing outposts is unoccupied by any opposing battalion.
- To extricate, move your battalion onto your party's valid outpost. If there is already a battalion of your party on the outpost, place the extricated battalion on top.
- Do not change the status of the extricated battalion, but you may face the extricated battalion in any direction. The order then concludes.

Don't panic! As excruciating as it can be, consider waiting to extricate until just the right moment—it is possible to create an offensive opportunity this way.

13. Lighten | Tactical Order

Lighten | With the lighten tactical order, you can decrease the arms of your battalion. Lightening is useful when you want to increase the majik reserve of a battalion.

- Your battalion must be on the battlefield, not in a Prison, to be issued a lighten order.
- To lighten a battalion, change its status (page 7) so that its arms value is **reduced** to any lower number. You cannot increase this battalion's arms value during a lighten order.
- The order then concludes (unless you also opt to transfer arms, as detailed to follow).

13.1. Transfer of Arms

Transfer of Arms | Following a lighten order, you may transfer the arms reduction to any of your party's adjacent battalions, increasing the arms of the other battalions.

- In order to transfer arms to another battalion:
 - You must have just lightened a battalion.
 - The battalion(s) of your party which are to be the recipient(s) of the arms transfer must be adjacent to your just-lightened battalion.
- You may change a recipient battalion's status (page 7) to **increase** its arms by any number, up to the total number reduced from the lightened battalion.
 - **EXAMPLE 1:** You lighten your battalion from arms [5] to arms [2], reducing arms by [3]. To an adjacent battalion of your party, you may transfer [1], [2], or [3] arms, increasing the recipient battalion's arms respectively.
- You may divide transferred arms among different battalions. You are not required to transfer all of the arms from the reduction.
 - **EXAMPLE 2:** Following an arms reduction of [4] from a lighten, you transfer [1] arms to an adjacent battalion, and then transfer [2] of the remaining arms to a different adjacent battalion. You choose not to transfer the remaining [1] arms.
- Only the lightening battalion is considered to have been ordered—the recipient battalion(s) are not ordered and may therefore be the target of an

immediately succeeding tactical order (if you have not already issued your allotted orders (page 19)).

- In an alliance, you may only transfer arms to your ally's battalion if your ally consents.
- Following the arms transfer, the order concludes.

Lightening and transferring arms can greatly reshape your, and your opponent's, tactical decision space, both subtly (majik reserve and arms) and drastically (available battle arts and facing).

14. Pillage | Tactical Order

Pillage | With the pillage tactical order, you can ransack and destroy an opponent outpost, removing it from the battlefield.

- Your battalion must already be situated on an opposing outpost at the start of your turn—and there must be no **opposing** battalion(s) also situated on the outpost (stacked battalions)—to be eligible for a pillage order.
- To pillage, remove the opposing outpost and place it onto your party's Spoils (page 10). The order then concludes.
- Do not change the status or facing of any battalion(s) throughout this order.

15. Sacrifice | Tactical Order

Sacrifice | With the sacrifice tactical order, you can prepare a battalion to be electively slaughtered on your succeeding turn, generating a significant boost to another battalion's starting majik reserve in that coming turn.

- Your battalion must be on the battlefield, not in a Prison, to be issued a sacrifice order.
- To execute the sacrifice order, simply place your party's sacrifice mark on top of your chosen battalion. If your sacrifice mark is already on another of your party's battalions, move it on top of your chosen battalion (the previous battalion is no longer in the

sacrifice posture).

- The order then concludes.
- You must resolve the sacrifice **next** turn.

15.1. Resolve a Sacrifice

Resolve a Sacrifice | At your next Turn Step 4 (page 18), if one of your party's battalions is still marked for sacrifice, the sacrifice must be resolved.

- Resolving a sacrifice is not a tactical order: Your party's battalion must have been marked for sacrifice during your party's previous turn and the mark must not have been removed during the opponent's previous turn.
- Whichever player owns the sacrifice-marked battalion must:
 - Remove the sacrifice mark, then move the battalion to the opponent's Graveyard (page 10).
 - Choose another of your party's battalions on the battlefield. That battalion's starting majik reserve is **[8]** for this turn (not an increase of **[8]**, but a change to **[8]**). After this turn, the battalion's starting majik reserve returns to its status value.
 - The battalion chosen for this benefit may be your own or that of your ally. Be sure to declare which battalion gains the benefit, so that all players are aware. The chosen battalion does not have to be your party's first battalion to receive a tactical order.

Setting up for effective sacrifice resolution takes great care, planning, and risk. However, when you pull it off successfully, it is possible to deliver a cataclysmic blow!

16. Victory Conditions

There are [5] very different ways in which you can achieve victory in battle:

- **Overpower** | Fill your party's Graveyard with [5]

opposing battalions (page 26).

- **Shackle** | Fill your party's Prison with [3] opposing battalions (page 26).
- **Starve** | Fill your Spoils with [2] opposing outposts (page 26).
- **Blunt** | Render your opponent incapable of performing aggressive actions (page 26).
- **Dominant Influence** | In the case of a standoff, your party's battalions are superior in build (page 26).

Check the state of the game at any time during battle to determine if a victory condition has been met. If a victory condition has been satisfied by your party, your party is victorious and the match concludes.

While the victory conditions help you frame an initial strategy, and ultimately determine how you prevail or fall in battle, you are never beholden to chase any single victory condition: You are free and encouraged to pursue multiple victory conditions at once, and to shift your focus on a moment's notice.

16.1. Overpower

Overpower Victory | You are victorious by overpower if your party has slaughtered enough opposing battalions.

