

THE STARS OF TIMORRAN  
**BATTLEMIST**

# RULES



# OF PLAY



# THE STARS OF TIMORRAN BATTLEMIST

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## Background

The Mannara Chronicle writes thus...

*It is was popularly believed among the simple folk, that Timorran Lokander was the son of a god. The man possessed such strong magical powers that he was the embodiment of magic itself. Timorran was magic. After many adventures and deeds of great renown, Timorran at last became the ruler of Mannarra and its vast oceans. He was called Timorran the Great, and ruled Mannarra wisely and peacefully for many years. His was power undisputed, rivaled only by his own benevolence.*

*Though Timorran was blessed with a life much longer than that of a normal man, he was mortal – and the time came when he felt that his life would soon fade. Secretly, Timorran channeled most of his magical strength into a number of splendid gemstones. These ‘Stars’, as he called them, he planned to give to wise rulers across the land so that his magic would not pass from the world.*

*But Timorran was betrayed by his most trusted general, his right hand, and master wizard: Waigar Sumarion. Waigar desired all Timorran’s power for himself, and struck when Timorran was weak, his power entombed in the gem-stones.*

*But to Waigars great rage, Timorran managed to hide the Stars. In the chill of a winter’s night, Waigar abducted the old Timorran and brought him to his hidden fortress, Zorgas, in the midst of the Stormtop range. Here Waigar tortured Timorran, paining him to reveal the location of the Stars. Waigar was unsuccessful! Timorran died – and with the last of his power, he cursed Waigar to an immortal deathlike existence.*

*Such was it that Timorran left the world to its own harsh cruelty. A young page, Lumii Tamar, fled with the Stars which Timorran had entrusted to him after learning of Waigars treachery. Over the course of his life, Lumii hid the powerful magical Stars across the continent so that no one being would wield Timorran’s power.*

*It is said that Lumii Tamar was the founder of the strange organization known only as the Grey Guild...*

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## 1.0 Introduction

Welcome to the ever-changing land of Mannarra, where conflict, adventure and glorious conquest await. In **BAT- TLE MIST** each player will control one of six classic fantasy races: Humans, Elves, Dwarves, Barbarians, Orcs, or the minions of the Dark Lord. To win the game, players must harness the magical power of the legendary Stars of Timorran. To achieve that goal, players must use a combination of resource management, diplomacy and military planning.

### 1.1 Object of the Game

To win **BAT TLE MIST**, a player must own five **Stars of Timorran** at the beginning of the Wizards Council Phase of the game sequence. That player has accumulated enough magical power to reach out and seize the power of all the other stars to enslave their masters. Everlasting power will be his/hers to keep.

The Stars of Timorran (also known simply as "Stars") can be acquired in three ways: 1) Locating them with Heroes during each player's Quest Segment 2) invading the Home Realm of another player and seizing control of some of his/her stars, and 3) purchasing the stars from the mysterious Grey Guild. (A player must control vast Resources to afford several Stars from the Grey Guild.)

### 1.2 Game Contents:

In this package you will find the following:

- 39 Hexagon Map-board Pieces
- 81 Action Cards
- 48 Quest Cards
- 33 Realm Cards
- 6 Race Cards
- 2 Counter Sheets
- 25 Blue "Star" Counters
- 1 Rules Booklet
- 2 Ten sided Dice (a "0" result indicates a "10")

On the back of this booklet, you will find the Player Sheet. It is recommended that this page be photocopied so that every player has his own copy before the game begins. The Player Sheet contains helpful reference information, as well as the Spell Book.

## 1.3 Realms and Units

### 1.3.1 Realms

There are 39 hexagonal map-board pieces in this game, called **Realms**. Six of these pieces are marked by a red inside border. These are the **Home Realms**, the central kingdom and starting hex for each race at the beginning

of the game. The other 33 map-board pieces are neutral Realms; they belong to no player at the beginning of the game.

There are four different types of neutral Realms: Plains, Mountains, Woods, and Deserts.

All Realms, except Deserts, have a **Resource Value** printed in one corner. This value indicates what type and quantity of **Resource** is derived from controlling that Realm. There are three different types of Resources: **Grain**, **Wood** and **Iron**.



GRAIN

*This number indicates the quantity of Resources the Realms controller will receive every turn.*



WOOD



IRON

### 1.3.2 Counters

There are a number of different counters in the game: **Army Counters** (Footmen, Archers and Cavalry), **Hero Counters**, **Resource Counters** (Grain, Wood and Iron), **Town/City Counters**, **Monster Counters** (Dragons, Firegaunts and Giants) and the **blue plastic chips** which represent the magical Stars players must accumulate in order to win the game.

#### 1.3.2.1 Army Counters

The Army Counters of each race are differentiated by their interior colors:

- The Dunwarr Dwarves: Red**
- The Lotharia Elves: Yellow**
- The Daqan Knights: Blue**
- The Zul Orcs: Green**
- The Loth K'har Barbarians: Orange**
- The Dark One: Grey**

There are three types of Army Counters. The specific Army types are indicated by the color of their outside borders:

- Footmen: Blue**
- Archers: Green**
- Cavalry: Grey**



### Footman



Border color indicates unit type.

Interior color indicates race type.

Shown: One Barbarian Footman

A number indicates that the particular counter represents more than one unit (e.g. a "2" would mean that one counter represented 2 Army units of that type in that Realm).

### Archer



Shown: Two Elven Archers

### Cavalry



Shown: One Knight Cavalry

- **Footmen:** Footmen are the core of any Army, used to hold and expand territory and wage war.
- **Archers:** Archers provide armies with an effective "first strike" option.
- **Cavalry:** Cavalry move rapidly and pack a powerful punch. Cavalry are expensive, however, and require a significant source of Iron to keep supplied.

**Note:** The number of counters provided in **BATTLEMIST** does not limit the actual number of units a player may control. If a player runs out of Army counters, we recommend that he/she utilize counters from an unused race, or find another item (coins, stones, etc.) to represent his/her additional Army units. The counter-mix provided in **BATTLEMIST** represents the most efficient counter-mix as adjusted to each race's specific strengths and weaknesses. (That is why the Dunwarr Dwarves have more Footmen units, the Daqan Knights have more Cavalry, etc.)

#### 1.3.2.2 Resource Counters

These counters represent stockpiles of the three precious Resources: Grain, Wood and Iron. Players will need Resources to maintain their Realms and Supply their armies.

**Note:** During rigorous 6-player games, or during especially long games, **BATTLEMIST** may not contain sufficient Resource Counters. If this is a problem, we suggest that players keep track of their Resources on a sheet of paper rather than using the supplied Resource Counters.

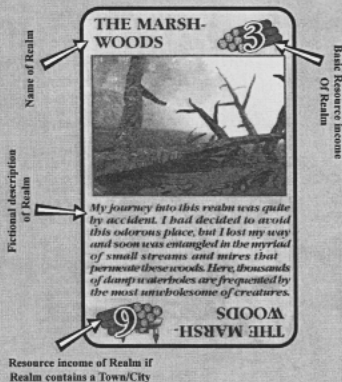
#### 1.3.2.3 Town/City Counters

Building a **Town** in a Realm allows a player to reap twice the number of Resources from that Realm. Furthermore,

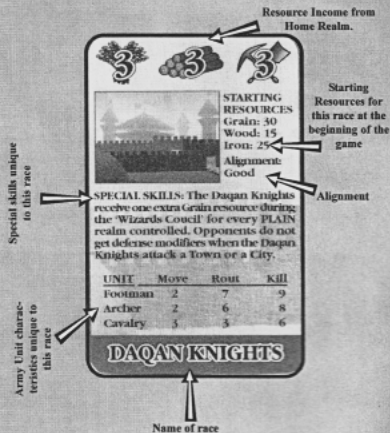
a town gives that Realm a better defense against invading forces. Upgrading a Town to a City provides the Realm with better defenses, more votes in the Wizards Council and possibly better terms of trade.

Diagram 1.0

## REALM CARD



## RACE CARD



### 1.3.2.4 The Stars Of Timorran

The blue chips included in this package represent the magical **Stars of Timorran** which players need in order to win the game. Players all begin the game with one Star and must gain four more in order to win the game.

## 1.4 Cards

There are three different types of cards in the **BATTLEMIST** game: **Action Cards**, **Quest Cards** and **Realm Cards**. Before the game, these should all be sorted out and placed in separate decks.

### 1.4.1 Action Cards

These cards represent the various special actions, discoveries and maneuvers that a player can use to get ahead. Mixed with the Action Cards are cards labelled "EVENT" that represent sudden changes that affect the entire game and all the players. EVENT cards, and how to deal with them, will be debated and voted upon by players during the Wizards Council.

### 1.4.2 Quest Cards

These cards are used to simulate heroic Quests across the land. The heroes of each race are attempting to locate the magical Stars that will bring victory to the player who first collects five. There are two types of Quest Cards.

- Adventure Cards
- Artifact Cards

When a Hero starts a new Quest, he/she must draw a new Quest card. That hero *must* draw an **Adventure** card; if an **Artifact** card is drawn, continue drawing quest cards until an adventure card is drawn -- then shuffle the Artifacts back into the Quest Card deck. Later, when a Hero fulfills the requirements of his/her Adventure card, another Quest Card is drawn. The card could then be an Artifact or another Adventure.

