



Welcome to Runebound

The world of **RUNEBOUND** is a magical, dangerous world of powerful wizards, noble knights, vicious monsters, and power-mad tyrants. It is a world of great quests and mighty deeds. Above all, it is a world of legendary heroes, and the time has come for you to join them.

RUNEBOUND is a fantasy adventure board game for 2-6 players, and is playable in 2-4 hours.

Introduction

In **RUNEBOUND**, you and your opponents take on the roles of Heroes questing across the land in search of adventure. Along the way, you will find magical artifacts and cunning allies (represented by Item and Ally cards) to help you in your quest. You will also encounter terrible villains and fiendish traps (represented by adventure cards) you must overcome in order to complete your quest.

Adventures

The heart of **RUNEBOUND** is the **adventure**. The adventure determines the object of your quest, and what wonders and obstacles you will encounter along the way.

The adventure included in this set is "Rise of the Dragon Lords." In this adventure, the vile necromancer Vorakesh is trying to find the ancient Dragon Runes and use them to resurrect Margath, the long-dead High Lord of the evil dragons. As a Hero of the land, it is your duty to stop Vorakesh from carrying out his mad designs.

Object of the Game

The object of **RUNEBOUND** is determined by the adventure you are playing.

In "Rise of the Dragon Lords," the object of the game is to *either* kill High Lord Margath *or* collect three Dragon Runes. The first player to do either of these is the winner. (Killing Margath and collecting Dragon Runes are discussed in detail later in these rules.)

Components

12 Hero Cards
72 Adventure Cards (28 green, 22 yellow, 15 blue, 7 red)
84 Market Cards (28 Allies, 55 Items)
50 Gold Counters (28 one-gold, 12 five-gold, 10 ten-gold)
12 Hero Counters
6 Plastic Stands
60 Wound Counters
50 Exhaustion Counters
50 Adventure Counters (20 green, 14 yellow, 9 blue, 7 red)
60 Experience Counters

6 Undeclared Adventure Counters
5 Movement Dice
1 20-sided die
1 Map Board
1 Rules Sheet

Before you play the game for the first time, carefully punch the cardboard pieces out of their frames so that they do not tear.

Hero Cards

At the beginning of the game, each player receives a Hero card. Your Hero card gives you the attributes and special abilities of the Hero you will be playing during the game. (See the "Card Anatomy" diagram for details.)

Adventure Cards

Over the course of the game, you will draw adventure cards to find what adventures await you. Adventure cards are color-coded by difficulty: Green adventures are the easiest; yellow adventures are more challenging; blue adventures are difficult; and red adventures are the hardest in the game.

There are three types of adventure cards: Challenges, Events, and Encounters. **Challenges** are the most common, and typically include an enemy to fight. **Events** determine the overall flow of the game, and remain in play, changing the rules of the game for a time. **Encounters** can be anything; they may require skill tests, combat, or your Hero to fulfill a secondary quest.

Drawing and resolving adventure cards are detailed later in these rules.

Ally Cards

Ally cards represent other characters who have joined you on your quest. Allies have attributes and special abilities just like Heroes, but they also have a **cost**, which is how much gold you must spend to hire them.

Item Cards

Item cards represent weapons, armor, and other equipment your Hero is carrying. Just like Allies, Items have a **cost**, which is how much gold you must spend to purchase them. Items give you special abilities, as listed on their text. The text of each item also tells you its **type** (artifacts, armor, etc.) which may limit what items you carry. (Item limits are detailed later in these rules.)

Hero Counters

Your Hero counter represents where your Hero and Allies are on the board. At the beginning of the game, gently slide your Hero into one of the plastic stands so that it can stand up on the board.



Wound & Exhaustion Counters

These counters are used to track how many wounds and exhaustion Heroes and Allies have taken. (Taking wounds and exhaustion is detailed later in these rules.)

Exhaustion Counter Wound Counter



Adventure Counters

These counters are placed on the board to indicate spaces where adventures are found. Like adventure cards, adventure counters are color-coded by difficulty: green are the easiest; yellow are more challenging; blue are difficult; and red are the hardest.

Adventure counters are double-sided. The front shows a jewel of the appropriate color; the back shows how many experience points the adventure is worth. (Experience points are detailed later in these rules.)



Experience Counters

Defeating Challenges gives you experience points, which you may spend on experience counters. Each experience counter gives your Hero the indicated permanent attribute bonus.



