



RUNES  
R N T M Y O F M F J N M X  
mayhem



RULEBOOK



# Gameplay summary

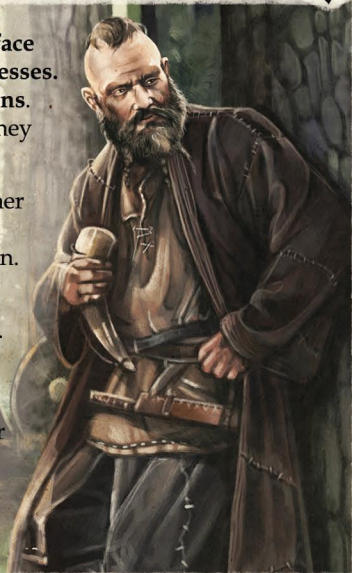
Runes of Mayhem is set in the early Medieval world. **Two players face each other on the field of battle, while also managing their Fortresses.** One controls the **Vikings**, while the other controls the **Anglo-Saxons**. Both players draw cards from their own faction's unique deck, so they may win using different cards and tactics.

The players alternate turns. The one who is currently playing his/her turn is the active player, while the other is the passive player. The passive player cannot take action during the active player's turn. The only exception is the Healing during the Burial-steps.

The players play their cards from their hands by paying their costs. The cards then become units on the Battlefield or on the Wall of the Fortress.

The active player gets his/her resources at the beginning of his/her turn.

The active player can attack the opponent using the cards he/she has played, defeat enemy units and siege the opponent's Fortress.



The goal of the game is to destroy the opponent's Fortress. The player whose Fortress' Structure-points drop to zero instantly loses the game.

# Componentes



14 KING CARDS



2 FORTRESS CARDS



2 CUSTOM DICE

18 GOLD TOKENS



152 PLAYING CARDS



15 MERCENARY CARDS



4 PRODUCTION CARDS



9 TOWER CARDS



9 TRAP CARDS

36 STRUCTURE-POINT MARKERS



17 FAITH TOKENS



3 LANE-MARKERS



16 PRODUCTION-MARKERS



4 REFERENCE CARDS



1 RULEBOOK

# Parts of a Card



# Playing Area



# The King and the Structure-points of the Fortress

The text on some cards may contradict the rules. This mostly occurs in the Kings' abilities. The golden rule is that the playing cards' text always override the basic rules!

## The King cards affect the game permanently.

They are never shuffled into any decks, instead at the beginning of the game, the players place them before themselves. They provide their abilities to their players from the beginning of the game. Furthermore, they define the starting Structure-points of the players' Fortresses.

Every King card is two-sided. **Both sides have different abilities and Structure-points.**

The players must choose which side of their King to use at the beginning of the game.

Once decided, the side cannot be changed during the game.



The game can be played without Kings. If you decide on not using them, neither player can have them. **Set the Fortresses' Structure-points to 40.**

If you are new to Runes of Mayhem, it is recommended to play without Kings to grasp the basics faster.

## Preparations

### The First Game:

If this is your first time playing Runes of Mayhem, we recommend you to remove some cards from the decks to make the game less complicated. This way, you can focus more on learning the basic rules.

These cards are the **Heroes** , the **Castle Folks**  and the **Peasants**  from the Anglo-Saxons deck, the **Heroes** , the **Berserkers**  and the **Pillagers**  from the Vikings deck.



In this case, you may ignore the 52 cards/deck rule. We also recommend not customizing the decks and not using expansions yet. You may consult the reference cards anytime during the game.

# Preparing to play

## Choosing sides:



The players choose between the Vikings and the Anglo-Saxons. Select the factions randomly, or by discussing it.

After choosing, the players get their faction's cards. **Both players shuffle their deck, then place it face-down before them.** They will draw cards from these decks.



## Choosing Kings, building Fortresses:

Place the **Fortress**, the **Gold-production**, and the **Faith-production** cards on the playing area. Then both players choose their **King** and decide which side of their **King** to use. Place them next to the **Fortress** cards, then place the exact value of **Structure-Point** tokens onto the **Fortress** cards defined by the chosen Kings.



## Creating the Battlefield:

The Battlefield consists of **three lanes** and **three rows**. Create the Battlefield by placing the three Lane-markers in between the players. The color and the order of the lanes have no role. Make sure to leave enough space for the cards!

Create the Supply by preparing all the **Gold**, **Faith** and **Structure-Point** tokens, and the **Dice** near the playing area.



Gold

Faith

Structure-Point

## Starting Hand:

Both players have a hand limit of 5 cards. It cannot be changed during the game, but some cards may modify it.

**Draw your hands up to the hand limit!** Then the players can do a one-time-reshuffle: both players may put aside as many cards as they want, then draw their hands back to the limit. These will be the players' starting hands. After that they must shuffle the cards set aside back into their decks. This one-time-reshuffle is not mandatory, but can increase the players' chance of a better start.



During the game, put the discarded cards and the fallen units into a face-up pile next to your decks. **These will be the discard piles.**

The cards in the discard piles are open information for both players, so anyone may check it anytime.



## Dividing Production-markers:

Now that the players know which cards they will begin the game with, **they have to divide their 7 Production-markers between their Gold-production and Faith-production Cards.** It is worth setting the dispersion of them according to the starting hand since the Production-markers define the amount and type of resources the players will get at the beginning of their first turn.

## Starting player:

The Viking player always starts the game. As compensation, the other player gets 3 Gold at the beginning of every game.



The Viking player now may begin his/her first turn.