**Adventure Cards:** These "Quests" direct the player to move his/her Hero to a specific Realm. The destination Realm is always underlined in the card's text. Some Adventure Cards have an ENCOUNTER. If this is the case, the Hero must fight the listed monster when he arrives at his destination realm.

**Artifact:** If a player draws an Artifact Card, he/she has found a precious artifact or a Star of Timorran. After such an artifact has been found, heroes must journey back to their Home Realm to start a new Quest.

Section 3.3.1 contains more detailed information about Heroes and Quests.

### 1.4.3 Realm Cards

In the basic **BATTLEMIST** game there are 39 Realm

Cards. 33 represent the neutral Realms in the game, and six represent the Home Realms of the six races. These six Home Realm Cards are referred to as **Race Cards**.

At the start of every game, the neutral Realm Cards should be placed in a central stack on the table. As players begin to expand their empires, they claim neutral Realm Cards from this stack.

Realm Cards are used to indicate control of a Realm, and can be used to keep track of Resource income. When a player establishes control over a Realm, he/she takes the corresponding Realm Card and places this in front of him/her. Each realm's basic Resource income is printed in the upper right corner of the Realm Card. Arranging Realms by Resource allows players to easily determine their Grain, Wood and Iron Resource income levels.

If a player builds a Town on a Realm, he/she rotates the corresponding Realm card 180 degrees, and the new (doubled) Resource value now shows in the upper right corner.

When a player conquers a Realm from another player, the losing player must surrender the corresponding Realm Card to the new owner of the Realm. If a Realm is abandoned (i.e., no player controls it), the Realm Card is returned to the stack of neutral Realm Cards.

### 1.4.4 Race Cards

There are six Race Cards representing the six races in the game. These cards provide the starting Resources, income, Army unit battle values, and special skills of each race.

Each race is unique, possessing skills and values different from the other races. Before the game begins, the players should read their races' skills aloud, so that all players are familiar with the strengths and weaknesses of their opponents.

## 2.0 Starting the Game

Before the game begins, the players must decide which races they wish to play in the game. There are six different races, each with different skills and starting income/stockpiles: The **Loth K'har** (Barbarians), the **Lairian Duchy** (Humans), the **Clan of Dunwarr** (Dwarves), the **Khamul Tribes** (Orcs), the **Waiqar the Necromancer** (The Dark One) and the **Zircar Lotharia** (Elves). Depending on the number of players, the following races should be played:

### • 2 Player Game:

Each player plays one of the following races.

*Player One:* The Dark One or The Zul Orcs



*Player Two:* The Lotharia Elves or The Daqan Knights

### • 3 Player Game:

Each player plays one of the following races.

*Player One:* The Dark One or The Zul Orcs

*Player Two:* The Lotharia Elves or The Daqan Knights

*Player Three:* The Dunwarr Dwarves or The Loth K'har

### • 4 Player Game:

Each player plays one of the following races.

*Player One:* The Dark One or The Zul Orcs

*Player Two:* The Lotharia Elves or The Daqan Knights

*Player Three:* The Dunwarr Dwarves

*Player Four:* The Loth K'har

### • 5 Player Game:

Each player plays one of the following races.

*Player One:* The Dark One

*Player Two:* The Lotharia Elves

*Player Three:* The Daqan Knights

*Player Four:* The Zul Orcs

*Player Five:* The Dunwarr Dwarves or The Loth K'har

### • Six Player Game:

Each player selects one of the six available races.

## 2.1 Selecting a Race

The race allocation among players can be determined in two ways: 1) by mutually agreeing who plays which race, or 2) by randomly drawing one of the available Race Cards.

## 2.2 Setting Up the Game

After the races have been allocated, these steps should be followed:

- 1) Remove the Home Realm map-board pieces representing races not in the game.
- 2) Separate and shuffle the Quest and Action cards and place them in two separate decks. Deal each player one Quest card (this is their starting "quest").
- 3) Create the **Star Pool** by gathering all the Star Counters (the blue chips) in one place. Then give each player one *Star Counter*. (Races always begin the game with one Star.)
- 4) Give each player the Home Realm map-board piece that corresponds to his/her race. (Each player should already have his/her Race Card at this time.)

5) Separate the Grain, Wood and Iron Resource Counters into three piles. These three stacks of Resources are referred to as the **Central Stockpile**.

6) All players take their starting Resources (as indicated on their Race Card) from the Central Stockpile, creating their **Individual Stockpiles** which are their "reserves" of Resources. When a player buys new units, or supplies his/her current Armies, Towns and Cities, Resources are taken from the Individual Stockpiles and transferred to the Central Stockpile. During the Economy Phase every round, players receive income from the Realms they control. This income is added to the Individual Stockpiles from the Central Stockpile.

It is wise to keep Individual Stockpiles divided between the three different Resources (Grain, Wood and Iron).

## 2.3 Setting up the Map-board

Creating Mennarra, the world of BATTLEMIST, is a fun and unique process. The map-board is created by the players, and demands strategy and planning. The HEX-PLAY format assures that no two games are alike.

Follow this process to create the map-board.

- 1) Shuffle the 33 neutral Realm map-board pieces. From these, draw three random pieces and place them on the middle of the table as shown in diagram 2.0. Disregard the color-coding on these pieces -- simply align them next to each other in the order that they are drawn. Now deal the remaining map-board pieces (randomly, face down) to the players.
- 2) Players roll a die. The player with the highest result begins creating the map by placing one of his/her map-board pieces next to the initial three. After the first Realm has been placed, players in clockwise order place one Realm map-piece until all Realms have been placed. The world of Mennarra has now been created.

### Guidelines for placing Realms:

The six sides of each map-board piece have a color-coded dot. Players must match dots of the same color in order to place a Realm.

- 1) When placing a Realm, its color-coding sides must match that of the adjacent, previously-placed map-board pieces.
- 2) A player may not place a map-board piece adjacent to a map-board piece which only touches the rest if the board with **one side**, unless the newly-placed Realm also touches a third map-board piece. Thus players cannot create "peninsulas" longer than a single map-board piece. (See diagram 2.0)

### Diagram 2.0

*Note: Assume the map-pieces are placed in the alphabetical order that they are presented.*

**A)** The first three map-pieces are randomly drawn and placed next to each other on the middle of the table. (Ignore their color-codes).

**B)** This is a correctly placed piece with matching color sides to 'The Deadlands' and 'The Godstone Mts'.

C) This piece is **incorrectly** placed because its sides do not match the colors-codes of the pre-existing adjacent man-board pieces!

**D)** This piece is correctly placed, matching one color-coded side to the 'Abou Xar' plains.

E) Instead of placing a neutral Realm, this player decides to correctly place his Home Realm (The Dunwarr Dwarves).

F) This piece is correctly placed, with matching color sides to "Timaara Lethuin" and the Dunwarr Dwarves Home Realm. (Treat the side of a Home Realm as if it contains all four color-codes!)

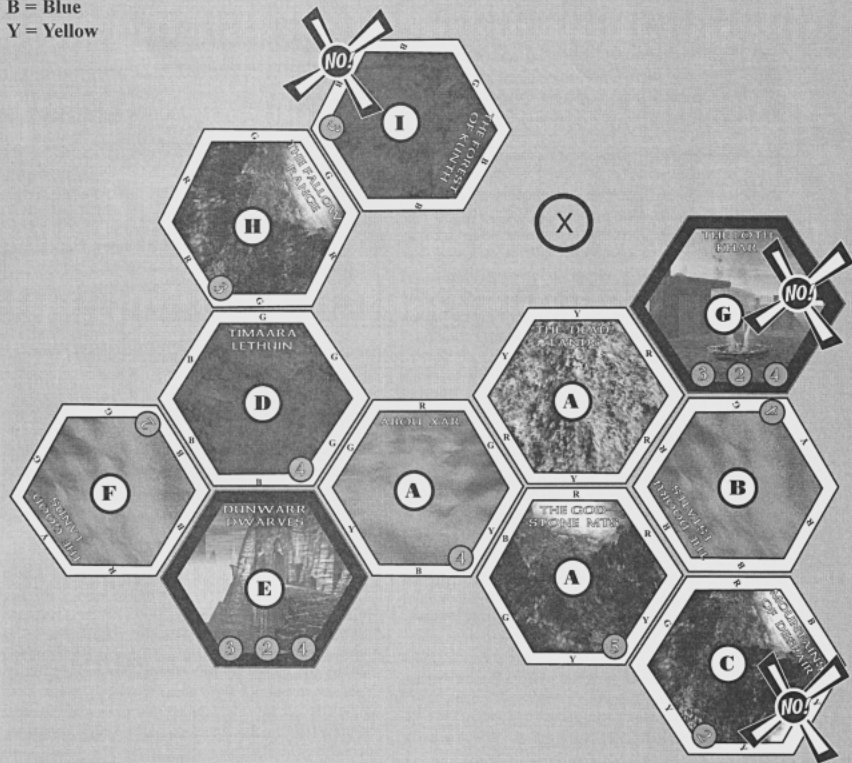
G) This Home Realm is **incorrectly** placed because it is only TWO map pieces away from another Home Realm owned by a race with the same alignment (The Loth K'Har and The Dunwarr Dwarves are both 'neutral').