Undeclared Adventure Counters

If you fail an adventure, you must place an undeclared adventure counter on the space on the board where the adventure is found. These counters are numbered (1-6) and correspond to the six positions on the undeclared adventure track on the edge of the board (as detailed later in these rules).



Gold Counters

Gold counters come in denominations of 1, 5, and 10 gold (marked as I, V, and X). You usually gain gold by defeating adventures, and spend gold in town to hire Allies, buy Items, and heal your party.



Twenty-sided Die

This die is used for skill tests, combat rolls, and any other roll (other than movement) that must be made. Any card text that mentions a "die" refers to this die unless it specifically states "movement die."

Movement Dice

The symbols on these dice correspond to the seven types of terrain on the board. During your turn, you roll a number of these dice to determine into which spaces your Hero can move. (Movement is detailed later in these rules.)

The Map Board

The major feature of the board is a large map of the **RUNEBOUND** world, which is divided into hexagonal **spaces**. Each space is either a **terrain** type (plains, road, river, swamp, forest, hill, or mountain) or a **town**. (Town spaces are "wild" and considered *all* terrains.) Many spaces have adventure jewels in one of the four adventure colors (green, yellow, blue, or red) indicating which adventure counters should be placed on those spaces.

Other sections of the board include the undeclared adventure track, and spaces for each town's market stack, the four adventure decks, the market deck, and the Event stack.

Card Anatomy



- Life:** This is a measure of how many wounds the card can take before being knocked out (if a Hero) or discarded (if an Ally or Challenge). (Wounds and being knocked out are detailed later in these rules.)
- Stamina:** Heroes and Allies may take a number of exhaustion equal to their Stamina without penalty. Any exhaustion they take in excess of their Stamina, however, is taken as wounds instead.
- Card Text:** This text describes the card's game effects. This text also tells you what **skills** a Hero has, what **reward** a Challenge offers, and what **type** of Item card represents (weapon, armor, etc.). *Italicized* text is for flavor only; it has no game effect. If a card's text has a **Phase** listed (ranged, melee, magic, or any), then that card's effect may only be used during that phase of combat.
- Card Attributes:** These icons and numbers represent the card's attributes (see 7-12).
- Cost:** This is how much gold you must spend to add this card to your inventory or party. (Spending gold is detailed under "Market Step.")
- Event Number:** This number is used when determining which Events take place and which are discarded (as detailed under "Event Cards").
- Mind Score:** For Heroes and Allies, this bonus is added to mental skill tests and ranged combat rolls. For Challenges, this score is the target number for ranged combat rolls.
- Ranged Damage:** This is how many wounds the card inflicts during ranged combat.
- Body Score:** For Heroes and Allies, this bonus is added to your physical skill tests and melee combat rolls. For Challenges, this score is the target number for melee combat rolls.
- Melee Damage:** This is how many wounds the card inflicts during melee combat.
- Spirit Score:** For Heroes and Allies, this bonus is added to your social or willpower-based skill tests and magical attacks. For Challenges, this score is the target number for magic combat rolls.
- Magic Damage:** This is how many wounds the card inflicts during magic combat.

Game Setup

- Unfold the board and place it centrally on a large table.
 - Place all the adventure counters face-up on the board in the spaces marked with adventure jewels of the same color. That is, place the green counters on the green spaces, the yellow counters on the yellow spaces, the blue counters on the blue spaces, and the red counters on the red spaces.
 - Place each of the six undefeated adventure counters on its corresponding position on the undefeated adventure track. (That is, counter 1 on position 1, etc.)
 - Shuffle the Ally and Item cards into a **market deck**. Place the market deck where indicated on the board. Draw one card for each town (except Tamalir) and place it, face-up, where the market stack for that town is indicated on the board. Each town *except Tamalir* begins the game with one card in its market stack.
 - Separate the adventure cards by color (green, yellow, blue, and red) into four **adventure decks**. Shuffle each deck and place it where indicated on the board.
 - Place all the gold counters into a central bank. Give each player 3 gold to begin the game. When you gain gold during the game, take it from the bank. When you spend gold, give it to the bank and make change from the bank as needed.
 - Place all the wound, exhaustion, and experience counters into a central pile where all the players can reach them.
 - Each player randomly chooses a Hero card to represent the Hero he will play this game. (Alternately, players may agree amongst themselves as to which Heroes they will each play.)
 - Each player takes the Hero counter that corresponds to his Hero and gently slides it into a plastic stand so that the counter stands up on its own. Unused Hero cards and counters are put back in the box; they will not be used this game.
 - Randomly choose one player to be the first player.
- Game setup is now complete, and the game is now ready to begin.