# A Turn

### I. PRODUCTION-PHASE

### II. COMBAT-PHASE

1. REORDER FORCES STEP
2. BATTLE STEP
3. FIRST BURIAL STEP

### III. MAIN-PHASE

#### (REORDER PRODUCTION-MARKERS)

1. PLAY CARDS OR TRADE
2. SECOND BURIAL STEP



### IV. DRAW-PHASE

1. DISCARD STEP
2. DRAW STEP


### V. END-PHASE

# Production-phase and Resources

The players can get two types of resources: **Gold and Faith.**

Both can be used to pay the cards' and abilities' costs. To play a card, a player must pay the card's cost, both in Gold  and Faith . When a player pays a card's cost, he/she puts the paid amount of resources back to the Supply from his/her Hoard.

The card now comes into play as a unit.

The players produce **Gold and Faith in their own Production-phases.** At the beginning of his/her turn, the active player receives the amount of Gold as the number of Production-markers  on his/her Gold-production card, and the amount of Faith as the number of Production-markers on his/her Faith-production card.

### *An example of Production:*

*The Viking player has 4 Production-markers on his/her Gold-production card, and 3 Production-markers on his/her Faith-production card. He/She takes 4 Gold and 3 Faith worth of tokens from the Supply. In this case, one '1 Gold' token and one '3 Gold' token, and one '3 Faith' token, and places them into his/her Hoard.*





# Combat-phase

In this phase, the active player can execute attacks against the opposing player's units, and can siege the enemy Fortress. During the combat, we call the active player the Attacker, and the passive player the Defender. All units of the Attacker on the Battlefield are attacking units, and all units of the Defender are defending units.

## Regroup-step:

First, the Attacker has an opportunity to regroup all of his/her units, moving them freely between any position on the Battlefield or on the Wall. Regrouping is optional.

### An example of Regrouping:

The Viking player has one Axemen (2/2)  unit on the Battlefield and one on the Wall too. His/Her opponent has a Theng Spearmen (4/6)  unit, so the Viking player moves both of his/her Axemen units into the lane of the Theng Spearmen. Since the Anglo-Saxon player has a Swordsmen (4/4)  on the Battlefield too, the Viking player moves his/her Spearmen (2/4)  back onto the Wall. Now the position is more advantageous for him/her, so he/she may proceed to the Battle-step.





## Battle-step:

The Attacker chooses units one by one to attack, then fights with them according to the rules of Fighting. (See How to Fight on page 11.) He/She may repeat it until he/she decides to stop this step, has no units left that can attack, or all of his/her units have sieged the enemy Fortress.

The players can choose not to attack.



## First Burial step:

After the Battle-step ends, both the Attacker and the Defender player may use the Heal ability of their Priest units in this step. (See Heal on page 20.)

**At the end of this step, all fallen units have to be removed and placed into their own player's discard pile.**

Living units on the Battlefield remain in their position, don't move them! For example, if a unit is in the 2nd row, it stays there, no matter that the unit before it has fallen.






# Main-phase

During the Main-phase, the active player can freely reorder his/her Production-markers anytime. Reorder means that the player moves one or more Production-markers from his/her Gold-production card to his/her Faith-production card, or vice versa. At his/her next Production-phase, he/she will receive resources according to this new distribution.



Reordering is optional. The active player may leave the distribution of his/her Production-markers as they are.

## An example of reordering Production-markers:

The Viking player has three Priest  units in his/her hand. They have a high cost of Faith , so he/she chooses to move 2 Production-markers  from his/her Gold-production card to his/her Faith-production card. This will only affect his/her next turn, but it is wise to plan ahead.



# Play Cards or Trade:

In this step, the active player may choose to do one of two options: **he/she can play cards or Trade.**

He/She may choose not to do any of these options, but in case he/she won't play cards, it is recommended to Trade since it can cause no disadvantage to the player.





## Play Cards:

The active player may play any number of cards from his/her hand. The conditions of playing a card are paying its cost and placing it on an empty position. **A card can be placed either onto the Battlefield or onto the Wall.** Keep in mind that only specific units can be in the 3rd row!

When playing a card onto the Battlefield, the player must decide which lane and row to place it into. That unit may not move from this position until his/her next Regroup-step.

**If there is no empty position either on the Battlefield or on the Wall, then there is no way to play a card without sacrificing a card.** During the Main-phase, the active player may freely sacrifice any units. Remove the sacrificed units from the Battlefield or the Wall and place it into the discard pile.

#### *An example of Playing Cards:*




The Viking player has 4 Gold  and 4 Faith . He/She plays a *Vanguards* (5/5)  unit from his/her hand. He/She puts back 4 Gold and 2 Faith worth of tokens from his/her Hoard to the Supply since that is the cost of a *Vanguards* unit. After this, he/she places it onto the Battlefield. From the remaining 2 Faith he/she plays an *Odin's Sacrifice* (0/3)  unit onto the Wall, and then puts his/her remaining Faith tokens back to the Supply.



### **Trade:**


In case the active player did not play cards, then he/she may choose to Trade. He/She rolls a Die three times, then he/she receives as many resources as the sum value of these rolls. He/She can decide how to divide this value between the two resources, then he/she receives the chosen resources from the Supply and places them into his/her Hoard.

#### *An example of Trading:*


It is the Main-phase of the Anglo-Saxon player. He/She received a reduced amount of resources at the beginning of his/her turn due to the Viking player's *Pillagers* , so he/she chooses to Trade instead of playing cards. He/She rolls the Die three times - he/she rolls 1, 1, and 3. The sum value of the rolls is 5, so he/she chooses to divide this value between Gold and Faith in a 3  - 2  ratio. He/She takes 3 Gold and 2 Faith worth of tokens from the Supply and places them into his/her Hoard.



### **Second Burial step:**

This step is entirely identical to the First Burial-step at the Combat-phase. It is necessary for the game due to the Long-ranged  units and other damaging abilities that can cause units to suffer damage and fall during the Main-phase.