**H)** This piece is correctly placed, facing 'Timaara Lethuin' with one color-correct side.

J) This piece is **incorrectly** placed, as it is next to "The Fallow Range" that only touches the rest of the mapboard with one flank. (Thus "peninsulas" of two or more map-pieces are illegal!) If a correctly color-coded map-piece had inhabited the 'X' spot, this placement would have been legal. (Because the newly placed piece would have touched a second pre-existing piece!)

**NOTE:** This diagram illustrates correct and incorrect placements of the game map-pieces. The map-board creation process is not finished until all 33 neutral Realms and all player Home Realms, have been correctly placed.

R = Red  
G = Green  
B = Blue  
Y = Yellow



### Placing Home Realms:

A player may choose, during map-board creation, to place his/her Home Realm rather than a neutral Realm. All players must place their Home Realms before the map-creation process is over. It is up to the individual player, however, if he/she wants to place it as his/her first Realm, last Realm, or any other time in between.

*Example: The player who controls the Zul Orcs has already placed three neutral Realms, and it is now his turn to place another Realm. He decides that it is now time to place his Home Realm. The Zul Orcs place their Home Realm, and the player to his left now takes her turn placing a map-board piece.*

The following restrictions apply to placing your Home Realm:

- 1) A Home Realm must be placed at least *two* Realms away from any other previously placed Home Realm.
- 2) A Home Realm must be placed at least *four* Realms away from any other previously placed Home Realm whose race is of the same alignment. (Look at each race's Race Card to determine its alignment.)

See diagram 2.0 for examples of the above.

*Example: Since the Zul Orcs and the Dark One are both Evil races, they may not place their Realms within four Realms of each other.*

**Note:** When counting "realms" to determine legal placement for your Home Realm, count only Realms which have been placed. Do not count "empty" areas where Realms theoretically could be placed later during the map-board creation process.

#### Other Concerns:

- If, during creation, the map-board is nearing the edge of the table, then carefully shift the current board closer to the middle of the table so that new Realms may fit along all sides.
- If a player is unable to find *any* possible area to place his/her next Realm, that player must reveal his/her map-board pieces to the other players who must then help that player find placement possibilities. If, after such a search, the player *cannot* place a Realm, his/her turn is skipped.

**Note:** A player *must*, if possible, place a Realm during his/her turn.

### 2.4 After the Map-board is completed

After all Realms have been placed, players place two free Footmen Army units and their Hero #1 counter on their Home Realm.

## 3.0 Game Sequence

The map-board has now been created and the game is ready to begin. BATTLEMIST is played in a series of phases. With the exception of the 'Individual Turns Phase', players should play each phase simultaneously to speed up gameplay.

### The Game Sequence

#### 1. Wizards Council Phase

- a) Replenish Starpowers
- b) Draw Action Cards
- c) The Council

#### 2. Economy Phase

- a) Harvest Segment
- b) Recruitment Segment
- c) Grey Guild Segment

#### 3. Individual Turns Phase:

- a) Quest Segment
- b) Movement Segment
- c) Battle Segment

#### 4. Supply Phase

After players have finished their Supply Phases, they begin the game sequence from the top once more.

### 3.1 Wizards Council Phase

Every round begins with the Wizards Council Phase.

#### 3.1.1 Replenish Starpowers

All players replenish any Starpower that they might have "used" last round to cast spells. Players should place all their Stars on their Home Realms to indicate how much power they have available to cast spells. (See section 5.0 for a more detailed explanation of Starpowers and Spells).

#### 3.1.2 Draw Action Cards

Every player now draws one Action Card from the top of the Action Card deck.

**Action Cards:** The Action Cards represent useful actions, encounters and tactics that will assist players in winning the game. Players should keep their Action Cards secret and not show them to other players. Each Action Card contains a detailed description of how that particular card works. If the text on an Action Card seem to conflict with the rules of the game, the Action Card

always takes precedence.

- Action Cards can only be played at the time that is indicated on the card (after the word “**play:**”).

- Action Cards are discarded after use. If the Action Card deck runs out of cards, reshuffle the discarded Action Cards into a new Action Card deck.

- If a player draws an Action Card with the word “EVENT” printed in grey upon it, *he/she must immediately declare that he/she has drawn an EVENT*. That player then places the EVENT card aside and draws a new Action Card. It is possible to draw several EVENT cards in one turn. Simply keep drawing until a “normal” Action Card is drawn. EVENTS signify dramatic changes which affect the entire game, and only the Council of Wizards can act upon.

- A player can never have more than seven Action Cards in his/her hand at any time. If a player has seven Action Cards in his/her hand, he/she may not draw a new Action Card.

- A player may always discard Action Cards without using them (at any time!).

#### TYPICAL ACTION CARD:

### Great Need

Play this card to have your Hero move an extra hex this round.

Play: Immediately before your Quest Phase

*The card above must be played before a player begins his/her Quest Phase (during the Individual Turns Phase). Playing this card allows one of that player's Hero Counters to move one extra Realm.*

#### 3.1.3 The Council

During every full moon, the mighty wizards of Mennarra meet in a secret tower deep in the murky expanse of the Marshwoods. They come here to discuss and protect the invisible fabric of magic. The wizards may serve different masters and wear robes of different colors, but their call to magic is greater than the bond of any lord.

During the Council, the wizards must vote upon all EVENT Action Cards that has been drawn this turn.

The players examine one EVENT at a time. Each player must decide whether or not he/she wishes to dedicate his/her votes towards the resolution of the EVENT. Each player has one vote when starting the game. **Players receive one extra vote for every City that they control on the board.**

*Example: Waigar has two Towns and two Cities; he receives two votes for his two Cities plus his basic starting vote. Thus Waigar, the Dark One, has three votes for every EVENT card during the Wizards Council Phase.*

#### TYPICAL EVENT CARD:

### Cataclysmic Tremors

#### VOTE

5+: All Cities are reduced to Towns.

4-: Roll a die for all Cities and Towns, on a roll of 7 or higher that City/Town is destroyed.

*The wizards know that a terrific earthquake is about to shake the roots of Mennarra. They must decide if the Council should interfere with this event. If the council can dedicate **five or more votes**: all Cities will be reduced to Towns (a bad thing), but if the Council **fails** to dedicate at least five votes: there is a chance that all Cities and Towns will be **destroyed** (an even **worse** possibility!).*

#### 3.1.4 The Vote

One player should clearly read the current EVENT card aloud so that everyone understands what the specific EVENT entails.

Players should now feel free to debate the vote, and try to sway the other players to vote their way.

When all players are ready, the player with the least number of Cities must decide if he/she wants to dedicate his/her votes towards that EVENT or not. After that player has decided, the player with the next-fewest Cities must decide, etc. This continues until all players have decided to dedicate their votes or not. (A player that ‘abstains’ does NOT dedicate his/her votes). If two or more players have an equal number of Cities, roll a die to determine their voting order.

**After all players have voted, apply the effects of the EVENT. Then remove the card from the game. (Do not discard the EVENT card with the other Action Cards.)**



*Example: The EVENT card "Cataclysmic Tremors" must be voted upon. The players have the following number of votes: Dunwarr Dwarves(1), the Zul orcs (1), the Lotharia Elves(1), the Loth K'har(1), the Daqan Knights(2) and the Dark One (2). The players roll the dice to determine the order of voting (the Knights and the Dark One will vote last, but must roll the dice to see which of these two votes first). The voting begins: The Dunwarr Dwarves' player decides NOT to dedicate his votes, the Zul Orcs' player DOES dedicate his vote, the Lotharia Elves' player DOES dedicate her vote, the Loth K'har decides NOT to dedicate her vote, the Daqan Knights' player decides NOT to dedicate his votes and the Dark One DOES dedicate his votes. This vote only resulted in 4 votes dedicated towards the event -- not enough to sway the Council into united magical action. Thus players must roll a die for each Town and City to see if it is destroyed.*

If more than one EVENT card has been drawn this turn, randomly determine which EVENT card will go into the council first. Then, after the first EVENT goes into effect, continue with the remaining EVENT cards. *Players have their full voting capacity on all EVENT cards.*

**VERY IMPORTANT:** The number of votes indicated

on the EVENT cards are designed for a six-player game. If a game is being played with fewer than six players, subtract one from the needed votes value for every player fewer than six. For example: *In a four-player game, the "Cataclysmic Tremors" EVENT card would be a (3+/2-) rather than the (5+/4-) printed on the card.*

It is recommended that EVENT cards not be used in a two-player game.

### 3.2 Economy Phase

The Economy Phase consists of three segments: the **Harvest Segment**, the **Recruitment Segment** and the **Grey Guild Segment**. Players may play through these segments simultaneously in order to speed up the game.

#### 3.2.1 Harvest Segment

During the Harvest Segment players add up their total Resource income from the Realms that they control. Then take that income from the Central Stockpile and add it to their individual Stockpiles.

**Determining Control:** You control a Realm when you



have at least one Army unit (a Footman, Archer or Cavalry) in that Realm. If a player abandons a Realm (moving the last Army unit from that Realm) he/she loses control of that Realm, derives no income from that Realm, and must place its Realm Card in the central stack of unclaimed neutral Realms. A player does NOT need to keep an Army Unit on his/her own Home Realm in order to indicate control.

