



Achievement List

Check the bubble next to each one. Each is worth 1 point. The person with the most points gets an advantage on the prize grab.

Yahtzee

- ☐ Roll all crits on 2 or more dice
- ☐ Roll all hammers on 3 or more dice
- ☐ Roll all successes on 2 or more dice
- ☐ Roll all failures on 3 or more dice
- ☐ Roll five dice at any time during the event

Fight!

- ☐ Destroy an enemy leader
- ☐ Have your own leader destroyed
- ☐ Destroy an enemy in one blow
- ☐ Overrun an opponent
- ☐ Stand fast

Variable

- ☐ Play using a different warband for one game
- ☐ Play using a different warband every game
- ☐ Play using a nemesis deck
- ☐ Play using a rivals deck
- ☐ Play on both boards

Glory

- ☐ Your opponent scores more than 15 glory against you
- ☐ Score more than 15 glory in a game

Wins/Losses

- ☐ Win a game (this can be scored 3 times) Each win is worth 2 points.

Name _____ (See Back of Sheet for Setting up a game)

1. **MUSTER WARBANDS** Each player picks a warband and a Rivals deck. They reveal their choice and place the relevant components in front of them. Each player then separates their Rivals deck into an Objective deck (the gold cards) and a Power deck (the red cards), placing both face down
2. **DRAW STARTING HAND** Each player shuffles their Objective deck and their Power deck separately, face down. Each player then draws 3 Objective cards and 5 Power cards – this is their starting hand. A player's cards are kept secret from their opponent and are referred to as their hand. After each player has drawn their starting hand, they can use one redraw to try for a better starting hand
3. **DETERMINE TERRITORIES** players roll off (see below). The winner picks a side of the game board to be the battle-eld (pg 3) and which territory belongs to them. The other territory belongs to the other player
4. **PLACE TREASURE TOKENS** The player who did not pick their territory shuffles the feature tokens with the numbered side face down. Following the restrictions below, players then place their feature tokens as follows: the player who did not pick their territory places 1 feature token numbered side down in an empty hex. Then, players alternate placing feature tokens numbered side down in empty hexes.
RESTRICTIONS ♦ Feature tokens cannot be placed in starting hexes, blocked hexes, stagger hexes, edge hexes or within 2 hexes of another feature token. ♦ If it is otherwise impossible to place a feature token, it can be placed in an edge hex. ♦ After 5 feature tokens have been placed, there must be a minimum of 1 feature token in each player's territory. Once 5 feature tokens have been placed, flip them to reveal their numbered side. Feature tokens displaying their numbered side are treasure tokens.
5. **PLACE AQUA GHYRANIS TOKENS** The person who places the last treasure token places an Aqua Ghyranis token on the table following treasure token rules. Then the other player does the same.
6. **DEPLOY FIGHTERS** Starting with the player that placed the final feature token, the players take it in turns to place 1 fighter from their warband into an empty starting hex in friendly territory (pg 3). A fighter that is placed in a starting hex during 'Setting Up' is deployed. If one player runs out of fighters to deploy, the other player continues deploying fighters until each fighter is deployed.

ROLL-OFFS

If a rule calls for a roll-off, each player rolls an Attack dice (pg 2) and they compare their result. If one player's result beats their opponent's, that player wins the roll-off. If the result is a draw, players roll off again.

♦  beats results of each other symbol.

♦  beats results of ,  and .

♦  beats results of  and .

♦  beats results of .

