

Advanced Runebound

v 1.0

Welcome to Advanced Runebound

After playing **RUNEBOUND** a few times, you might like to add some twists to your favorite fantasy adventure board game. **ADVANCED RUNEBOUND** provides these twists—without adding any components—and lets you turn **RUNEBOUND** into a whole new experience.

ADVANCED RUNEBOUND includes new options to add danger and new challenges to your **RUNEBOUND** games.

What's New

ADVANCED RUNEBOUND includes several new rules that change the way you play the game:

- **The Doom Track:** As the world grows darker, the Heroes are running out of time. The doom track is an automatic “game timer” that counts down to the end of the game.
- **The Endgame:** When the Doom Track reaches the end, the players have to face the deadliest Challenges in the game—whether they're ready or not!
- **Travel Hazards:** Now even the spaces without adventures are dangerous!
- **First Turn Movement Dice:** It's no longer best to go first.

What's Different

ADVANCED RUNEBOUND also includes several rules variants that make the game more challenging for the advanced player by modifying wounds, exhaustion, knockouts, and other basic rules.

The Doom Track

In **ADVANCED RUNEBOUND**, the row of market stacks along the edge of the board serves a second purpose: it is also the **doom track**. Over the course of the game, adventure cards are placed next to the board along this track, representing how the world grows more dangerous over time. When a certain number of adventure cards have been placed on the doom track, a **doom counter** is placed on the track (as detailed below). When eight doom counters have been placed on the track, the normal game ends, and the **Endgame** begins.

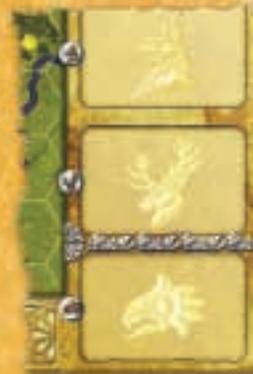
Setting up the Doom Track

At the beginning of the game, take the top card from the green adventure deck. Without looking at or revealing it, place it face-down next to the board adjacent to the Tamalir market stack.

Adding Cards to the Doom Track

During play, whenever an adventure card is discarded (if a Challenge is defeated, for example) it is not removed from the game. Instead, it is placed face-down on the doom track in the next available space. That is, since there is already a card in the Tamalir space, the first discarded adventure card will go “above” that space in the Riverwatch space, the second in the Dawnsmoor space, and so on.

Setting up the Doom Track



At the beginning of the game, place the top card of the green adventure deck face-down next to the board adjacent to the Tamalir market stack.

Remember, adventure cards are discarded not only when Challenges are defeated, but at other times as well: after encounters are resolved, for example, or when events are drawn that cannot be played, or when players use a card they have been holding.

Adding a Doom Counter

When a certain number of cards have been placed on the doom track, a doom counter is placed on the doom track. The number of cards is determined by the number of players, as detailed below:

No. of Players	No. of Cards to Trigger a Doom Counter
2	4
3	6
4-6	8

To add a doom counter, follow these directions:

1. Take the last adventure card to be placed on the doom track (that is, the fourth card in a two-player game, the sixth card in a three-player game, or the eighth card in a 4-6 player game) and place it in the first space on the doom track (next to Tamalir).
2. Remove all other adventure cards from the doom track and place them in their respective discard piles (green adventure in a green pile, yellow adventure in a yellow pile, etc.).
3. Place a wound counter (now known as a “doom counter”) on the town heraldry of the first available market stack on the doom track. When you place the first doom counter of the game, therefore, you will place it on the town heraldry for Tamalir. Your second doom counter will go on Riverwatch, your third on Dawnsmoor, and so on.

When a doom counter is placed on the last space on the doom track, (that is, Frostgate) the normal game ends and the **Endgame** begins.

(For a diagram illustrating adding a doom counter, see the next page.)

The Endgame

Margath and the Dragon Lords have risen, and are setting out to destroy all those who would oppose them—starting with the Heroes! The time for adventures is over. Now it comes down to this, the final confrontation between good and evil.