Gameplay Basics

Below is an introduction to the basics of **RUNEBOUND**.

Resolving Tests and Combat

The core mechanic of **RUNEBOUND** is based on a roll of the die. Whether it's a combat roll, a skill test, or some other type of challenge, you must do the following to see if you succeed:

- Roll the die.
- Add any relevant modifiers (usually one of your attribute scores).
- Compare the result to a target number (determined by the challenge, and often listed in parentheses).

If the result is equal to or greater than the target number, you succeed. If not, you fail.

The specifics of skill tests and combat rolls are detailed under "Step 3: Adventure," later in these rules.

Taking Wounds & Exhaustion

Whenever the game tells you to take one or more **wounds**, you must place that number of wound counters on your Hero card. If you take a number of wounds equal to or greater than your Hero's Life score, then your Hero is **knocked out** (as detailed later in these rules).

Likewise, whenever the game tells you to take **exhaustion**, you must place the given number of exhaustion counters on your Hero card. **If you must take more exhaustion than your Hero's Stamina score, the excess exhaustion is immediately converted to wounds.**

For example, if your Hero's Stamina is 3, you have already taken 2 exhaustion, and you must take 3 more exhaustion, you actually take 1 exhaustion and 2 wounds.

Note that you *may* choose to take exhaustion (to use a skill or special ability, for example) that will result in you taking a wound.

When you discard wound and exhaustion counters, put them back into the central counter pile.

Activating Cards

Many cards must be **activated** to be used. To activate a card, turn it face-down. Once activated, a card cannot be used again until it is **refreshed** and turned face-up again.

Card Text

During play, cards may have text that changes, ignores, or breaks the rules of the game. In all cases, text on the cards supercedes these rules.

The Turn Sequence

RUNEBOUND is played in a series of **turns**. Each player takes a turn, then play passes to the player to the left. In this way, play continues clockwise around the table until the game ends.

Each turn is divided into four **steps**. During your turn, you play the following steps in order:

- Step 1: Refresh**
- Step 2: Movement**
- Step 3: Adventure**
- Step 4: Market**
- Step 5: Experience / Turn End**

Board Setup

Undeclared Adventure Track

Place the undeclared adventure counters (1-6) on their corresponding positions on this track.



Market Deck
Place the market deck here.

Adventure Decks
Place the red, blue, yellow, and green adventure decks on the spaces of their colors.



Event Stack

When Events are revealed, they are placed here. There are no Events here at the beginning of the game.

Market Stacks

Place one market card face-up on each of these spaces *except* the space corresponding to Tamalir.



Tamalir Market Stack

Adventure Counters

Place all the adventure counters face-up on the board in the spaces marked with adventure jewels of the same color.



Example of Movement

In this example, Brian rolled four movement dice for Varikas with the following results:



While he may use these dice many different ways, three of the best options are detailed below:

- 1 (Plains, River, Forest, Hill): Varikas may move to a blue adventure.
- 2 (Road, Road): Varikas may move to Greyhaven. (Note that he could use *any* die to move into the town space, not just the Road.)
- 3 (Hill, Mountain): Varikas may move to a yellow adventure.



Space	Number of Movement Dice
Town	5
Any Other	4

In other words, if your Hero is in a town space (such as Tamalir), roll 5 movement dice. If your Hero is in any other space, roll 4 movement dice.

Terrain Symbols

Each side of the movement die has two or more **terrain symbols**. Each terrain symbol corresponds to one of the seven types of terrain found on the board:



- Adventure counters, undeclared adventure counters, and other Hero counters on the board do not affect your movement. You may move your Hero counter into, out of, or through a space containing any of these counters without effect.
- Before rolling your movement dice, you may **rest** by rolling fewer than the allotted number of movement dice. For each die you choose not to roll, you may immediately (before rolling) discard 1 exhaustion counter from your Hero or an Ally in your party. For example, if you have 4 movement dice, but only roll 2, you may discard 2 exhaustion from your Hero (or 2 from an Ally, or 1 from your Hero and 1 from an Ally). You may choose to roll to *no* dice, and not move at all.
- Before rolling your movement dice, you may choose *not* to roll *any* dice and simply move your Hero one space. You may not do this the same turn you rest.
- If you end your movement in a space that has no counters or towns, you must skip the Adventure and Market Steps, and immediately end your turn.