- Check your party's Graveyard (page 10).
- If all [5] of the Graveyard slots are covered by opposing battalions, your party is victorious.

16.2. Shackle

Shackle Victory | You are victorious by shackle if your party is holding enough opposing battalions captive.

- Check your party's Prison (page 10).
- If all [3] of the Prison slots are currently covered by opposing battalions, your party is victorious.

16.3. Starve

Starve Victory | You are victorious by starve if your party has destroyed enough opposing outposts.

- Check your party's Spoils (page 10).
- If all [2] Spoils slots are covered by opposing outposts, your party is victorious.

16.4. Blunt

Blunt Victory | You are victorious by blunt if your opponent is not capable of taking an aggressive action (details to follow) on this or future turns. It is possible that a party is incapable of aggressive action this turn but is still capable of doing something of its own volition to enable aggressive action on later turns.

Aggressive Actions | An aggressive action is any action that helps advance a party toward a victory condition.

- Engage an opponent.
- Rout an opponent.
- Perform a damage-dealing battle art.
- Demolish a rampart.
- Pillage an outpost.
- Torment a prisoner.
- Counter attack.
- Extricate a battalion.

16.5. Dominant Influence

Dominant Influence Victory | In the case of a standoff (details to follow), if your party's battalions, collectively, are superior in total arms, your party is victorious.

Standoff | A standoff occurs if both parties simultaneously satisfy the blunt condition (page 26). In this case, check which party demonstrates the dominant influence:

- Each party must add together the arms values of each of their battalions. Compare the total arms values of both parties. Whichever party's total arms is greater is victorious.
- If both parties' total arms are equal, each party must

count the number of their battalions that are not in the opponent's Graveyard (page 10). Compare the number of battalions per party that satisfy this condition. Whichever party has more battalions not in a Graveyard is victorious.

- If the number of out-of-Graveyard battalions is also equal, the match ends in a stalemate.

17. Credits & Links

- **Director, Designer, Developer** | Justin D Leingang
- **Illustrator** | Chen Chi Huei
- **Terrain art** | Aaron Sacco
- **Development and Design Support** | Jason Norton
- **Chief Testers** | Journey Jennings, David King, Tobias Fenner, Feuerdrache (Fire Dragon)
- **Special Thanks** | Andrea Leingang, the Warline Discord community, fellow employees at HookBang and VCA, Warline players across the globe
- **Production and Publishing** | El Jay Play

Warline Social Media | We hope to see you on the various social media outlets, discussing Warline and sharing your exploits!

Twitter

<https://twitter.com/ElJayPlay>

Facebook Group

<https://www.facebook.com/groups/warlinegame>

YouTube

<https://bit.ly/3GX0qzc>

Instagram


<https://www.instagram.com/eljayplay>

Warline Player-generated Content Tools | You may create and share your own custom Warline content by way of the free web tools available at the official web portal.
<https://warline.eljayplay.com/warline-game-resources>







VICTORY CONDITIONS

A. Overpower  Add [5] slaughtered opponent battalions in your Graveyard.

B. Shackle  Hold [3] opponent battalions in your Prison.

D. Starve  Pillage [2] opponent outposts.

C. Blunt Render all opponent battalions incapable of taking any aggressive action.*

**Aggressive actions are marked in the game flow aid below, with .

*Your party must also have at least [1] arms [4] or greater out-of-Graveyard battalion.

E. Dominant Influence In the case of a standoff...**

**1. Compare total arms value of out-of-Graveyard battalions in each party. Greater total arms value is victorious.

**2. If total arms value is equal, compare number of out-of-Graveyard battalions in each party. Greater number is victorious.

GAME FLOW





On your turn...

1.  **Torment** your prisoners (optional).
2. Remove your **marks** (conditional*).
*Where your vigor and/or stunned are applied.
3.  **Resolve counter attacks** (conditional*).
*Where your top-most battalion(s) is engaged.
4. Resolve your **sacrifice** (conditional*).
*Where your battalion is marked for sacrifice.
5. Command (required, choose [1] of the following):
 - a. Issue up to [2] **tactical orders**.
 - b. Discard all, then acquire [2] new **advantage cards**.

*Tactical orders** (choose [1] for each order):

*Each order must be issued to a different battalion.

A. Maneuver a battalion:

- March; engage .
- Rout ( conditional).
- Wheel.
- Battle Art ( conditional).
- Rampart interaction: build; demolish .

B. Extricate an imprisoned battalion*.

C. Lighten a battalion*

*Plus transfer arms (conditional; optional).

D. Pillage an opponent outpost.

E. Mark a battalion for **sacrifice**.

MANEUVER ACTIONS

Within a maneuver... (any combination of these actions, limited by majik reserve):

A. **March; engage** (refer to target terrain).

B. **Rout** ().

C. **Wheel** (per 90-degree facing change).

D. **Battle art** (refer to battle arts reference, if capable of dealing damage).

E. **Rampart interactions:**

- **Build rampart** (per rampart).

- **Demolish rampart*** (per other kingdom rampart, or per your kingdom rampart).

*Your battalion must display the demolition icon (arms [4] or greater).



Indicates an aggressive action (if your opponent is capable, you cannot achieve the Blunt victory condition).

TERRAIN GLYPHS



No ramparts (Ramparts cannot be built onto this terrain.)



No sacrifice (Battalions on this terrain cannot be marked for sacrifice.)



Combustible (Resolving a sacrifice on this terrain results in incineration of this and adjacent combustible terrain.)



Perilous (A battalion on this terrain is immediately slaughtered.)