**Determining Income:** Printed on every Realm map-piece is the quantity and resource type that the specific Realm produces every turn. That same number is reflected on the corresponding Realm Card. By arranging their Realm Cards in groups, each representing a different Resource, players will be able to quickly determine their Resource income (see diagram X.X). If a player has built (or conquered) a Town or City in a Realm, that Realm's production is doubled. Turn the Realm Card 180 degrees to reflect the new output of that Realm.

### 3.2.2 Recruitment Segment

After players have collected their Resource income, they may now recruit new units, and build Towns and Cities.

**Recruiting Army Units:** Players may recruit Footmen, Archers and Cavalry units by paying the appropriate Resource cost for each unit from their Individual Stockpiles to the Central Stockpile. The basic cost of military units are as follows:

<b>Footman:</b>	1 Wood and 1 Iron (1W/1I)
<b>Archer:</b>	2 Wood and 1 Iron (2W/1I)
<b>Cavalry:</b>	1 Wood and 2 Iron (1W/2I)

*Example: The Human player wishes to purchase two Footmen, one Archer and one Cavalry unit this turn. The Human player takes five Wood and five Iron from his/her Individual Stockpile and places these in the Central Stockpile.*

**Placing Army Units:** New recruits are immediately placed on either your Home Realm or a Realm containing a Town or a City. You may only place the following number of new recruits on these Realms per round:

<b>Home Realm:</b>	3 New Army Recruits
<b>Realm with City:</b>	3 New Army Recruits
<b>Realm with Town:</b>	1 New Army Recruits

You cannot place a new recruit on a Realm that does not contain a Town or City and is not your Home Realm. This restriction places a limit on the number of new recruits that you can create every round.

*Example: The Zul Orcs have one Town, one City and their Home Realm. Thus the Orcs can recruit a maximum of 7 new units per round (3 for the Home Realm, 3 for the*

*City and 1 for the Town). The Orc player, however, chooses to recruit five units (three Footmen units, one Archer unit and one Cavalry unit). The player moves six Wood and six Iron from his Individual Stockpile to the Central Stockpile to pay for those units. Then he places the units as follows: One of the Footman on his Home Realm (the Orc player could have placed two more units here if he chose to), one Footman on his Town (players can only place one new unit in a Town) and the remaining three units on the City (players are allowed to place up to three new recruits on a City).*

**Recruiting a new Hero:** A new Hero costs 5 Wood and 5 Iron (5W/5I) and is always placed on the Home Realm. A player may only buy one new Hero a turn, and may never own more than three Heroes. A new Hero does not count towards the recruitment placement limit as described for Army units above.

**Building Towns:** You may build a Town in any Realm that you control for 5W/5I. No Realm may have more than one Town.

Benefits of building a Town:

- The Resource production of that Realm is doubled.
- Allows for the placement of one recruit (beginning next round).
- A Town makes for a better defense of the Realm (see section 3.3.3.1).

**Building Cities:** A City is an "upgrade" from a Town. You can only build a City in a Realm that already contained a Town at the beginning of the round. The City counter simply replaces the Town Counter. A Realm with a City also produces double resource output.

Benefits of building a City:

- You gain one additional vote in the Wizards Council.
- Allows for the placement of three recruits (beginning next round).
- A City has improved defenses.
- Your Trading terms with the Free Merchants may improve (see section 4.0).

**Note:** Players may never build Towns or Cities on a Home Realm.

### Town/City Destruction

A Town or a City can be destroyed in three ways:

- 1) If a Realm containing a Town or City becomes neutral, all Cities and Towns upon it are destroyed. After all players have taken their Individual Turns Phase, such unclaimed Towns and Cities are removed from the board.
- 2) If, after a battle, the victorious invading player chooses to **Pillage** a Town or City, it is immediately destroyed. (See page 18 for more details on Looting.)



3) A player may be forced to destroy a Town or City during the Supply Phase if he/she cannot pay the Supply costs needed to maintain it. (See section X.X for more information about Supply.)

### 3.2.3 The Grey Guild Segment

*Mysterious and distant as the moon itself, the secret Grey Guild possess tremendous wealth and power. Their hidden members and agents deeply infiltrate the courts and kingdoms of Mannarra. It is commonly known that the Grey Guild have a large number of Timmorran's Stars in their possession! Why they have not used their vast powers remains a mystery. Some speculate that the Guild are aware of an even greater power, and when they finally harness that power, they will emerge to rule the world for all eternity.*

As the last part of the Economy Phase, each player may purchase one Star from the enigmatic and mysterious Grey Guild. The cost of such a Star depends upon how many Stars the player already owns. The table below describes the cost of purchasing a Star from the Grey Guild:

Stars Currently Owned	Grey Guild Price
1	10 of Each Resource
2	15 of Each Resource
3	20 of Each Resource
4	25 of Each Resource

*Example: The Orc player already owns two Stars and wishes to purchase a third Star from the Grey Guild. The Orc player would have to pay 15 of each Resource (15G/15W/15I) to buy this Star.*

- A player may never purchase more than one Star from the Grey Guild per round.
- A star that has been bought from the Gray Guild is always considered "used" during the turn in which it was bought.

### 3.3 Individual Turns Phase

During the 'Individual Turns Phase' each player, in turn, plays through all three segments of this phase (Quests, Movement and Combat). When a player is done with all three segments, the next player takes his/her individual turn, etc. This continues until all players have taken their Individual Turn.

**Initiative:** Before the Individual Turns Phase begins, the players must decide the order in which they will take their Individual Turns.

Each player rolls a die. The player with the highest result takes his/her Individual Turn first, followed by the player with the next-highest result etc. Initiative continues in descending order until all players have taken their Individual Turns.

A player who owns Cities may choose to add or subtract from the die roll a value equal to the number of Cities that he/she controls.

*Example: The Dark One controls two Cities. The Dark One may therefore add or subtract two from his/her initiative die-roll.*

#### 3.3.1 The Quest Segment

During this segment, players send their Heroes on Quests to seek the precious Stars of Timorran. In order to begin a NEW Quest, a player must have no current Quests, and a Hero counter must be on his/her Home Realm at the beginning of the Quest Segment of the Individual Turns Phase.

In the Quest Card deck there are two types of cards:

- 1) Adventure Cards
- 2) Artifacts

(See Diagram 3.0 for an example of how Quests are resolved.)

When beginning a new quest (such as in the beginning of the game) the active player must draw an Adventure Card from the Quest Card deck. If a player draws an **Artifact Card** continue drawing until an **Adventure** card is drawn, reshuffle the Artifact cards into the Quest card deck.

**Adventure Cards:** Printed on all Adventure Cards is a small story that directs your Hero to travel to a specific Realm. This is your 'Quest'. The name of the specific destination Realm is always underlined in the text.

**Resolving Quests:** During the Quest Phase, a Hero may move up to three Realms. (Heroes do *not* have to stop when entering a mountain or forest Realm.)

At the end of his/her Quest Segment, if one of a player's Heroes has reached the destination Realm of the current Adventure Card, that player announces that he/she has **completed a Quest** revealing his/her current Adventure Card. Before ending his/her Quest phase, that player may draw a new Quest Card. (Heroes must move at the beginning of a Quest phase, and cannot move after a new 'Quest Card' has been drawn).

Now, if the player draws another **Adventure Card**,

his/her Quest *continues*, and his/her heroes must journey to a new destination Realm (as indicated on the new Adventure Card). If a player draws an Artifact Card, however, his/her Quest is over.

**Artifacts:** There are a number of different Artifacts, the most significant being the *Stars of Timorran*. If you draw a Star of Timorran Artifact card take a new Star from the Star Pool and place it on your Home Realm (a Star found by a Quest is considered "unused," and can be used to cast spells. For more detailed information about Starpower and Spells please see section 5.0). There are also other Artifacts to be found that give players specific rewards or powers.

**Drawing a new Quest:** If a player has completed a Quest by finding an Artifact, his/her Quest is over. In order to draw a new Quest, a player's Hero must be in his/her Home Realm at the beginning of his/her Quest Segment of the Individual Turns Phase.

**Note:** Heroes are still allowed to move three Realms during the Quest Segment, even if they have no current Quest.

**Multiple Heroes:** A player can have more than one Hero, but only one Quest at a time. If one hero is killed, the current Quest card is discarded -- and potential surviving heroes must travel back to their Home Realm to draw a new Quest Card. Multiple heroes are useful for a) killing enemy heroes, or to 'spread out' across the land in order to more quickly reach the destination of an Adventure Quest card!

**Encounters:** A number of Quest Cards have Encounters: Monsters and other obstacles that a Hero must defeat before drawing another Quest Card. An Encounter is resolved when a Hero has reached the destination Realm of a Quest. The player announces that he/she has completed a Quest -- but must face an ENCOUNTER. Now, the Hero must successfully overcome the Encounter before the player is allowed to draw the new Quest Card. (If a player has more than one Hero in the destination Realm, note that it *is not* allowed to fight Encounters with more than one Hero).

**Resolving Encounters:** All Heroes and Encounters have certain characteristics that describe them. These characteristics are as follows:

**Life (L):** This number indicates how many "hits" a Hero or Monster can take before being killed. All Heroes initially have 5 lives.