### **Draw-phase:**

Keep in mind that when the active player is in his/her Draw-phase, his/her Main-phase has already ended, so he/she cannot reorder his/her Production-markers  after drawing cards!

## Discard-step:

In case a player has remaining cards in hand after the Main-phase, he/she may choose to discard one of them into his/her discard pile. It is **optional**, but a **good tactical opportunity to get rid of cards that won't help the player at the current state of the game.**

If the player has more cards in hand than his/her hand limit, the player has to discard cards until reaching his/her hand limit again. Note that the player may optionally choose to discard one more card below his/her hand limit in such a case.

## Draw-step:

**No matter how many cards the active player has left in hand, he/she has to draw cards until he/she reaches the hand limit, which is 5 by default.**

The active player can't draw cards in the Draw-step when he/she is at his/her hand limit.

If a player's deck runs out, shuffle his/her discard pile, and create a new deck of it.

## End-phase:

The active player indicates he/she has finished, and the other player may begin his/her turn. Both players' units lose all suffered damage and regain their full health.

# How to Fight

In this chapter, you can learn about the second step of the Combat-phase, the Battle-step. When something refers to fighting or attacking in the game (usually during the Battle-phase and the Main-phase), then you have to act as described here!





## A Fight:

When two units clash, we call it a fight. **They damage each other at the same time, then the players deduct the suffered damage from their unit's health.** When a unit's health decreases to 0 or below, it falls, and you have to turn it sideways.

The damage a unit causes is the sum of its base power and a rolled value of a Die. This sum value is removed from the enemy unit's health. The players must memorize or indicate the reduced health value of their damaged units.

In case a unit can defeat an enemy with its base power, the player may skip rolling.

### *An example of a fight:*

A Viking Axemen (2/2)  unit fights with an Anglo-Saxon Peasants (1/1)  unit. The Viking player rolls 2 with a Die and adds it to the Axemen's power, which becomes 4. The Anglo-Saxon player rolls 0, so the Peasants unit's power remains 1. The Peasants unit falls since its health is only 1. The Anglo-Saxon player marks this by turning the Peasants' card sideways. The Axemen could have defeated this unit even without rolling. The Axemen unit only suffered 1 point of damage, so it has survived the fight. Until the end of the turn, this unit's health counts as 1.



## Terms of Attacking

### Bonus:

A unit may gain bonus health and power points. Usually, bonuses are conditional. The players have to keep these increased values in mind and calculate with them. All bonuses stack unless it is specified otherwise.


### Basic Unit:

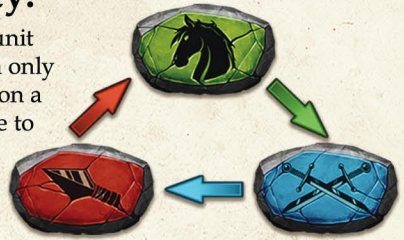
We call the Melee , the Spearmen , and the Cavalry units basic units.

They make up most of the decks, have tactical bonuses fighting against each other, and they can enter Formations.





## Combat Penalty:

**Using Dice is a significant part of the fighting.** When a unit suffers penalty during a fight, it cannot roll a Die, so it can only cause damage with its base power. Since there is no value on a Die that would decrease the power of a unit, not being able to roll is a significant disadvantage. Combat penalty usually occurs when different basic units fight each other, or when a Long-ranged  unit is defending.



### An example of Combat penalty:

A Viking Shieldmaidens (4/4)  unit and an Anglo-Saxon Armored Spearmen (3/5)  unit are fighting. The Viking player could boldly attack since the Armored Spearmen unit is suffering combat penalty fighting against the Shieldmaidens unit, so the Anglo-Saxon player can't roll. Without rolling a Die, the Armored Spearmen unit can't defeat the Shieldmaidens unit in one Fight. The Viking player rolls 2 with a Die. The Shieldmaidens unit suffers only 3 points of damage while the Armored Spearmen unit falls.


## Supporting unit

Within the same lane, if there is a unit before another, then we call the one in the back a supporting unit, and the one in the front a supported unit. Supporting only happens if there is no empty position between the two cards. A supporting unit provides Cover to the supported one when defending.


The only exception to Covering is the **F flank** ability of the Cavalry  units and the Long-ranged  attack.



## Long-ranged fight:

Long-ranged  units can attack from the 2nd row even when they have a supported unit before them and can attack a unit within their own lane in any row.

## Retaliation:

Retaliation is the damage caused by the defending unit in a fight. Long-ranged  units can never be retaliated.

## Living unit:

Every unit is a living unit that is not turned sideways.

## Fallen unit:

**Every unit that has been turned sideways is fallen. The abilities of these units do not work, and they cannot participate in a fight.**

Fallen units stay on the Battlefield or the Wall until the next Burial-step. They count in Formations and in supporting, but they don't block any further attacks. A Formation has its bonuses, even if there are fallen units in it. Likewise, a supporting unit still counts as a supporter even if there is a fallen supported unit before it, and a supported unit still counts as supported even if its supporting unit has fallen.




When a Formation breaks, so at least one of the units that formed it falls and goes to the discard pile, the remaining units lose their bonus values. In case a unit had bonus health due to a Formation and survived the Battle-step, it loses the bonus. This unit falls too if the value of the damage it has suffered now exceeds its base health. Units falling this way cannot be Healed by Priests, because when fallen units go to the discard pile, the Burial-step is already over. The same applies to when supporting provides bonus health points due to a King's ability. If there are any fallen units on the Battlefield at the end of a turn, place them into their owner's discard pile.

# Attack


Attacks can be initiated only by the active player. During an attack, two units fight. The Attacker, during his/her Combat-phase, after regrouping, can decide in which lane or lanes he/she would like to attack. He/She chooses the order of the attacks. He/She may decide not to attack at all.