Step 1: Refresh

During this step, you turn over all your activated (face-down) cards so they are now face-up. These cards may now be activated once more.

If you have no activated cards (such as at the beginning of the game), you may skip this step.

Step 2: Movement

During this step, you may move your Hero counter around the board. Your Hero counter represents your Hero and all your Allies.

Heroes begin their quests in the town of Tamalir. On your very first turn, before moving, place your Hero counter on the Tamalir town space (near the bottom right of the board).

Movement Dice

Where your Hero can move is determined by rolling the movement dice. The *number* of movement dice you roll is determined by what type of space your Hero is in at the beginning of your turn, as shown below:

After you roll the movement dice, each terrain symbol showing indicates one space of that terrain type your Hero may enter.

For example, if the dice show three river symbols, you may move your Hero into up to three river spaces.

Note that each die side has multiple symbols on it, and you may use *any one* of the symbols to move. For example, if your movement die shows a plains, hill, and road, you may use that die to move into a plain *or* a hill *or* a road.

Other Movement Rules

- You do not have to move your Hero counter the full movement that you rolled. However, any unused movement dice are wasted.
- You may use *any* terrain symbol to move into a town space.

Step 3: Adventure

If you end your movement in a space with an adventure counter, you may choose whether or not to attempt the adventure.

If you choose *not* to attempt the adventure, your turn immediately ends.

If you choose to attempt the adventure, draw an adventure card of the same color as the adventure counter. If the adventure counter is green, for example, draw the top card from the green adventure deck. Reveal the card to the other players (you may find it fun to read the flavor text aloud as well), then resolve the adventure.

Adventures are resolved through **combat rolls** and **skill tests**.

Combat Rolls

There are three types of combat rolls: **ranged**, **melee**, and **magic**. The type of combat roll determines which attribute you add to the die roll, and which challenge attribute serves as the target number:

Combat Roll	Attribute	Target Number
Ranged	Mind (@)	Enemy Mind
Melee	Body (%)	Enemy Body
Magic	Spirit (<)	Enemy Spirit

To make a combat roll, roll the die, add your appropriate attribute, and compare the total to the target number. If your total is equal to or greater than the target number, you succeed; if not, you fail.

For example, to make a magic combat roll, you must roll the die, add your Spirit score, and compare the total to the your enemy's Spirit score.

(Combat is detailed under "Combat," below.)

Skill Tests

Skill tests are presented in the following format:

Test [attribute] [skill name] (target number)

To make a skill test, roll the die, add your Hero's attribute, and compare the total to the target number. If your total is equal to or greater than the target number, you succeed; if not, you fail.

If you have the **skill** listed in the test, you may take exhaustion before rolling the die to receive an additional bonus to your roll. For each exhaustion you take, you receive the skill bonus listed on your Hero card.

Example: Varikas faces a chasm: "Test % Jump (18)." Varikas has a Body score of 4 and Jump +2, so his player takes 1 exhaustion to receive a +2 bonus to his roll. He rolls a 10, adds 4 for Varikas's Body, and adds 2 for using the skill, for a total of 16—just missing the target number and failing the test.

Example 2: Varikas faces a wizard: "Test < Resist (15)." Varikas has a Spirit score of 4 and Resist +4, so his player takes 2 exhaustion to receive a +8 bonus to his roll. He rolls a 6, adds 4 for Varikas's Spirit, and adds 8 for using the skill, for a total of 18, easily succeeding at the test.

Example 3: Varikas must talk his way out of a conflict: "Test < Diplomacy (15)." Varikas has a Spirit score of 4 but no Diplomacy skill. His player rolls an 11 and adds 4 for Varikas's Spirit, for a total of 15, which is enough to succeed at the test.

Note that some skill test do not list skills at all. There are no relevant skills for these tests, so you simply add your indicated attribute score.

Also note that Allies do not have skills, and cannot make skill tests. Only Heroes can make skill tests.

Modifiers

Many cards provide bonuses and penalties to skill tests and combat rolls. Unless otherwise noted on the cards themselves, these modifiers are all applied before rolling the die.