**Attack (A):** This number indicates how many attacks a Hero or monster has every combat-round. All Heroes have one attack per round. (Many dangerous Monsters, however, will have two or more attacks per round!)

## Diagram 3.0 Example of a Quest

1) At the beginning of the game, the Zul Orc Hero starts on his Home Realm. At the beginning of the game, the Orc player drew an Adventure Card for the Hero. The Adventure directs the Hero to travel to the Realm called **The Wastes**. The player locates the Realm on the board and starts moving his Hero. After two whole turns, the Hero ends his movement on that Realm. The Orc player declares that he has fulfilled a Quest and therefore draws another Quest Card...

Adventure Card

... you find nothing. Soon a powerful blizzard catches you off-guard and foils your search. You take refuge in a small grove of trees where you almost sit on a small freezing Faun. The Faun is quite angry at first, but after you light a fire and give him some of your food, he lightens up considerably. Later he tells you that one of his Gnome friends in the Wastes has a collection of wonderful gems, one of which is a powerful magical stone.

Since Fauns cannot live, you decide to visit the gnome, and...

Adventure Card

... your search here proves fruitless. Later you become involved in a local dispute, and end up causing the Mayor's daughter from some nearby hamlet. The grateful father tells you that Timorran, in ages past, maintained a small secret estate in the **Plains Of Loth**. He suggests that they might be some value to exploring that place. Agreeing, you set forth on your way, only to find that the estate is now home to a mean and grumpy giant...

ENCOUNTER:  
1 Grumpy Giant  
3L 1A 1H 2D  
SPECIAL: (None)

2) ... and gets another Adventure. This card directs the Hero to the **Plains Of Loth**. The next turn the Hero arrives at that Realm and must fight an ENCOUNTER. The Hero takes two damage, but manages to kill the 'Grumpy Giant'. The Orc player now draws another Quest Card, and...

Adventure Card

... your search is fruitless!

Later, while riding, you hear a tale from a weak begging traveler, he tells you of the evil Baron Lou Ryves in Abon Xar. The beggar tells you of the powerful magic wrought by the wicked Baron and his cohorts. A power so strong, it could only stem from a Star of Timorran.

Curious, you decide to pay Abon Xar a visit. Disguised as a sabbatman you infiltrate the Baron's castle, and...

Artifact Card

... you find a  
**STAR OF TIMORRAN**

Your quest is over. Take a new Star counter and place it on your Home Realm. To begin a new quest you must have a Hero on your Home Realm at the beginning of your Quest Segment.

3) ... draws a 'Star Of Timorran'. The quest is successful!! The Hero has located one of the precious Stars. (Hooryay!)

The player takes a Star from the Starpool and places it on his home Realm. The Hero must now travel back to the Orc Home Realm to start a new quest. A new quest may only be started on a Hero when BEGINS the Quest Segment on the Home Realm.

**Hit (H):** This value indicates the number a Hero or monster must roll, or exceed, on an attack to inflict a "hit." All Heroes have a "Hit" value of "5."

**Damage (D):** This value indicates how much damage the

Hero or Monster inflicts in the case of a successful hit. Heroes inflict "1" damage when they hit; some dangerous Monsters can inflict "2" or more damage per hit.

These characteristics are always described in the following way:

### HERO

SL 1A 5H 1D

This means: *The Hero has five lives (he dies if he takes 5 damage; the Hero may attack once per round; he needs to roll a 5 or higher to hit; and when he hits, he inflicts 1 damage.*

A battle between a Hero and one or more Monsters is fought in the following way:

- 1) The monster(s) attacks by rolling one die for each attack value ("A"). If a "hit" is scored, the Hero must deduct a number of lives equal to that Monster's Damage value. (A Monster hits when its attack die-roll is equal to or greater than its "H" value ["to Hit"]).
- 2) If the Hero's number of lives has reached zero, he/she is dead, the Quest has failed and the Quest Card is discarded.
- 3) Now the Hero rolls his/her attack attempting to damage the Monster(s). If the Hero rolls a "5" or higher, he inflicts "1" damage.
- 4) If a Monster's Life has reached zero, that Monster is dead. If there are no more Monsters, the Encounter has been defeated and the player may draw a new Quest Card.
- 5) If one or more Monsters are still alive, the battle continues. Return to step one.

**Note:** Another player should roll the dice for the Monster.

*Example: (an Encounter with one Monster).*

*The Elven Hero has reached his destination Realm as indicated on the current Quest Card. The Quest contains an Encounter, however, so the Elven player declares that he has resolved a Quest, but must fight an Encounter. This specific Encounter is against a Bear with the following characteristics:*

One Bear

2L 1A 5H 2D.

*The Encounter begins: The bear rolls one Attack (only one, since its "A" value is "1"). The result is a "6": a HIT. The Hero takes two damage (because the Bear's*

*"D" value is "2"). The Hero is now down to 3 lives. Now the Hero rolls his Attack, and scores a "7": a HIT. The Bear takes one damage, and is now down to one life. The bear is still alive, so another combat round begins. The Bear attacks again, and rolls a "3": a MISS. The Hero takes no damage. The Hero now attacks again and rolls a "5": a HIT. The Bear takes another damage, and now has zero lives left. The Bear is dead, and the Encounter is over. The Elven player may now draw a new Quest Card.*

*Example: (An Encounter with two Monsters).*

*The Dwarven Hero has reached his destination Realm, but must fight an Encounter. This particular Encounter is against two bandits with the following Characteristics:*

2 Bandits

(Each)

1L 1A 5H 1D

*The Bandits now attack: they roll the dice and score a "3" and a "9": one MISS and one HIT. The Hero takes one damage, and is now down to four lives. Now the Hero attacks and rolls a "7": a HIT. One of the Bandits takes one damage which is enough to kill him. There is now only one Bandit left. The remaining Bandit now attacks and rolls a "5": a HIT. The Hero takes one damage, and is now down to three lives. Now the Hero attacks again and rolls a "0" (a "10"): a HIT. The remaining bandit takes one damage, which kills him. Both bandits are now dead and the Encounter is over. The Dwarven player now draws a new Quest Card.*

**The Death of a Hero:** If a Hero dies, the player's current Quest Card is discarded, and the player may not draw a new Quest until there is another Hero in his/her Home Realm at the beginning of his/her Quest Segment.

**Battles Between Heroes:** Heroes may attack each other! At the end of his/her Quest Segment, if one of the active player's Heroes is in the same Realm as the Hero of another Race, he/she may declare that he/she is attacking the opponent's Hero. Such a battle is resolved exactly like an Encounter, and is not over until one of the Heroes is dead.

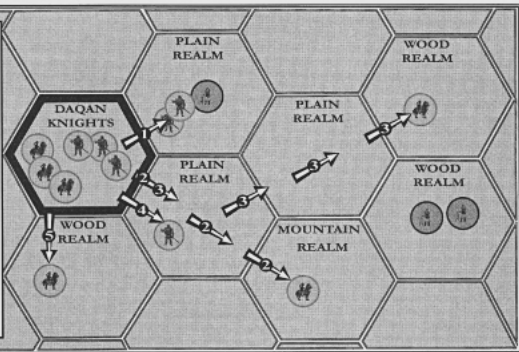
**Healing a Hero:** A Hero that is located on his/her Home Realm at the beginning of its player's Quest Segment may heal one life, though only up to a total of five. Players can keep track of their Hero's lives on the Player Sheet on the back of this rules booklet.

## 3.3.2 The Movement Segment

**Diagram 4.0 Example of Movement**

It is the Movement Segment of the player who controls the 'Daqan Knights'.

- 1) Two footmen units move into the adjacent Plain Realm and must stop because they enter a Realm that contains an enemy unit (A battle will follow!).
- 2) One Cavalry unit moves two Realms and must stop because it enters a Mountain Realm.
- 3) One Cavalry unit moves its maximum three Realms and ends its movement in a Wood Realm.
- 4) One Footman unit enters the adjacent Plain Realm and stops. (This unit could have moved one more Realm, if desired!)
- 5) One Cavalry unit moves one Realm, but must stop moving because it enters a Wood Realm.



After the Quest Segment, the individual player takes his/her 'Movement Segment'. During this segment, the active player may move his/her Army/Monster units. (Hero units move during the 'Quest Segment'.) The movement values of the individual units are printed on each player's Race Card.

Movement is restricted by the following rules:

- As soon as a unit enters a *Forest* or *Mountain* Realm, the unit must stop its movement.
- As soon as a unit enters a Realm occupied by *one or more* units owned by another race, it must stop movement immediately. *A battle will follow in the Battle Segment of the moving player's Individual Turn.* (Army units of two different races can never co-exist in one Realm!)

See diagram 4.0 for examples of movement.

**Stacking Limitations:** A Realm can never hold more than 10 Army units of any one race at the end of the Movement Segment. Units in excess of 10 are immediately removed from the game ('killed').

### 3.3.2 The Battle Segment

If any of the active player's Army units end their turn in a Realm containing Army units owned by another race, a battle begins. (Players are never allowed to "share" control of one Realm.) The Battle Segment continues until all battles are finished and no Realm contains Army units of two different races.

**The Battle:** The battles in BATTLEMIST are designed to simulate medieval combat in a simple fashion. A battle occurs when Army units of two different races occupy the same Realm after a player's Movement segment during his/her Individual Turns Phase.