## The processes of an attack are the following:




The player chooses an attacking unit in the selected lane. If there are no Long-ranged  units in this lane, he/she must attack with the frontmost unit. It is the 'First-with-the-First' rule. If there is a Long-ranged unit, then he/she may specify the order. Except for the Long-ranged units, no unit can attack if there is a living unit in front of it.

Then, unless the attacking unit is Long-ranged, it must attack the frontmost enemy unit in the opposing lane ('First-with-the-First') according to the rules of fighting.

## After an attack, one or both units may survive the fight:

1. If both units survive, the Attacker may decide whether to continue attacking with the same unit or not. If he/she attacks again, everything is done as previously, except the units probably have suffered damage. The Attacker can choose to attack with a unit as many times as he/she wants to while that unit is alive. In case the active player chooses not to continue attacking, then that unit cannot attack again nor siege within the same Combat-phase. If behind this stopped unit there is another unit, then it cannot attack either, unless it is Long-ranged  , since the unit before it blocks the way ('First-with-the-First').





### An example:

The Viking player attacks the Anglo-Saxon's Armored Spearmen (3/5)  unit with his/her Shieldmaidens (4/4)  unit. The Anglo-Saxon player can't roll, due to suffering Combat penalty, the Viking player rolls 0. Both units survive the battle. The Shieldmaidens unit receives 3 damage, while the Armored Spearmen unit suffers 4 damage. The Viking player decides to stop attacking. Since he/she stopped attacking, the Horsemen (4/5)  unit behind his/her Shieldmaidens unit cannot attack this turn.








2. If only the attacking unit survives, then it must immediately attack the supporting unit behind the defeated one, if there is any. We call this the Covering. Covering is the only situation when it is mandatory to attack. Covering works just like a normal fight, so if the attacking unit survives the fight with the supporting unit, then the player may choose not to attack it again. If the attacking unit falls and there is a unit behind it, the player does not have to attack the supporter with that one.

### An example:

In the last example if the Viking player had not rolled 0, then he/she would have defeated the Armored Spearmen (3/5)  unit, while his/her Shieldmaidens (4/4)  unit would have survived with 1 health. Let's say he/she rolled 2. Now his/her Shieldmaidens unit has to attack the Anglo-Saxon's Thegn Cavalry (5/6)  unit once since it is supporting the Armored Spearmen. No matter what the Anglo-Saxon rolls, the Shieldmaidens unit falls, but the Thegn Cavalry unit survives with 2 health left, due to the combat penalty it causes to the Shieldmaidens unit. Now the Viking player may decide whether to attack the Thegn Cavalry unit with his/her Horsemen (4/5)  unit or not.

3. When both units or only the attacking one falls, the Attacker may choose a new unit to attack with if there is an able, alive unit in the lane, or end attacking within the lane.

### An example:

If in the last example, the Anglo-Saxon player had a Swordsmen (4/4)  unit instead of an Armored Spearmen (3/5)  unit, then both the Shieldmaidens (4/4)  unit, and the Swordsmen unit would have fallen. In this case, no covering will occur. The Viking player may decide whether to attack the Thegn Cavalry (5/6)  unit behind the now fallen Swordsmen unit with his/her Horsemen (4/5)  unit or not. The Attacker can attack as long as he/she wants to. When he/she stops attacking within a lane, then he/she may attack within other lanes. However, if he/she stopped attacking in a lane, he/she may not attack again within that lane anymore in that turn.






## Siege:

During the Combat-phase, in case there are no living enemy units in their lane, then the attacking units can siege the enemy Fortress. Sieging works like a normal fight, but there is no retaliation. The attacking units don't suffer damage, and the damage caused by the attacking units reduce the Fortress' Structure-Points.

Attacking units don't block each other when sieging, so all of them can damage the Fortress, even the ones that have units before them.

**A unit can siege the Fortress only once during a turn!**

### *An example of sieging:*

The Viking player attacks a Peasants (1/1)  unit with his/her Shieldmaidens (4/4)  unit within the same lane. The Anglo-Saxon player rolls 2. While the Shieldmaidens unit survives the fight with 1 health, the Peasants unit falls regardless of the roll of the Viking. The Peasants unit does not have a supporting unit, so the lane becomes empty. The Shieldmaidens unit now sieges the Anglo-Saxon Fortress. The Viking player rolls 1, so the Anglo-Saxon player removes 5 Structure-point tokens from his/her Fortress. The Horsemen (4/5)  unit behind the Shieldmaidens can siege the Fortress once too, but the Shieldmaidens may not attack anymore this turn. The Viking player rolls 1 again, so the Anglo-Saxon player removes 5 Structure-point tokens from his/her Fortress again. For this turn, the Battle-step for this lane is over, since all units have sieged already.

## The Wall and the Protection of the Fortress:

When playing cards or during the Regroup-step, a player may decide to place units onto the Wall.

**There can be up to two units on the Wall. This is the wall limit of both players.**



The abilities of the units do not work while they are on the Wall, and they cannot attack. Note that when you play units onto the Wall, their one-time-only abilities like Instant Shot or Heroic Arrival does not affect the game.

**During the Combat-phase, units on the Wall cannot be attacked.**

Units on the Wall grant Protection to the Fortress. Protection means that whenever the Fortress might suffer damage, the damage is reduced by the number of the units on that Wall.

A zero or a negative damage value means that the attacking unit failed to damage the Fortress, and its Structure-points remain the same.