Adventure Cards

There are three types of adventure cards: Challenges, Events, and Encounters. Each is resolved in its own way:

Symbols and Scores

Card text in **RUNEBOUND** uses symbols as shorthand for attributes and other game terms. Below is a guide to these symbols and their meanings:

@	Mind Score	^	Wounds
%	Body Score	>	Exhaustion
<	Spirit Score	\$	Gold

• Adventure Card: Challenges

Most adventure cards are Challenges, and almost all Challenges include combat. To defeat a Challenge, first resolve any text listed as "Before Combat," then begin combat.

Before Combat

Many Challenges have text that is triggered before combat. When you reveal one of these Challenges, you must resolve its "Before Combat" text immediately—even before using your own "Before Combat" special abilities.

Note that between your Hero, Items, and Allies, it is possible to have multiple special abilities that take effect before combat. After resolving the Challenge's "Before Combat" text, you may use as many of your "Before Combat" abilities as you wish.

However, *each* "Before Combat" ability may only be used *once per turn* unless otherwise stated on the card.

Combat

Combat is conducted in **rounds**. Each round of combat is divided into four **phases**, which must be played through in order:

1. **Escape:** You can try to leave the adventure.
2. **Ranged:** You may make one ranged attack or defend.
3. **Melee:** You may make one melee attack or defend.
4. **Magic:** You may make one magic attack or defend.

During the Ranged, Melee, and Magic phases, you must either **attack** or **defend**. Your Hero and each of your Allies may *attack* once per round. Your Hero may *defend* any number of times per round, but your Allies cannot defend.

As detailed below, attacking and defending are resolved the same way. The only difference is that you can inflict wounds when attacking, and *cannot* inflict wounds when defending.

Strategy Tip: In general, you want to attack early in the round (such as the Ranged Phase) to kill off your enemy as quickly as possible. Sometimes, however, it is better to defend for the first phase or two so you can do more damage (or attack a weaker target number) during a later phase.

Phase 1: Escape

Even the mightiest Heroes find adventures they don't have the strength to finish. During this first phase of combat, you may make an **escape test**.

To make an escape test, roll the die and add your Mind score. If your total is *less than* the Mind of the Challenge, you fail: take 1 wound and either try again or move on to the Ranged Phase.

If you succeed at the escape test, you must move your Hero counter back one space in the direction from which it came. Next, remove all counter from the current Challenge card and place it adjacent to the board in the next open position on the undefeated adventure track. Finally, take the corresponding undefeated adventure counter and place it on the space on the board with the adventure counter you just escaped. Your turn is now over.

Example: Varikas wants to escape a Challenge featuring a pair of rampaging dragons, and has to meet or beat their Mind of 12. He rolls an 8, adds his Mind of 1, for total of 9—not enough. He takes 1 wound and decides to try again. This time he rolls a 13, for a total of 14, so he succeeds. His player moves his Hero counter back one space, places the Challenge card in position #1 on the undefeated adventure track, and places undefeated adventure counter #1 on the space that Varikas just escaped.

Note: If all six spaces on the undefeated adventure track are full, remove the card that has been on the track the longest (usually the card in position #1), discard it face-down to the bottom of its adventure deck, and replace it with your current Challenge. Move its corresponding undefeated adventure counter from its old location to the new board space.

Phase 2: Ranged

If you attack: Choose your Hero or one of your Allies to be the attacker. Make a ranged combat roll for the attacker. If you succeed, the Challenge takes a number of wounds equal to the attacker's ranged damage. If you fail, the attacker takes a number of wounds equal to the Challenge's ranged damage.

If you defend: Your Hero must defend. Make a ranged combat roll for your Hero. If you succeed, nothing happens. If you fail, your Hero takes a number of wounds equal to the Challenge's ranged damage. (Note that if the Challenge's ranged damage is 0, you need not roll, since neither side can inflict a wound.)

The Ranged Phase is now over. If you have not defeated the Challenge and your Hero has not been knocked out, you must now play through the Melee Phase.

Phase 3: Melee

If you attack: Choose your Hero or one of your Allies to be the attacker. Make a melee combat roll for the attacker. If you succeed, the Challenge takes a number of wounds equal to the attacker's melee damage. If you fail, the attacker takes a number of wounds equal to the Challenge's melee damage.

If you defend: Your Hero must defend. Make a melee combat roll for your Hero. If you succeed, nothing happens. If you fail, your Hero takes a number of wounds equal to the Challenge's melee damage.

The Melee Phase is now over. If you have not defeated the Challenge and your Hero has not been knocked out, you must now play through the Magic Phase.