When a battle occurs, take all the Army units in the disputed Realm, divide them by race, and place them between the players.

**Unit Battle Values:** Every unit capable of participating in a battle is assigned two numerical values divided by a slash. These values vary between races, as listed on the individual Race Cards. The first number indicates the minimum die result needed to inflict a **Rout** on your enemy. The second number indicates the minimum die roll needed to inflict a **Kill** on your enemy.

(Rout Value/Kill Value)

*Example: During Archer Combat the Loth K'har Barbarians shoot with two Archers. The player rolls two dice and scores a "7" and a "10" (indicated by a "0" on the ten-sided dice). This results in one Rout (the "7" result) and one Kill (the "10" result.) In other words, the basic Archer unit will Rout an enemy unit with the results of a "6" or "7", and Kill an enemy unit with the result of a "8", "9" or "10."*

**Rout Results:** An enemy unit that has been Routed is set aside in a separate stack for Routed units. These units may not participate any further in the combat (until they are 'rallied; during the Rout Check!)

**Kill Results:** A unit that has been Killed is removed from play and returned to the player's stack of unused Army counters.

#### 3.3.3.1 Battle Order



Battles are executed in the following order:

- 1) Rout Check
- 2) Overrun Check
- 2) Archer Combat
- 3) Cavalry Combat
- 5) Footmen/Monster Combat

### 1) Rout Check

During this portion of the battle, players check to see if they can successfully rally any of their Routed units. Both players simultaneously roll a die and refer to the Rout Check table. (This table is provided on the Player Sheet located on the back of this rules-booklet.)

#### Rout Check Table

Roll	Number of Units Recovered
1 - 4	0
5 - 6	1
7 - 8	2
9 - 0	3

**Recovered Units:** If a number of Routed units were recovered, the player may take that number of Routed units and return them to the battle. (Each player may choose which specific Routed units he/she wishes to recover from Rout!)

**Note:** During the first round of battle, no side will have any Routed units, so this segment is skipped.

### 2) Overrun Check

During this portion of the battle, players must check to see if their forces are **Overrun**. The Overrun rule simulates the breakdown of organization in an Army; allowing the enemy to quickly wipe out their confused and disorganized opponents.

An Army is Overrun if the following apply:

- A player had two or more units Killed (not Routed) last battle round, **and**
- That player has no un-Routed Footmen remaining in the battle.

A player that is Overrun has immediately lost the battle, and all his/her Routed and un-Routed units are immediately Killed.

*Example: The Zul Orcs have two Cavalry and one Archer left in the battle. They also have three Routed Footmen. Last turn, three Orc units were Killed. During his Rout Check the Orc player rolls a "2" and therefore fails to recover any Routed units. During the Overrun Check the Orcs have no un-Routed Footmen, and they had more than two units Killed last round. The Orc Army is Overrun, all Orc units (both Routed and un-Routed) are*

*immediately Killed.*

**Double Overrun:** In the rare circumstance where both players in a battle are Overrun during the same turn, the Overruns "cancel" each other out. Neither player is Overrun.

*Strategy Tip: Though Footmen are the weakest of the Army units, they constitute the core of a balanced Army. It is always wise to bring Footmen into large battles, and be careful about sacrificing too many Footmen as casualties during the early rounds of the battle.*

**Note:** During the very first round of battle, the Rout/Overrun check are skipped. An Army cannot be Overrun during the first round, since there has been no previous round in which to incur casualties.

### 3) Archers Fire

Now the battle is ready to begin in earnest. The first type of units to enter the battle are the **Archer** units.

Though players may have any number of Archers in the battle, a maximum of two Archer Units per player may fire each turn. Both players roll the dice simultaneously and record the 'Rout' and 'Kill' results they inflict on their opponent.

After determining *how* many Rout/Kill results the opponent has inflicted, each player chooses *which* of his/her units are Routed or Killed. These units are that player's casualties.

**When removing casualties for Archers Fire, players may not choose Archer units if any other units are available for casualties.**

*Example: The Orcs are battling the Dwarves for the Realm of Three Princes. The Orcs have two Archer units and the Dwarves have one Archer unit. The Orcs fire and the result is a "3" and a "9" (one miss and one Kill). The Dwarf fires and rolls a "6" (a Rout). The Orc player removes one Footman unit and sets it aside. The Dwarf player chooses a Cavalry unit and removes it from the game.*

After both players have fired their Archers and resolved all Routs and Kills, they move on to the Cavalry Combat Segment.

### 3) Cavalry Combat

The second type of unit to make its presence known in combat is the Cavalry Unit.

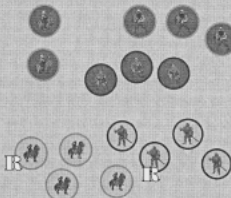
Though players may have any number of Cavalry units in the battle, a maximum of two Cavalry Units per player may attack each turn. Both players roll the dice simultaneously and record the 'Rout' and 'Kill' results they

Diagram 5.0 Example of Battle

**1) Archers Fire**

The Dagen Knights (DK) and the Dunwar Dwarves (DD) are facing each other in a large battle.

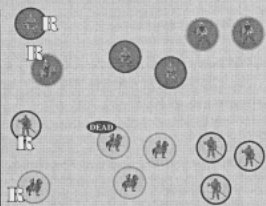
The first segment is 'Archers Fire'. DK has no Archers, DD has three, but only two units may fire during the segment. The DD player rolls a '6' and a '7': Two 'Rout' results. The DK player elects to Rout one Cavalry and one Footman.

**2) Archers Fire**

DK has no Archers units, DD has two Archer units that will fire.

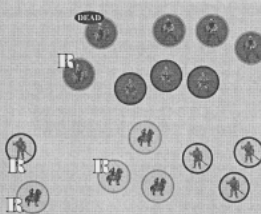
DD fires and rolls a '3' and a '8': a miss and a 'Kill'.

DK decides to kill one of his Cavalry units.

**3) Cavalry Combat**

Now the players roll for their Cavalry attacks. DD has two Cavalry units. DK has three un-routed Cavalry units but only two Cavalry units can attack during the 'Cavalry Combat' segment.

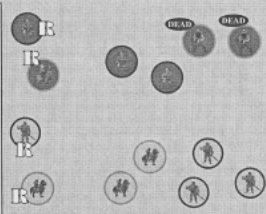
DK rolls a '5' and a '0': A 'Rout' and a 'Kill'. DD rolls a '4' and a '3': One 'Rout' and one miss. The players must take Cavalry units as casualties first.

**4) Cavalry Combat**

All DD's cavalry has either been killed or routed, so only DK has any Cavalry to utilize in this segment.

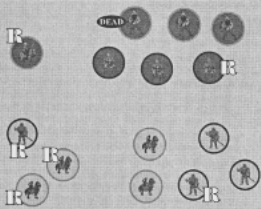
DK rolls a '6' and a '8': Two 'Kills'.

DD decides to kill both of his remaining Archer units.

**5) Front Line Combat**

Now the players roll for Front Line combat. Up to three Footman/Monster units may do battle. Neither side has any monsters, and both have exactly three Footmen.

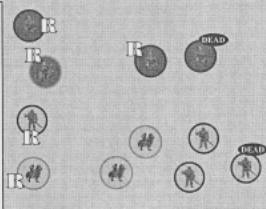
DK rolls a '4', '7', and '9': one miss, one 'Rout', and one 'Kill'. DD rolls a '2', a '4', and a '7': Two misses and a 'Rout'. The DD player chooses to Rout one Footman and Kill one Archer. DK chooses to Rout one Footman.

**6) Front Line Combat**

It is now time for Front Line Combat again. DD only has two eligible Footmen units, whereas DK has three Footmen units ready to fight.

DD rolls a '5' and a '9': A miss and a 'Kill'. DK rolls a '2', a '7', and a '0': A miss, a 'Rout' and a 'Kill'.

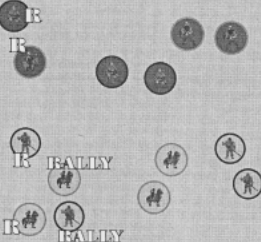
DD must apply the Rout and kill to his remaining units. DK decides to kill a Footman.

**7) Rout Check and Overrun**

The battle sequence now restarts from the top:

The players roll their Rout Checks... DK rolls a '7' and rallies one Cavalry and one Footman. DD rolls a '3' and fails to rally any of his troops.

Neither player is Overrun since both have remaining un-routed Footmen.

**8) Rout Check and Overrun**

DK rolls his Rout Check: a '6' and rallies one Footman unit. DD rolls a '4' and fails to rally any troops.

DK is not Overrun because he still has un-routed Footmen units. DD has NO un-routed Footmen, and had three units killed last round! DD is Overrun! All DD's remaining units are killed, and the battle is over. The victorious DK returns all his surviving units (un-routed and routed) to the game-board.



# EXAMPLE OF A BATTLE

inflict on their opponent.

After determining *how many* 'Rout'/Kill results the opponent has inflicted, each player chooses *which* of his/her units are Routed or Killed. These units are that player's **casualties**.