To prepare for the **Endgame**, take the red adventure deck and do the following:

1. Remove all Event and Encounter cards from the red deck (note that there are none in the basic set).
2. If there are any red Challenges on the undefeated adventure track, remove them from the track and put them back into the red deck. (Players still keep any red Challenge cards they already have.)
3. Shuffle the red deck.
4. Determine the **level** of each player's Hero. (A Hero's level is equal to its total bonuses from experience counters.)

The player with the highest level Hero is first to undertake the Endgame confrontation (detailed below), followed by the player with second-highest level Hero, and so on until a winner is established. If two or more players are tied for level the player with the most gold goes first. (If even this is tied, determine order randomly.)

Endgame Confrontation

When it is your turn to undertake the Endgame confrontation, you must draw a random Challenge card from the red deck. Reveal it, then resolve it as if it were a normal Challenge with one major exception: you cannot escape this Challenge.

Note that during your turn in the Endgame, there is no Refresh or Movement Step. Any abilities that happen “before” or “after” moving cannot be used, because you are not moving.

What happens next is determined by whether you defeat or fail the Challenge:

- If you *defeat* the Challenge, and the Challenge is “High Lord Margath,” you win the game.
- If you *defeat* the Challenge, and the Challenge is *not* “High Lord Margath,” take the Challenge card as normal. If you now have three red Challenge cards in your inventory, you win the game. If not, then draw and resolve a new Challenge card from the red deck. You must continue resolving new Challenges until you either win or are eliminated from the Endgame. (Remember, there is no Refresh or Movement Step, and therefore no resting or using abilities during those steps to heal.)
- If you *fail* the Challenge (either by being knocked out or otherwise failing it), you are eliminated from the Endgame, and the Challenge is shuffled back into the red deck. (In this instance, you do *not* lose your gold or experience counters for being knocked out.)

When you are eliminated from the Endgame, play passes to the player with the next-highest level Hero. In this fashion, play passes from the most-powerful player to the least-powerful player until either someone wins the game or all players have been eliminated from the Endgame.

If *all* players are eliminated from the Endgame, the player who has the most red Challenge cards in his inventory wins the game. If two or more players are tied, the player with highest-level Hero wins. If even this is tied, the player with the most gold wins.

Travel hazards

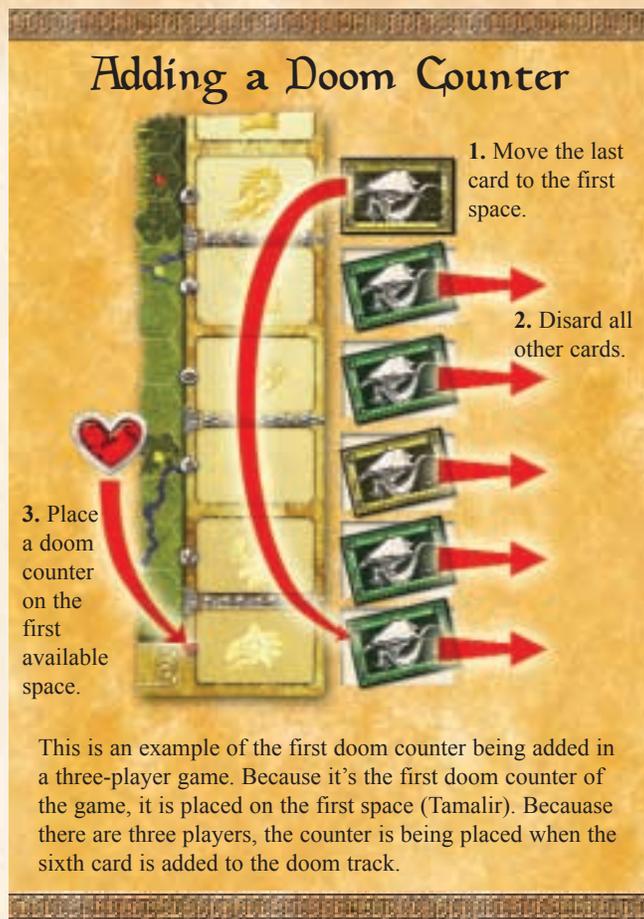
These rules allow Heroes to come across “wandering monsters” and other random dangers during their movement—especially if they journey through the dangerous mountains and forests.