### *An example of Protection:*

The Viking player sieges the Fortress of the Anglo-Saxon player. In the selected lane, he/she has a Spearmen (2/4)  unit and a Vanguard (5/5)  unit. Both attack the Anglo-Saxon Fortress beginning with the Spearmen. The Viking player rolls 1, so the power of the Spearmen unit is 3, but since there are two Peasants units on the Wall of the Anglo-Saxon Fortress, the Fortress only loses 1 Structure-point instead of 3. The Anglo-Saxon player removes 1 Structure-point token from his/her Fortress. Then the Vanguard unit sieges next. The Viking player rolls 3, so the power of the Vanguard unit is 8. Due to the two Peasants on the Anglo-Saxon Wall, the Fortress only suffers 6 points of damage instead of 8. The Anglo-Saxon player now removes 6 Structure-point worth of tokens from his/her Fortress. In total, the Anglo-Saxon Fortress suffered 7 points of damage. If there had been only one Peasants unit on the Wall, the Fortress would have suffered 9 points of damage in total.


# Unit types and their Abilities

Every unit has a type, indicated by a runestone.


## Spearmen

Basic units, they can enter into a Formation. They suffer combat penalty fighting against Melee units . In Formation, their power and their health both increase with +1, both while attacking or defending.

## Melee

Basic units, they can enter into a Formation. They suffer combat penalty fighting against Cavalry units . In Formation, when defending, their health increases with +2. Defending means during the passive turn of their owning player. When attacking, they don't get bonus points.

## Cavalry

Basic units, they can enter into a Formation. They suffer combat penalty fighting against Spearmen units . In Formation, when attacking, their power increases with +2. Attacking means during the active turn of their owning player. When defending, they don't get bonus points.


### Flank:

After a unit with Flank ability defeats an enemy unit, it may attack an enemy unit in an adjacent lane within the same row instead of the supporting unit behind the defeated one.



In this case, they don't have to fight any supporting units and ignore Covering.

When a unit starts Flanking, it can only defeat one enemy unit, and cannot do anything else! If both units survive the first Flanking attack, the attacker may continue attacking the flanked unit until one or both units fall, or may stop attacking.

If an attacking unit survives Flanking, it cannot siege the enemy Fortress during the same turn, not even if any lane it has attacked in is empty!

Note that a Flanking unit does not move away from its lane, so if it survives the Flanking, then units behind it (unless they are Long-ranged ) cannot attack since they are blocked ('First-with-the-First'). But in such a lane, if it has no alive enemy units, the units behind the Flanking one can siege (in a siege, units don't block each other).


### An example of Flanking:

The Viking player attacks the Anglo-Saxon Peasants (1/1)  unit with his/her Horsemen  (4/5) unit. The Anglo-Saxon player rolls 0. The Peasants unit falls, the Horsemen unit survives with 4 health.

Even though there is a Swordsmen (4/4)  unit behind the Peasants unit, the Viking player decides to Flank the Anglo-Saxon Scouts (3/3)  unit in the adjacent lane's first row.

In this case, the Viking player avoids the fight with the supporting Swordsmen unit.

Now multiple things may happen (these are important considering the 'First-with-the-First' rule):

1. The Anglo-Saxon player rolls 0. The Viking Horsemen unit survives the fight and defeats the Scouts unit. Even though the Horsemen unit survived the fight, it can't attack more, since a unit can only defeat one enemy unit when Flanking. The Vanguard's (5/5)  unit behind the Horsemen may not attack the Swordsmen unit since there is an alive unit in front of it blocking the way.
2. The Anglo-Saxon player rolls 1 or higher, and both units fall. In this case, the Vanguard's unit behind the now fallen Horsemen can freely attack the Swordsmen unit in the same lane.

If in the above example, there had not been a Swordsmen unit behind the Peasants unit, the Viking player still could have chosen to Flank with the Horsemen unit after defeating the Peasants unit instead of sieging. The Vanguard unit could siege the Anglo-Saxon Fortress in both cases, only the Horsemen unit may not siege, because it had Flanked.



## Long-ranged

Long-ranged units are free from many limitations of combat:

- They can attack from the 2nd row, even if there is an alive, allied unit in front of them.
- They can attack any enemy unit in their lane, even the ones in the 2nd or 3rd row behind other enemy units.





However, like other units, they can only siege if there are no enemy units in their lane.

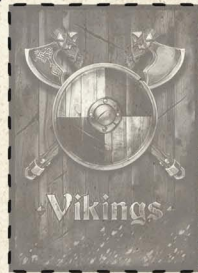


## Instant Shot:

Long-ranged units can cause damage during the Main-phase. When you play a Long-ranged unit, it can execute an Instant Shot anywhere. It can attack an enemy unit on the Battlefield, an enemy unit on the Wall, or even the Fortress itself. Instant Shot works according to the rules of fighting, so the Long-ranged unit doesn't suffer retaliation. The unit attacked by the Instant Shot does not have to be in the same lane as the Long-ranged unit.

### Example of Instant Shot:

The Viking player plays an Archers (2/3)  unit onto the Battlefield, then chooses the Court Chaplain (0/5)  unit on the Anglo-Saxon's Wall as the target of its Instant Shot. The Viking rolls 3 with a Die, so the Court Chaplain unit falls, but it won't go to the discard pile yet since it is still the Main-phase. After this, the Viking plays an Elite Archers (3/4)  unit onto the Battlefield and chooses the Anglo-Saxon Swordsmen (4/4)  unit on the Battlefield as the target of its Instant Shot. The Viking rolls 1, so the Swordsmen unit falls. The Viking player declares he/she won't play units anymore so the Second Burial-step begins. Both the Court Chaplain and the Swordsmen go to the discard pile of the Anglo-Saxon player.







Keep in mind that this ability does not work when playing the Long-ranged unit onto the Wall.

### Disadvantages:

- A Long-ranged unit can only attack once each turn. If a Long-ranged unit has attacked, it may not siege during the same turn.
- During their passive turn, while defending, they always suffer combat-penalty. No matter what unit attacks them, they can't roll during the fight.

Siege engines, like the *Onager* and the *Mangonel*, have further abilities that are useful when sieging. When these units attack the Fortress, including their Instant Shot, they can always roll two Dice, and add both results to their base power.