Phase 4: Magic

If you attack: Choose your Hero or one of your Allies to be the attacker. Make a magic combat roll for the attacker. If you succeed, the Challenge takes a number of wounds equal to the attacker's magic damage. If you fail, the attacker takes a number of wounds equal to the Challenge's magic damage.

If you defend: Your Hero must defend. Make a magic combat roll for your Hero. If you succeed, nothing happens. If you fail, your Hero takes a number of wounds equal to the Challenge's magic damage.

The Magic Phase is now over, and so is the combat round. If the Challenge has not been defeated and your Hero has not been knocked out, then a new round begins with the Escape Phase.

Defeating Challenges

If a Challenge takes a number of wounds equal to or greater than its Life score, it is immediately **defeated**. You receive the reward listed on the card. This is usually gold, which you take from the bank. Sometimes you are instructed to take the

Example of a Challenge

Brian is playing Varikas as his Hero. He has ended his movement in a space with a green adventure counter, so he draws a green adventure card, revealing "Lord Farrow."

Before Combat

First, Varikas must test < Resist (11). He has the Resist skill, but Brian decides not to use it, and adds only his Spirit score of 4 to the die roll. He rolls an 8, for a total of 12, so he succeeds at the skill test.



Next, Varikas has the option of taking 1 exhaustion to make a magic attack. Brian decides to make the attack, so he places an exhaustion counter on his Hero card and rolls the die. He rolls a 5 and adds Varikas's Soul score of 4, for a total of 9, which is less than Lord Farrow's Spirit score of 13. Varikas fails the attack. (If he had succeeded, he would have inflicted 1 wound, which is his magic damage.)

Escape Phase

Brian feels confident he can defeat Lord Farrow, so he chooses not to try to escape.

Ranged Phase

Because Brian wants Varikas to attack during the Melee Phase, he decides to defend during Ranged. He rolls a 10 and adds his Mind of 1 for a total of 11, which is equal to Lord Farrow's Mind—a success! (If he had failed, he would have taken 1 wound, which is Lord Farrow's ranged damage.)



Melee Phase

Varikas attacks! Brian rolls a 7 and adds his Body of 4, for a total of 11, which beats Lord Farrow's Body—a success! Brian places a wound counter on Lord Farrow. (If he had failed, Varikas would have taken no wounds because Lord Farrow's melee damage is 0.)

Magic Phase

Because Varikas has already attacked, he has no choice but to defend during the Magic Phase. Brian rolls a 2 and adds his Spirit of 4, for a total of 6, far less than Lord Farrow's Spirit of 13. He fails the combat roll, so he takes 1 wound, which is Lord Farrow's magic damage. (If he had succeeded, he would have neither taken nor inflicted any wounds.)

New Round

Both Varikas and Lord Farrow have taken 1 wound apiece, and a new round now begins with the Escape Phase.

Challenge card itself and it becomes an Item or Ally, and is subject to rules and text that affect Items and Allies.

When you defeat a Challenge, you must also take the adventure counter from the space where you attempted the adventure. Place the adventure counter in front of you, face-down, so you can see how many **experience points** it is worth. (Green adventures are worth 1 point, yellow 2, blue 3, and red 4.) You may spend adventure counters at the end of your turn to purchase **experience counters**, as detailed later in these rules.

After receiving your reward and adventure counter, discard the defeated Challenge from the game.

Wounds, Kills, and Knockouts

If one of your Allies takes a number of wounds equal to or greater than its Life score, it is immediately **killed**. Remove all counters from the Ally card and discard it face-down to the bottom of the market deck.

If your Hero takes a number of wounds equal to or greater than its Life score, your Hero is immediately **knocked out**. You must discard all your wound, exhaustion, and unspent adventure counters to the counter pile, discard half of your gold (round down) to the bank, and move your Hero counter to the nearest town space. (If two towns are equally close, you can choose which one to visit.) Place the Challenge card on the undefeated adventure track and place the undefeated adventure counter just as if you had escaped the adventure. Your turn is over.

Failing a Challenge

It is possible to fail some Challenges without escaping or being knocked out. If you fail a Challenge, place the card on the undefeated adventure track and place the undefeated adventure counter just as if you had escaped the adventure. Do not, however, move your Hero counter. During your next turn, the undefeated adventure does not affect your movement; you may ignore it if you wish, or you may choose not to move, and to attempt the adventure once more.