Rolling for hazards

If you end your movement in a non-town space without an adventure counter, undefeated adventure counter, or another Hero, you must roll 2 movement dice to check for travel hazards.

If the dice show one or more terrain symbols that match the terrain of the space you are in, you do *not* encounter a travel hazard.

If the dice *do not* show any terrain symbols that match the terrain of the space you are in, you immediately encounter a travel hazard. You must now determine the hazard color (detailed below).



This is an example of the first doom counter being added in a three-player game. Because it’s the first doom counter of the game, it is placed on the first space (Tamalir). Because there are three players, the counter is being placed when the sixth card is added to the doom track.

Example: John ends his movement in a forest space and rolls 2 movement dice. The dice show no forest symbols, so he encounters a travel hazard. If the dice had shown even a single forest symbol, he would not encounter a travel hazard.

Strategy Tip: Note that you are far more likely to encounter a travel hazard in a mountain, forest, or swamp space than you are in a plains, road, or river space.

Timing Note: Rolling for hazards is always the *last* thing you do after moving. If you have any cards to play or abilities to use “after moving,” be sure to do so before rolling for hazards.

Determine hazard color

If you encounter a travel hazard, you must roll the 2 movement dice again. This time, count the number of symbols showing. (It doesn’t matter which symbols are showing; all that matters is the number of symbols.) This is your **hazard number**.

Now look at the doom track. Starting at the bottom of the track (the Tamalir space), count upwards a number of spaces equal to your hazard number, and note the *color* of the adventure card in that position. If your hazard number is 4, for example, you will look at the fourth space of the doom track, which is the Vynelvale space.

Example: John rolls the 2 movement dice again. They show 6 symbols, so John looks at the sixth card on the doom track (next to the Nerekhal space). He notes that it is a yellow adventure card.

If your hazard number is greater than the number cards on the doom track, you must “loop around” in your counting, starting over at the first card. For example, if there are three cards on the track, and your hazard number is 5, you must look at the card in the *second* space.

Resolve hazard

After determining the color of your hazard, draw an adventure card of that color. Reveal this card to the other players, and resolve it as you would a normal adventure card, with the following exceptions:

- **One Card Only:** If you draw an Encounter or Event, resolve it normally, then end your turn. You do not draw another card.
- **No Before Combat:** You do not resolve any “Before Combat” text the adventure might have, and you may not use the “Before Combat” abilities of your Hero, Allies, Items, or other cards.
- **No Escape:** The Escape Phase is skipped during each round of combat.
- **No Reward:** If you defeat the adventure, you do *not* receive the reward listed on the card.
- **Experience:** You do, however, receive the usual experience points for defeating the adventure if it is a Challenge card. Instead of taking an adventure counter from the board, however, take it from the central counter pile, making change as necessary. (If there are not enough adventure counters in the pile for you take what you need, you do not get *any* experience points for defeating the Challenge.)
- **Failure:** If the adventure is a Challenge and you fail it, the card is still discarded (i.e., placed on the doom track). It is not placed on the undefeated adventure track.

First Turn Movement Dice

The number of movement dice you can roll on your very first turn of the game is determined by the number of players and your place in the turn order (first player, second player, etc.).

To see how many movement dice you roll on your very first turn, consult the chart below.

No. of Players	Player 1	Player 2	Player 3	Player 4+
2	4	5	5	5
3	3	4	5	5
4+	2	3	4	5

As you can see, in a four-player game, the first player rolls 2 movement dice, the second player rolls 3, the third player rolls 4, and the fifth and sixth players roll all 5.

Remember, these rules only apply to your *very first* turn of the game.

Other Rules

These additional changes modify or replace the basic **RUNEBOUND** rules to make the game more challenging for the advanced player. Unless otherwise noted below, all other rules remain the same.

Taking Wounds

If you take a number of wounds *greater than* your Hero's Life score, then your Hero is knocked out (as detailed later in these rules).

Likewise, if your Ally or enemy takes a number of wounds *greater than* its Life score, then it is killed.

Heroes, Allies, and enemies are not affected by taking wounds *equal to* their Life scores.