**When removing casualties for Cavalry Combat, players must first choose Cavalry units as casualties (if any are available).**

*Example: The Barbarians are battling the Knights. During Cavalry Combat, the Barbarian player can attack with two Cavalry, and the Knights with one Cavalry. The Barbarians roll a "5" (a Rout) and a "7" (a Kill). The Knights roll an "8" (a Kill).*

*Now the Knight player removes his one Cavalry as the Rout casualty, and a Footman unit as the Kill casualty. The Barbarian player must remove one of his Cavalry as the Kill casualty.*

### 5) Front Line Combat

Though players may have any number of Footmen or Monsters in the battle, a maximum of three Footmen/Monster units per player may attack. Both players roll the dice simultaneously and record the 'Rout' and 'Kill' results they inflict on their opponent.

After determining *how many* 'Rout'/Kill results the opponent has inflicted, each player chooses *which* of his/her units are Routed or Killed. These units are that player's **casualties**.

**Casualties inflicted in Front Line Combat may be taken from any type of unit (Archer, Cavalry, Footman or Monster).**

*Example: The Elves and the Dark One are battling. During Front Line Combat, both players roll simultaneously for three Footmen (neither player has any Monsters). The Elves roll a "3" (a miss), a "6" (a miss), and a "9" (a Kill). The Dark One rolls "5" (a miss), a "7" (a Rout) and a "9" (a Rout).*

*The Elven player decides to Rout two Archer units, while the Dark One chooses to Kill one of his footmen.*

**Siege Combat:** Siege Combat may occur if the defender is in a Home Realm or a Realm containing a Town or City.

- If the defender is in a Realm containing a Town, he/she receives a +1 on all combat rolls.
- If the defender is in a Realm containing a City, he/she receives a +2 on all combat rolls.

- If the defender is in his/her own Home Realm, he/she receives a +2 on all combat rolls.

**Killing Routed Units:** If all enemy units are **Killed** or **Routed** before all the battle segments are over (Archers, Cavalry, Front Line) further **Kill** and **Rout** results will **Kill Routed** enemy units. If all enemy units have been **Killed**, the battle is over.

*Example: The Dwarves are attacking the Orcs. The Orcs have two Footmen, the Dwarves have three Archers, one Cavalry and four Footmen. During the Archers Fire, the Dwarven player rolls two Rout results. Both Orc Footmen are Routed. During Cavalry Combat, the Dwarven Cavalry rolls a Rout result, which means one Routed Orc unit is Killed and removed from the game. During Front Line Combat, the Dwarven player rolls two misses and a Kill result. The last Routed Orc unit is now Killed. The Orc gets no offensive combat roll at all, because all his Footmen were Routed before Front Line Combat.*

See Diagram 5.0 for an example of an entire battle.

**End of The Combat Round:** When a combat round is over, players immediately begin another combat round. This continues until one player has lost the battle (i.e., all his/her units have been Killed or his/her army is Overrun).

After the battle is finished, the active player should continue to his/her next battle. If there are no more battles, his/her Battle Segment of the Individual Turns Phase is over.

### Pillaging

After a battle, if the attacker has won and the conquered Realm contains a Town or a City, the victorious attacker has two options:

1) To keep the Town or City for his/her own purposes. Simply keep the Town or City on the board and treat it like one of your own, including paying its Supply during the Supply Phase.

2) To Pillage!

A player who chooses to **Pillage** will destroy the Town or City and reap some Resources from it in the process. Pillaging must be declared immediately after a battle has been won.

- If pillaging a *Town*, the player rolls a die and divides the result by two (rounding down), then takes that number of Resources of his/her choice from the Central Stockpile. The Town is destroyed.

*Example: The Barbarian player has just won a battle,*

and he chooses to pillage the Town in the conquered Realm. The Barbarian rolls a die, resulting in a roll of "5." The Barbarian player may now take two Resources from the Central Stockpile and place them in his Individual Stockpile. He chooses a Wood Resource and an Iron Resource. Then he removes the Town from the game.

- If pillaging a City, the player rolls a die, divides the result by two (rounding up), adds two, and takes that number of Resources of his/her choice from the Central Stockpile. The City is now destroyed.

*Example: The Elven player has just won a battle, and she chooses to pillage the City in the conquered Realm. She rolls a "6." The Elven player may now take five Resources from the Central Stockpile and place them in her Individual Stockpile. She chooses five Iron Resources. Then she removes the City from the game.*

### 3.4 End of the Individual Turns Phase

The Individual Turns Phase is over when all players have taken their entire Individual Turn.

### 3.5 The Supply Phase

During this phase, players must pay Supply to in order to maintain their Cities, Towns and Army Units.

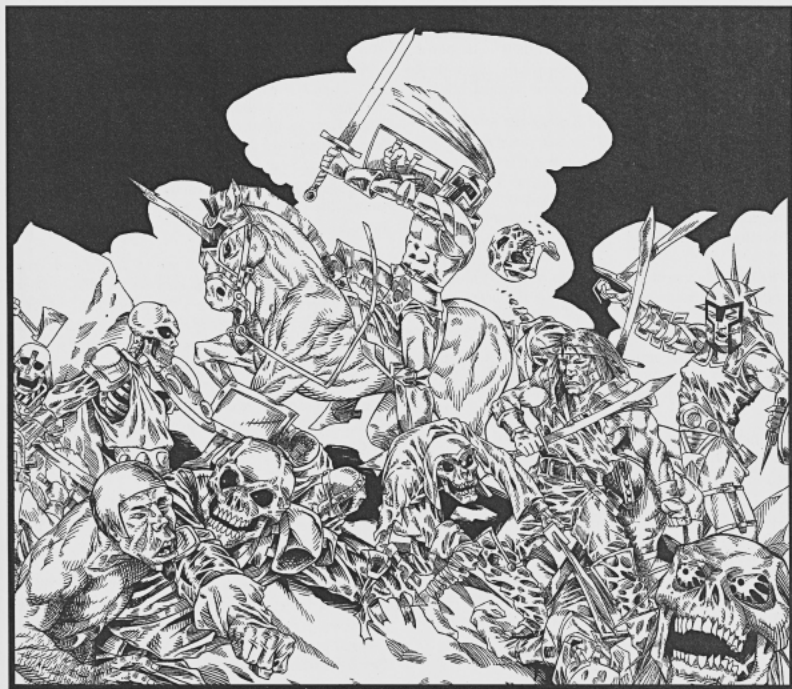
The Supply costs are as follows:

<b>Every Army Unit:</b>	<b>One Grain</b>
<b>Every Cavalry Unit:</b>	<b>One Iron*</b>
<b>Every City/Town:</b>	<b>One Iron and One Wood</b>

(\* In addition to the Grain cost)

To pay Supply, players simple moves the required Resources from their Stockpiles to the Central Stockpile.

*Example: The Dwarven player has a total of five footmen, two Archers, two Cavalry and two Towns. During the Supply Phase that player removes nine Grain, two Wood and four Iron from his Individual Stockpile and places it in the Central Stockpile.*



**Supply Defaults:** If a player cannot pay the Resources needed to Supply his/her Armies, Cities and Towns, the player must remove enough Armies, Cities and Towns from the board until he/she can pay the Supply costs of all remaining units.

*Example: The Human player has six Army units: four Footmen and two Cavalry. He also owns three Towns. His Individual Stockpile contains four Grain, three Wood and five Iron. The Resource costs to Supply his Realms are six Grain (one for each Army Unit), three Wood (one for each of his Towns) and five Iron (three for his Cities/Towns and two for his two Cavalry Units).*

*This leaves the Human player with a dilemma. He must pay six Grain, but only has four Grain in his Stockpile. He does not have enough surplus Resources to trade with the Free Merchants (see section X.X). The Human player is therefore forced to remove some of his units! The player chooses to remove one Footman and one Cavalry unit, and now pays four Grain, 3 Wood and 4 Iron to the Central Stockpile.*

**Note:** Monsters and Heroes do not require Supply.

### 3.6 End of the Game Sequence

After all players have paid Supply for their units, players start over with the Turn Sequence (beginning with the 'Wizards Council'). The Turn Order is repeated until one player has won the game.

## 4.0 Trading

While playing BATTLEMIST, opportunities arise for players to trade Resources with each other or the **Free Merchants**.

**The Free Merchants:** Merchants travel freely around the realms of Mannarra peddling their wares. Players may, at any time, declare that they are trading with the Free Merchants and exchange any one Resource for another Resource on a 3:1 ratio. Simply pay three Resources to the Central Stockpile and receive one Resource of your choice from the Central Stockpile.

If a player controls at least two Cities he/she may trade with the Free Merchants at a 2:1 ratio. (Pay only two of any one Resource to get one of another Resource).

*Example: The Orc player is in dire need of Grain, but has plenty of Iron. Immediately before the Supply Phase, the Orc player declares that he is trading with the Free Merchants. He places 12 Iron Resources in the Central stockpile, and takes 4 Grain Resources in return. (The player receives a 3:1 trading ratio because he does not have two Cities.)*

**Trading With Other Players:** Players may only trade with each other if one player plays a "Caravan" card during the Wizards Council phase and designates another player with whom he/she will trade. Those two player may freely trade any number of Resources between themselves at any time during the game round.

**Note:** The "Caravan" card is only in effect for one game round.

## 5.0 Spells

The Stars of Timorran give their masters great powers. The leaders of the six races and their Wizards are not likely to let this power go unused during the great struggle.