Adventure Card: Events

Events are cards with global effects that may remain in play after being revealed. Each Event card has an event number (I, II, or III) which is used to determine whether it remains in play or is discarded.

After you draw and reveal an Event card, look at the Event stack on the board. If there are no Events on the stack, place the Event card on the stack. The card takes effect immediately, and remains in effect until replaced by a subsequent Event card.

If there are one or more cards on the Event stack, compare the event number of the top card (I, II, or III) to the number on the card you just drew.

If the number on the card you just drew is *higher* than the card in play, place the new card on top of the Event stack, covering the previous top card. The new Event takes effect immediately and remains in effect until replaced.

If the number on the card you just drew is *equal to or lower than* the card in play, discard the new Event from the game immediately. It has no effect.

Note: It is possible to "skip" Events. If, for example, you have an Event I in play and draw an Event III, the second Event not only replaces the first one, but also ensures that no Event II cards can be played.

After resolving an Event card, draw a new adventure card.

Adventure Card: Encounters

Encounters are similar to Challenges, in that they usually require skill tests and may require combat. But they often have other requirements, and may take many turns to defeat. Encounters also offer rewards which may be gold, but are just as often bonuses and special abilities.

When you draw an Encounter, reveal and resolve it as if it were a Challenge. Take the card or discard it as instructed by the text of the card itself. When you discard an Encounter, remove it from the game.

After resolving the Encounter card, draw a new adventure card.

Undefeated Adventures



Place the undefeated adventure card on the first available position on the track.



Place the corresponding undefeated adventure counter on the board.

Undefeated Adventure Counters

If you end your movement in a space with an undefeated adventure counter, look to the corresponding space on the undefeated adventure track to see what adventure is in this space. If you choose to attempt the adventure in this space, do not draw an adventure card, but use the card on the undefeated adventure track.

Attacking Other heroes

If you end your movement in a space occupied by another player's Hero, you may attack that Hero in the same way you would attempt a Challenge, with the following exceptions:

- First, the player whose Hero you are attacking (the defender) may use any number of his "Before Combat" abilities before combat.
- After the defender has used his "Before Combat" abilities, you may use any number of your "Before Combat" abilities.
- The defender may *not* try to escape during the Escape Phase.
- During each phase of combat, the defender first rolls the die and adds it to his Hero's appropriate attribute to determine your target number for that phase. (In other words, both players roll the die, add their Heroes' appropriate attributes, and compare the results.)
- If a Hero (either the attacker or the defender) is knocked out, the other Hero is the winner. The winner may take an Item or Ally of his choice from the loser. The loser loses adventure counters and gold as normal, and is placed in the nearest town.
- After the combat is resolved (either by one Hero being knocked out, or the attacker escaping), your turn is over.

Note that if you end your movement in a space with *both* an adventure counter *and* one or more other Heroes, you must choose whether you will attempt the adventure *or* attack one of the Heroes. You may not attack a Hero and attempt an adventure during the same turn. Nor may you attack two different Heroes (or the same Hero twice) during the same turn.

Step 4: Market

After playing the Challenge Step, if your Hero is in a town space, you may play the Market Step. If your Hero is *not* in a town space, you must skip the Market Step and end your turn.

The Market Stack

Each town has a market stack along the edge of the board. (You can tell which stack corresponds to which town by their common heraldry.) A town's market stack tells you what Items and Allies are available in that town.

Market Actions

The first thing you do during the Market Step is draw a card from the market deck and place it, face-up, on the market stack of the town you are visiting. (Note that while Tamalir starts with no cards in its market stack, cards are added to its stack normally during play.)

After adding a card to the market stack, you may take any number of the following actions, in any order, as many times as you want (and can afford):

- **Buy an Item:** Choose an Item card from the market stack and pay its cost, in gold, to the bank. If you cannot afford an Item, you cannot buy it. When you buy an Item, it is added to your **inventory**. Note that there are limits to how many weapons and armor you may have in your inventory (as detailed below).
- **Hire an Ally:** Choose an Ally card from the market stack and pay its cost, in gold, to the bank. If you cannot afford an Ally, you cannot hire it. When you hire an Ally, it is added to your **party**.
- **Sell an Item:** Choose an Item from your inventory. Add that Item to this town's market stack, and take half its cost (rounded up) from the bank. For example, if you sell an Item with a cost of 3 gold, you receive 2 gold from the bank.
- **Buy Healing:** For 1 gold, you can discard all wounds and exhaustion from your Hero or one Ally. If you want to heal multiple Allies, you must spend 1 gold for each Ally.