Taking Exhaustion

In **ADVANCED RUNEBOUND**, you may *not choose* to take exhaustion that will result in you taking a wound. This applies to both Heroes and Allies. You may, however, still be *required* by the game to take exhaustion that results in wounds.

Activating Cards

During a turn, you may activate only *one* card per Movement Step and *one* card per Market Step. During the Adventure Step, you may activate only *one* card during "Before Combat," and *one* card per round of combat.

Movement Dice and Exhaustion

The number of movement dice you roll is determined not only by what type of space your Hero is in at the beginning of your turn, but also by how much exhaustion your Hero has. If your Hero is *not* in a town and has *no* exhaustion, you may roll 5 movement dice instead of 4.

Discarding and Reshuffling Adventures

Remember that in **ADVANCED RUNEBOUND**, discarded adventure cards are not removed from the game, but are placed on the doom track (as detailed earlier in these rules). When these cards are removed from the doom track, they are placed into discard piles.

Each adventure deck has its own discard pile. That is, there is a green discard pile for the green adventure cards, a yellow discard pile for the yellow adventure cards, a blue discard pile for the blue adventure cards, and a red discard pile for the red adventure cards.

If an adventure deck runs out, take all Challenge cards in the corresponding discard pile and shuffle them to form a new adventure deck. (All Event and Encounter cards from that discard pile are removed from the game.) If there are no more green adventure cards, for example, shuffle all the discarded green Challenges to form the new green adventure deck.

Wounds and Knockouts

If your Hero takes a number of wounds *greater than* its Life score, your Hero is immediately **knocked out**. You must do the following:

- Discard all your wound, exhaustion, and unspent adventure counters to the counter pile.
- Discard all of your gold to the bank.
- Discard your highest-cost Ally or Item face-down to the bottom of the market deck. (If two or more are equally expensive, you can choose which one to discard.)
- Move your Hero counter to the nearest town space. (If two towns are equally close, you can choose which one to visit.)
- Just as if you had escaped the adventure, place the Challenge card on the undefeated adventure track and place the undefeated adventure counter on the board.
- You may, if you wish, choose a new Hero at random from the Heroes not currently being played. If you do this, you may keep all your current experience counters.

Resolving Events

In **ADVANCED RUNEBOUND**, if you draw an Event card, it is only discarded without effect if its number is *lower than* the Event card in play. If it is *equal to or higher than* the Event card in play, the Event card in play is discarded. The new Event card takes effect immediately and remains in effect until replaced.

Remember, if an Event card is discarded, it is placed on the doom track.

Buying healing

During the Market Phase in **ADVANCED RUNEBOUND**, you may only buy healing as follows:

- For 1 gold, you can discard one wound from your Hero or one Ally. In other words, you must spend 1 gold for each wound you heal.
- For 1 gold, you can discard all exhaustion from your Hero or one Ally.

Spending Experience Points

In **ADVANCED RUNEBOUND**, you receive *two* experience counters for the price of one. That is, in a four-player game, you receive two experience counters for 5 experience points.

You may *not* purchase a single experience counter for half the experience points, however. You must still pay the indicated number of experience points to purchase experience counters, and may *not* purchase single experience counters.

No. of Players Exp. Points for 2 Exp. Counters

2	6
3-4	5
5	4
6	3

Other Experience Rules

- You may not purchase two experience counters of the same type at the same time. You may not, for example, purchase two Mind +1 counters, or two Body +1 counters. But you may purchase a Mind +1 and a Body +1 counter at the same time.
- When you purchase experience counters, you may immediately discard all wounds and exhaustion from your Hero.
- Your Hero's level is equal to the total number of bonuses from experience counters you have. (This is slightly more accurate than the number of experience counters you have, since many single counters represent +2, +3, or +4 bonuses.) You don't have to keep track of your Hero's level during the game, but it is essential during the Endgame detailed at the beginning of these rules.

Credits

Original Game Design: Martin Wallace and Darrell Hardy

Advanced Runebound Development: Christian T. Petersen, John Goodenough, and Darrell Hardy

Graphic Design: Scott Nicely

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