### An example of Long-ranged fight:

In a lane, the Viking player has a Shieldmaidens (4/4)  unit, behind it a supporting Archers (2/3)  unit. In the same lane, the Anglo-Saxon has a Scouts (3/3)  unit in front, behind it a supporting Elite Archers (3/4)  unit. The Viking player attacks, and since he/she has a Long-ranged unit, decides to attack with it first. He/She chooses to attack the Scouts unit. The Viking rolls 2, the Scouts unit falls, and since he/she attacked with a Long-ranged unit, the Scouts can't retaliate. The Viking player's Archers unit cannot attack anymore during this turn. Then he/she attacks the Elite Archers unit with his/her Shieldmaidens unit. The Anglo-Saxon can't roll due to suffering combat penalty, and the Elite Archers unit falls, no matter what the Viking rolls. The Shieldmaidens unit survives with 1 health. There are no units left on the Anglo-Saxon side, so the Shieldmaidens unit does not have to fight with more enemy units. It can freely siege the enemy Fortress. However, the Archers unit can't siege, since it has already attacked this turn.

It is not mandatory to place the Long-ranged units into the 2nd row. They can occupy the 1st row, and there can be more than one in a lane.

## Priest

Priest units have a supporting role. Their Heal ability can prove useful after a battle, and since they can be placed into the 3rd row, they don't block the way of other units.

Their great disadvantage is that they cannot fight. However, they can be attacked. This means that Priests cannot initiate attacks and cannot retaliate when defending.

Note that a unit can attack as long as it is alive, and the Priests can't cause damage to the units attacking them, so any unit can defeat a Priest alone. Place Priests with careful consideration to the right position, where other units can defend them else they will fall easily.

### Heal:



Every Priest unit has a value of Healing. This ability can be used during a Burial-step by both the active and the passive player.





A player may sacrifice a Priest unit to restore the health of fallen units fully. Put all sacrificed units into their owner's discard pile. Turn the restored units back into their living position.

The number of fallen units a Priest unit can restore is less or equal to its Heal value. Priests can only Heal when they can use their abilities. This usually means they are on the Battlefield, but they may Heal fallen units both on the Battlefield and on the Wall.

The abilities of fallen cards do not work, so fallen Priests can't Heal. However, if a Priest restores another Priest unit, then the freshly restored Priest unit can use its abilities, meaning it can Heal during the same Burial-step too.

#### *An example of Healing:*

*It is the First Burial-step of the Viking player. During the Battle-step, a Vanguard (5/5)  unit has fallen (it is turned sideways), but he/she has an alive Odin's Sacrifice (0/3)  unit. He/She uses the Heal 1 ability of the Odin's Sacrifice unit, places it into the discard pile, and then turns the Vanguard unit back, indicating that it is alive again.*

*The Anglo-Saxon player has suffered a severe loss in the same Battle-step. A Swordsman (4/4) , a Thegn Spearmen (4/6) , and a Catholic Priest (0/4)  unit have fallen. Luckily for him/her, there is a Catholic Monk (0/3)  still alive on the Battlefield. During the First Burial-step of the Viking player, the Anglo-Saxon player uses the ability of his/her unit too. He/She places the Catholic Monk into his/her discard pile since he/she used its Heal 1 ability to restore the Catholic Priest.*

*Now he/she uses the turned back, alive Catholic Priest's Heal 2 ability. He/She places the Catholic Priest into the discard pile and then turns back the restored, now alive Swordsman and Thegn Spearmen units into their original position.*

## Hero


Heroes are incredibly powerful units. It does not always show in high values, but their abilities. Every Hero has a unique one-time Heroic Arrival ability that works instantly at the moment you play them onto the Battlefield, but only then, and only once. Like any other ability, Heroic Arrival does not work when the Hero is played onto the Wall.

Note that *Eric the Red's* Heroic Arrival allows all units in its lane that can attack once each turn to carry out another attack.

*Egil Skallagrimsson's* Heroic Arrival forces the opponent player to discard 3 random cards. Whenever you have to discard cards randomly, your opponent selects those cards from your hand without seeing them.

## Berserker


Berserkers are special warriors, all with their unique abilities that work continuously.


Note that the *Wolf Berserker's* ability only gives you bonus Faith  when you are the active, attacking player. The *Bear Berserker* loses all bonus power points at the end of every turn.



## Castle Folk

Castle Folks are unique units with diverse abilities. Their common trait is that, unlike all other types of units, their abilities work on the Wall, and they do not count towards the wall limit. However, except for the *Helpful Castle Folk*, the *Builders* unit, they do not grant Protection to the Fortress.


Treat the *Castle Defenders* unit just like any Long-ranged  unit, but it can attack from the Wall, and its *Instant Shot* ability also works when played onto the Wall.

The *Court Chaplain* unit's *Heal* ability is identical to a *Priest* unit's , but you may use it too when the *Court Chaplain* is on the Wall.




The *Builders* unit is special, as it grants Protection to the Fortress, despite it does not count towards the wall limit. Furthermore, as a one time bonus, when it comes to play, it restores the Structure-points of the Fortress by 5. Keep in mind that the Structure-points of the Fortresses cannot go above their initial value, so if it has suffered less than 5 points of damage, it regains its starting value.

## Pillager

Pillagers cannot be played nor moved onto the Wall.

When a Pillager unit comes to play, they Lock on them a Production-marker  of the opponent selected by the Pillager's owning player. The locked Production-marker has to be placed on the Pillager card, and while it is there, it can't produce. When a Pillager falls, the owner of the locked Production-marker instantly gets it back, and he/she may decide which Production card to put it back on. When a fallen Pillager unit gets restored, it may not Lock a Production-marker again.