Limited Items

You may never have more than two **weapons** and one **armor** in your inventory. If you want to buy a new weapon or armor Item in excess of these limits, you must first sell one from your inventory. If you acquire an extra weapon or armor other than buying (from a reward, for instance), you must either discard the new Item immediately or discard an item from your inventory to make room for it. (Discarded Item cards are placed face-down at the bottom of the market deck.)

Step 5: Experience & Turn End

At the end of your turn, you may choose to spend adventure counters to purchase experience counters, which give your Hero permanent bonuses to his Body, Mind, and Spirit.

Experience Points

Printed on the reverse side of each adventure counter is a number indicating how many experience points the counter is worth. Depending on the number of players, you must spend a certain number of these points to purchase one experience counter.

No. of Players	Exp. Points for 1 Exp. Counter
2	6
3-4	5
5	4
6	3

In a four-player game, for example, you would have to spend 5 experience points for one experience counter.

Spent adventure counters are placed in the central counter pile where all players can reach them. If you need to "make change" when spending adventure counters, you may do so from this pile of spent counters. (In the unlikely event that there is no "change" in the pile, note the unspent experience points on a piece of paper.)



Experience Counters

Experience counters are double-sided. Some have a +1 bonus on one side, and +2 on the other. Other counters have +3 and +4. Each experience counter also has the icon for an attribute (Body, Mind, or Spirit).

When you purchase an experience counter, your Hero receives a permanent +1 bonus to the attribute of your choice. Choose the +1 counter you want from the pile and place it near your Hero card to indicate your Hero has this bonus.

If you already have a +1 counter and want to purchase another for the same attribute, you may simply turn the counter over so it shows +2. If you purchase an additional counter for that attribute, you may discard the first counter and replace it with a +3 counter. (Note that you can just keep taking +1 counters if you wish, but your playing area may become cluttered.)

Example: Donna is playing a four-player game. She spends one green (1 point) and two yellow (4 points) adventure counters, for a total of 5 experience points. She wants to improve her Hero's Mind, so she takes a Mind +1 experience counter. Later, Donna buys a second Mind counter, so she turns the +1 counter over to its +2 side.

Other Experience Rules

- You may purchase multiple experience counters at the same time—though there is no inherent benefit to saving up adventure counters.
- There is no limit to how many experience counters you may have.
- Your experience counters have an **experience point value**. This value is how many experience points you had to spend to gain these counters, as listed on the chart above. (You don't need to keep track of this value, but some cards make reference to it.)
- You may always purchase experience counters at the end of your turn, regardless of when your turn ends, but not if your Hero is knocked out.

End of Turn

Your turn is now over. The player to your left now takes his turn, beginning with the Refresh Step.

Winning and Game End

Victory conditions for **RUNEBOUND** vary based on the adventure being played. As soon as one player meets these conditions, the game immediately ends and that player wins.

To win the "Rise of the Dragon Lords" adventure, you must either:

- Defeat the "High Lord Margath" Challenge
or
- Have three Dragon Runes in your Inventory.

"High Lord Margath" is a red Challenge card—the toughest one in the game. You'll very likely fail if you face him without experience counters, mighty Allies, and powerful Items.

The Dragon Runes are also found in the red Challenges. Each red Challenge other than Margath offers a Dragon Rune as a reward.

Note: Because the Dragon Runes are Items, once you have one in your inventory, your opponents' Heroes may try to knock you out and take it.

Notes, Terms, and Definitions

Your Enemy: When a card refers to "your enemy," it means anyone you are currently in combat against. This is usually a Challenge, but it could just as easily be another Hero or an enemy created by an Encounter or Event.

You: When a card refers to "you," it usually means your Hero. For example, if a card text says you must make a skill test, it means your Hero must do so. Occasionally, "you" refers to you, the player, but this is clearly indicated when this is the case.

Cancel: Many cards "cancel" wounds. This happens *immediately*; the wound is not inflicted. You may not cancel a wound after it has been inflicted (such as later that turn, or during a later turn).

The Die: Any card text that mentions a "die" refers to the 20-sided die unless it specifically states "movement die."

Attack Roll: The term "attack roll" refers to a combat roll made when attacking, not defending.

Success/Failure: If card text does not specify what happens if you succeed or fail at a given test, assume that nothing happens, and play continues as normal.

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