On the Player Sheet (on the back page of this booklet), you will find the Spells that players are able to cast. Casting Spells helps players win the game, and allow for interesting strategies and tactics. The more Stars a player possesses, the stronger his/her ability to cast Spells.

By casting Spells, players "use" the power from their Stars. That power returns to the players during the Wizards Council Phase, when "used" Stars are "replenished."

Players indicate "unused" Stars by placing them on their Home Realms. When Starpower is "used" to cast a Spell, Stars are removed from the Home Realm and placed in front of the player. During the Wizards Council phase, all "used" Stars are again placed in the Home Realms, indicating that their power is available to cast Spells once more.

**Understanding Spells:** There are 14 Spells, each creating a special effect, as indicated on the Player Sheet. When a Spell is cast, it has a "Casting Cost," which is represented by the number of circles after the name of the Spell. These circles indicates how much Starpower is required to cast each Spell.

Spells may only be cast at certain times, varying from Spell to Spell. Each Spell indicates when it is allowed to be cast. (For example, you may only cast "The Song of The Earth" during the Wizards Council Phase.)

A player may cast as many Spells as he/she desires, even multiple times of one particular Spell, as long as the player has enough Starpower to "use."

**Note:** Available Starpower is not relevant to the victory conditions of the game. A player wins the game if he possesses five physical Stars during the Wizards Council phase -- used or not. **NOTE:** Remember that The Dark One's extra starpower does not count towards

*winning the game, — only towards casting spells.*

#### Sample Spell:

**The Song Of The Earth** COST: •

**Add two Grain to your Stockpile.**

**Cast:** During the Wizards Council

*The above Spell can only be cast during the Wizards Council phase. The player who casts this Spell moves one Star from his/her Home Realm and places it in front of him/herself, indicating that the Star has been "used." Then the player takes two Grain Resources from the Central Stockpile and places them in his/her Individual Stockpile. (If the player has more Stars left on his/her Home Realm, he/she could cast this Spell again and obtain even more Grain.)*

#### Sample Spell:

**Word of The Fiery Heart** COST: ••

**Give all friendly units +1 during one round of battle.**

**Cast:** Immediately before any combat round

*The above Spell can be cast right before any new combat round begins. This Spell allows the player to add +1 to all his/her rolls (including the Rout Check) during one whole combat round. The casting player removes two Stars from his/her Home Realm and places them in front of him/herself, indicating that they have been "used." If the player has two additional stars on his/her Home Realm, he/she could immediately cast this Spell again — thus giving the units +2 during the combat round (+1 for the first Spell, and an additional +1 for the second Spell).*

## 6.0 Monsters

It is possible, through Action Cards and Spells, to recruit Monsters to join your Army. In the basic game of BATTLEMIST there are three types of Monsters: the Dragon, the Firegaunt and the Giant. Their individual statistics are as follows:

Monster	Movement	Rout	Kill
Dragon	3	5	8
Firegaunts	2	3	7
Giants	2	4	6

**Dragons:** When dragons are in combat, they roll two dice in battle rather than one. Also, Dragons do not have to stop their movement when entering forests or mountains.

**Firegaunts:** If one or more un-Routed Firegaunts participate in a battle, the opponent receives a -3 on all his/her Rout Checks.

**Giants:** If one or more un-Routed Giants participate in a

battle, the owner receives a +3 on his/her Rout Checks.

- Monsters do not require any Supply.
- Monsters never "control" a Realm. If a player only occupies a Realm with a Monster, he/she *may not* add the Realm Card to his/her race. Likewise, Towns and Cities are destroyed if they are in a Realm inhabited only by a Monster.

## 7.0 Losing Your Home Realm

If a player loses his/her Home Realm, he/she has lost the game. Remove all Army, Hero, Town, City and Monster Counters owned by that race. The victorious player who successfully invades another race's Home Realm takes the Home Realm card, just like any other Realm Card, and adds its output to his/her resource income. In addition, the player takes *half* (round up) of the defeated player's Stars. The rest of the Stars are **lost** and returned to the Star Pool. Stars that are conquered in this way are always considered "used," and may not be used to cast Spells before the next Wizards Council Phase.

**Reminder: Players are never allowed to build Towns/Cities on a Home Realm.**

## 8.0 Winning The Game

A player wins the game if he/she is the only player that starts the 'Wizards Council' phase with FIVE stars. A player also wins the game if he/she is the last remaining player on the board. This happens when all other players have lost their Home Realms and their races are considered "dead."

## 9.0 Questions?

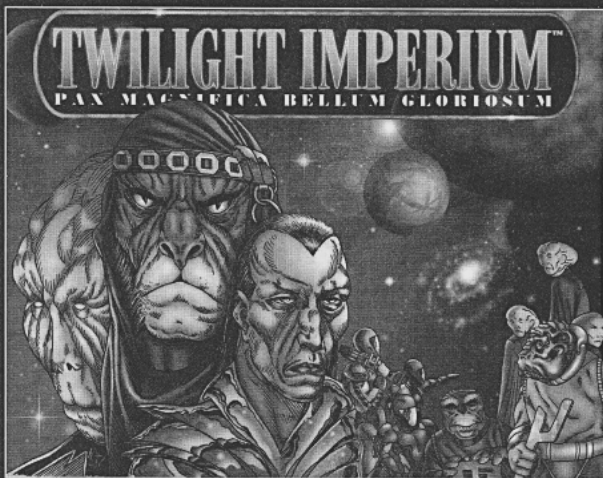
If you have any questions, feel free to send them and a self-addressed stamped envelope to:

FANTASY FLIGHT GAMES  
BATTLEMIST QUESTIONS  
1611 Pleasant Street, Suite 310  
Lauderdale, MN 55108

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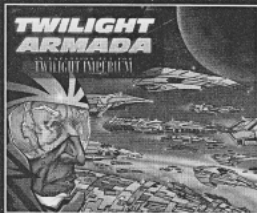
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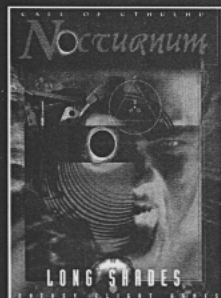
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## Turn Sequence

- 1) Wizards Council Phase
  - a) Replenish Stargowers
  - b) Draw Action Cards
  - c) The Council
- 2) Economy Phase
  - a) Harvest Segment
  - b) Recruitment Segment
  - c) Grey Guild Segment
- 3) Individual Turns Phase
  - a) Quest Segment
  - b) Movement Segment
  - c) Battle Segment
- 4) Supply Phase

## Battle Order

- 1) Rout Check
- 2) Overrun Check
- 3) Archers Fire
  - Max. 2 Archers
  - No Archers as Casualties
- 4) Cavalry Combat
  - Max. 2 Cavalry
  - Must take Cavalry as Casualties
- 5) Front Line Combat
  - Max. 3 Footmen/Monsters

## Rout Check Table

Result	Number of Units Rallied
1-4	0
5-6	1
7-8	2
9-0	3

## Monsters

Unit	Movement	Rout	Kill
Dragon	3	5	8
Firegaunt	2	3	7
Giant	2	4	6

## HEROES

SL IA SH ID

HERO #1	LIFE:
HERO #2	LIFE:
HERO #3	LIFE:

## CITY/TOWN Modifiers

Town:	- Doubles resource output
	- +1 on defensive combat rolls.
	- One recruit possible
City:	- Double resource output
	- One additional vote
	- +2 addl. on defensive combat rolls.
	- Three additional recruits possible

*This page may be photocopied for personal use only*

# Book Of Spells

## SONG OF FEAR •

Kill two enemy routed units, of your choice, during a battle in which you participate.

Cast: At any Time During a Battle

## SONG OF FIRE •

Destroy any two resources from an opponents stockpile

Cast: During the Wizards Council

## SONG OF LIFE •

Add two grain to your Stockpile

Cast: During the Wizards Council

## SONG OF THE EARTH •

Add one Wood or Iron to your stockpile

Cast: During the Wizards Council

## WORD OF THE WIND ••

Give three units (but not your hero) +1 in movement this turn

Cast: Immediately Before your Movement

## WORD OF THE SOUL ••

Draw An Action Card

Cast: During the Wizards Council

## WORD OF THE FIERY HEART ••

Give all friendly units +1 during one round of battle

Cast: Immediately before any battle-round

## WORD OF DOMINANCE ••

Cancel any ONE single vote during the Wizards Council

Cast: During the Wizards Council immediately after a player has cast his/her vote(s).

## EYES OF THE HAWK •••

Your Archers may fire double shots during this battle-round.

Cast: Before a battle-round begins

## EYES OF WINTERS COLD •••

Select one Realm: Only half (round down) of the units in that realm may move this turn. (Home Realms may not be selected)

Cast: During the Wizards Council

## EYES OF SORROW •••

Select one realm: That realm produces no resources this turn. (Home Realms may not be selected)

Cast: During the Wizards Council

## HAND OF THE SACRED FLAME ••••

Roll a Die. On a result of 5 or higher, you may place a new monster of your choice on your Home Realm.

Cast: During the Wizards Council

## HAND OF THE VOID ••••

Select ANY spell that has just been cast.

Cast: Immediately after an opponent has cast a spell

## HAND OF THE RAGING SPIRIT ••••

Give all friendly units +3 during one round of battle.

Cast: Immediately before a round of battle