### *An example of Locking a Production-marker:*

The *Viking* player plays a *Looters* (2/2)  unit onto the Battlefield. He decides to Lock the Production-marker  from the *Anglo-Saxon* player's Faith-production card, so he/she places it on the *Looters* card. At the beginning of the next turn, the *Anglo-Saxon* will produce one less Faith . Later, the *Anglo-Saxon* player defeats the *Looters* unit in his/her Battle-step and decides to place the Production-marker back on his/her Gold-production card.

## Peasant

Peasants don't have any abilities, but they can be played for free. Their flavor text does not affect the game.

# Expansion Rules

Runes of Mayhem Limited Edition First Release contains the four expansion packs:

MERCENARY EXPANSION PACK

MORE UNITS EXPANSION PACK

TOWERS EXPANSION PACK






TRAPS EXPANSION PACK

If you decide on not using an Expansion Pack, you may use units and King cards referring to an unused Pack, but their abilities may be totally or partially useless. It is recommended to use both the Towers Expansion Pack and the Traps Expansion pack at the same time.

## Customizing your Deck

Decide whether to use expansion cards or not.

If yes, you may customize your deck before playing according to the following rules:

- Your deck must contain exactly 52 cards.
- Your deck must contain all basic unit cards. You cannot remove any Spearmen , Melee , or Cavalry  unit from your deck.
- If you use a card, then your deck must contain all copies of that card. For example, if you decide to have the *Poisoner*  unit in your deck, then you must place all 4 copies of the same card into your deck, and therefore you have to remove 4 other cards, so your deck has exactly 52 cards in it.
- Consider not the type, but the name of the units when adding or removing cards. For example, you may remove all 2 *Norse Priest* unit cards from your deck without having to remove all Priest  type unit cards.
- It is up to the players whether they show their cards to each other before playing or not.



# Mercenary Expansion

## MERCENARY

Decide whether to use Mercenaries or not during the game. If yes, shuffle the Mercenary cards and create a deck of them. Place the deck face down next to the playing area. Place three Mercenary unit cards from the top of the Mercenary deck face up next to it. These three units form the Lodge.

Both players may hire Mercenary units from the Lodge during their active turns. If the Lodge is empty, you cannot hire.



MERCENARY DECK



LODGE




Mercenary units are either Long-ranged , or of the basic unit types: Melee ,  
Spearmen , or Cavalry .

Reduce your hand size by the number of Mercenary units that you control.

During a Burial-step, you can either Heal a fallen Mercenary unit or shuffle it back into the Mercenary deck.

The active player can sacrifice Mercenary units during the Main-phase, but they have to be shuffled back into the Mercenary deck.

When you shuffle back a Mercenary unit that you hired, you increase your hand size by one, and you must pay 2 Gold , or your Fortress suffers 3 points of damage.

During the End-phase shuffle every fallen, not Healed Mercenary unit back into the Mercenary deck. After this, if you can, you have to fill the Lodge back to three Mercenary units from the Mercenary deck. If there are less than three unhired Mercenary unit cards, then the Lodge may have fewer cards or even be empty.

## Hire:

During the active player's Main-phase, the active player can hire one Mercenary unit. Discard a card from your hand to choose one Mercenary unit from the Lodge, and place it onto an empty position on your side of the Battlefield. If you cannot discard a card, then you cannot hire a Mercenary.

Whenever a card allows you to hire an additional Mercenary unit, you still have to discard a card for it.

Note that Mercenary units can be moved onto the Wall during a Regroup-step later.



# Traps Expansion




Decide whether to use Traps or not during the game. If yes, create a deck of the Trap cards. Place the deck face down next to the playing area. The Viking player may check this deck anytime.

Playing as the Vikings, once in your Main-phase, you can lay a Trap at the opponent's side of the Battlefield.

The Vikings' opponent may freely play or move cards onto a Trap without revealing it. Whenever a unit of the Vikings' opponent is attacking on or through the Trap's position, the Trap activates, reveal it. Act according to the card, then place it back into the Traps deck. The Viking player always has to decide between its options before rolling the Dice.

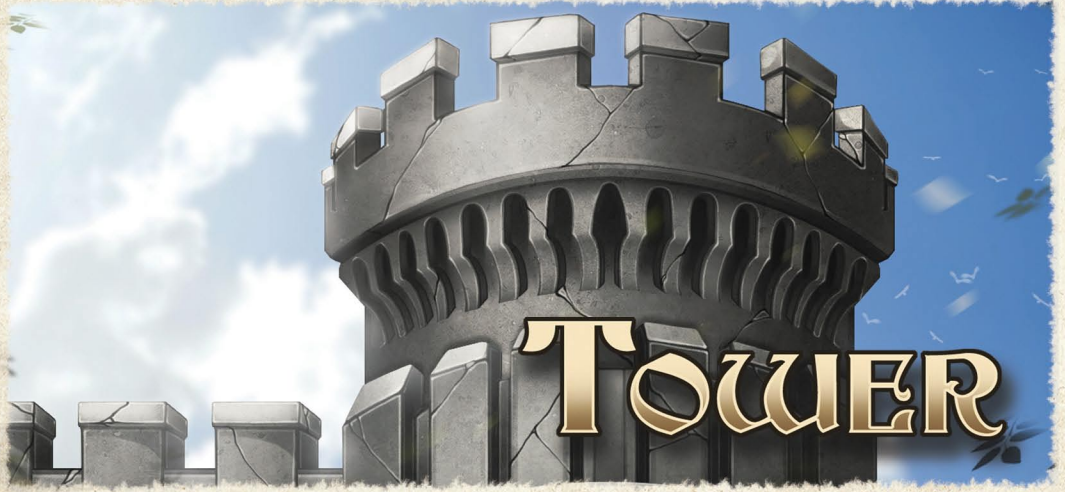
**A Trap may not activate during the Viking player's active turn.**

## Laying Trap:

Pay 1 Gold  to choose one Trap card from the Traps deck, and place it face-down onto an empty position that has no Tower, no Trap, and no unit on it at the opponent's side.



# Towers Expansion



Decide whether to use Towers or not during the game. If yes, create a deck of the Tower cards. Place the deck face down next to the playing area. The Anglo-Saxon player may check this deck anytime.

**Playing as the Anglo-Saxons, once in your Main-phase, you can build a Tower on your side of the Battlefield.**

Playing as the Anglo-Saxons, you may play or move a unit onto a position with a Tower on it, whether it is being built or already face-up. You can build a Tower on a position already occupied by a unit. You can attack with your unit that is in a Tower, and you may attack with units behind a Tower through it according to the rules of attack.

Playing as the Vikings, you may not lay a Trap on a position with a Tower on it, whether it is face-up or down.

As an opponent of the Anglo-Saxons, you can attack units in Towers according to the rules of attack. To destroy a Tower, you have to siege it according to the rules of siege. Placing a unit into a Tower does not decrease the incoming damage to it since first you must fight and defeat the unit in the Tower, before you may siege it.

In a lane, every unit either sieges a Tower or the Fortress, but may not siege both or multiple Towers. You can decide what each unit may siege, and not all units have to siege the same Tower or the Fortress. Units may pass by an empty Tower to attack other units or siege the Fortress or other Towers in the same lane unless the Tower card specifies otherwise. You may not siege Towers that are under construction, their abilities do not work, and you may pass by them.

A Tower's Structure-points are printed on the card, but you can use tokens to indicate it. Towers don't regain their Structure-points during the End-phases. If a Tower's Structure-points drop to 0 or below, it gets destroyed. Place every destroyed Tower back into the Towers deck.



## Build:

Choose one Tower from the Towers deck, and place it face-down onto a position that has no Tower and no Trap on it on your side of the Battlefield, and put one of your Production-markers on it. This Production-marker won't produce the next turn. At your Production-phase, after getting the resources, turn the Tower face-up. The Tower becomes active, and you place your Production-marker back onto one of your Production-cards.


# Unit types and their Abilities

Unit types of the expansion packs never suffer combat penalty, and units fighting them do not suffer combat penalty either unless it is specified in the rulebook or on the cards.

## Axethrower




Each turn, during its owner's Battle-step, the first attack of an Axethrower unit cannot be retaliated. Note that the Axethrowers are not Long-ranged  or Med-ranged , so the First-with-the-First rule applies to them.

## Castellan

When you play a Castellan unit onto the Battlefield, all Towers under construction immediately turn active, and from the Towers, you place all Production-markers  back to your Production-cards. These Production-markers will produce during your next Production-phase since you've regained them before.

**Note that the Castellan's bonuses when placed into a Tower stack with other bonuses.**


## Commander

Commander units can help in creating Formations. If a Commander unit is in a row filled with two basic units of the same type (either two Cavalry , two Melee , or two Spearmen  units), they create a formation, and all units gain the bonuses of that Formation.


## Hound

A Hound unit can occupy the 3rd row. Its power multiplies by the number of the same units in its lane.

### Howl:

When it enters the Battlefield, you can search your deck or discard pile for a Hound  unit card, and place it into your hand.

## Med-ranged

Med-ranged is a variation of the Long-ranged , with a shorter range.

Med-ranged units can attack from the 2nd row even when they have a supported unit before them and can attack a unit within their own lane in the 1st and the 2nd row without suffering retaliation.

When fighting a unit in the 3rd row, they work like other units and suffer retaliation. The 3rd row is out of their range, so the First-with-the-First rule applies to them. There cannot be an alive, enemy unit in front of the 3rd row in case they want to attack it.

A Med-ranged unit can only attack once each turn, and as such, they ignore Covering. If a Med-ranged unit has attacked, it may not siege during the same turn.

During their passive turn, while defending, they always suffer combat-penalty. No matter what unit attacks them, they can't roll during the fight.

**Med-ranged units cannot perform an Instant shot.**

It is not mandatory to place the Med-ranged units into the 2nd row. They can occupy the 1st row, and there can be more than one in a lane.

## Merchant

When a Merchant unit enters the Battlefield, it's owner can execute a bonus Trade with three Dice. For each Die the owner chooses not to roll, he/she can hire a Mercenary unit. After this Trade, he/she may continue to play other cards.

## Poisoner

When a Poisoner unit damages the opponent's Fortress, the opponent has to discard a random card. The Viking player selects the card from the opponent's hand without seeing it.

## Trapmaker

When a Trapmaker enters the Battlefield, you can lay a Trap for free.

When a Trap activates, you can sacrifice a Trapmaker unit to roll an additional Die. You can sacrifice multiple Trapmaker units at the same time.

## Wagon

When a Wagon unit attacks and damages a unit, that enemy unit falls. Note that this ability only works when the Wagon's owner is the active player.

## Warrior King

*King Edward the Elder* and *King Ragnar Lothbrok* King cards can be turned into Warrior King units.

These Kings must always begin the game unturned. The player may not choose to start the game with a Warrior King unit on the Battlefield. However, the player may decide to turn his/her King into a Warrior King during his/her very first Regroup-step.

When you turn a King into a Warrior King unit, you have to move it onto the Battlefield. Note that a Warrior King unit may not go to the 3rd row. If there is no empty position in the 1st or the 2nd row, you have to sacrifice a unit to move the King unit onto the Battlefield.

**Fallen Warrior Kings cannot be Healed. When your Warrior King unit falls, you lose the game.**

## Warrior Priest

Warrior Priest is a special variety of the Priest  unit type. They can Heal, but can also fight.





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**Have fun playing!**

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