



# THE RUNELORDS

BOARD GAME

**ADVENTURE BOOK**

## ADVENTURE 1: THE UNRIGHTEOUS KING

Prince Baric, son of King Brand of Castle Deln, was disowned by his father after a band of marauders under Baric's orders, took a village by force without his father's sanction. Years later, on the eve of the king's passing, Baric returned to the castle gates to claim his birthright. But the dying king had other plans, for the crown would fall to Baric's younger brother, Prince Oryn.

This news sent Baric into a fit of rage and he swore vengeance against the new, unrighteous king.

Baric recruited what men would follow him and took to the shadows of the Dunwood forest. Over the next year, he would slowly gain an iron grip upon trade routes while key allies of Deln were terrorized, abducted, or worse. Baric rallied thugs and brutes; brigands and renegades that mugged and killed at will. Farmsteads were raided and plundered with no regard for the laws of his family's kingdom.


But the newly crowned King Oryn has set a trap for his brother. One that can only be sprung with the aid of a powerful runelord. Will you answer the call and help bring a tyrannous prince to justice?



# PLAY AREA EXAMPLE

 PLAYER  
DEPLOYMENT

 GRUNT  
DEPLOYMENT

If occupied, roll  for an  
adjacent hex.



VILLAIN TACTICS



EQUIP



EQUIP



EQUIP



EQUIP



EQUIP

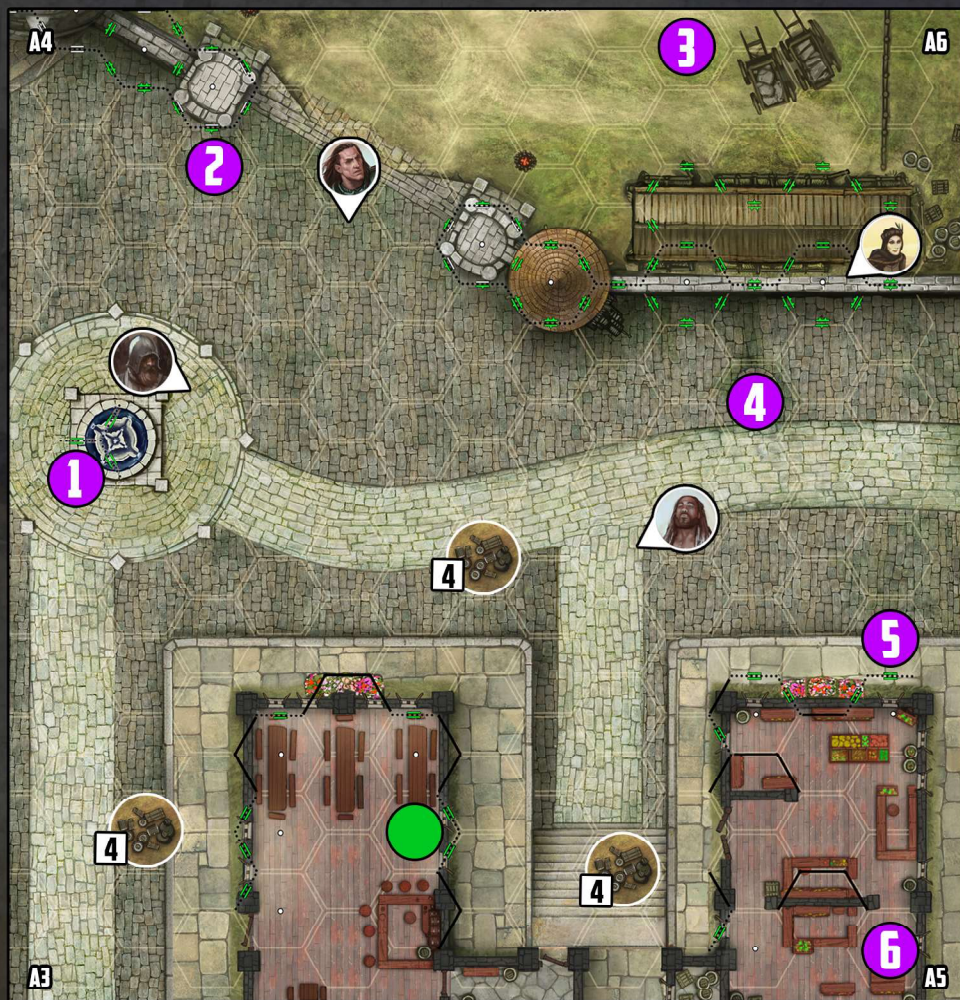


EQUIP

TRAPS









TRAPS



## SETUP

Do the following in the order listed below:

- Players choose a color. Villains will use  bases 1-6 and five  grunt TOKENS.
- Place the villain standees onto the battlefield as shown in the play area, following to the shown facing.  
(See *Special Rules* on page 4 for Grunt TOKEN deployment.)
- Place one supply crate token  onto each hex shown then place **4** onto each supply crate.
- Players place their RUNELORD card into Warzone 1 of their deployment board then shuffle all  recruits form their Sovereignty Deck and select two randomly and place them into warzones 2 and 3. Players shuffle the remaining recruits back into their deck.
- Players draw five cards.
- Players take turns deploying each recruit, starting with Warzone 1. During setup you may deploy a recruit any where on the battle field but not within  of a villain. When deploying during play, players deploy recruits on or adjacent to the  player deployment hex.
- Shuffle all adventure-specific VILLAIN TACTIC cards with all default VILLAIN TACTIC cards and create a TACTICS deck. Place it beside the TACTICS tab.
- Place **2** on the EVENT TRACK.
- Shuffle all trap cards and place the trap deck beside the Traps tab.
- Shuffle all villain portrait cards then place them one by one into the warzones on the villain deployment board as shown in the play area example on page 2. When playing ONE-PLAYER only include one Grunt portrait card ; TWO-PLAYERS include both Grunt portrait cards.



# RULES

## ACTIVATIONS













Villains go first. They alternate activations with all players in a clockwise direction starting with villain warzone 1.  
(Villain warzone 1 activates, then player-one activates a warzone, then player-two activates a warzone, then villain warzone 2 and so on.)  
If a villain dies, remove its standee from the battlefield and its portrait card from its warzone. Skip empty warzones. A villain will always activate.

## WIN CONDITIONS

**VICTORY:** The adventure is won if all **NON-TOKEN** villains are killed!

**DEFEAT:** The adventure is lost if all  are destroyed **OR** if all **RUNELORDS** are killed.

## SPECIAL RULES

- ▶ Play begins with villain zone 1. When activating Grunts, roll the  utility dice and deploy one Grunt TOKEN  on the result's corresponding  for each  on the **EVENT TRACK**. If the  is occupied, roll the  and place the Grunt on the corresponding number adjacent to the . Activate each Grunt in the order of the player's choosing starting with any Grunts already in play. There can never be more than five villain Grunt TOKENS on the battlefield at one time. Grunts do **not** draw tactic cards.
- ▶  **block LoS.** When the final  has been removed from a , flip it, it is destroyed but remains an obstacle on the battlefield.
- ▶ Whenever a villain is killed, remove their standee from battle and portrait card from the warzone and place it into a villain discard pile.
- ▶ **THE EVENT TRACK:** When Lord Baric activates, his place  onto the **EVENT TRACK**. This will govern how many Grunt TOKENS will be deployed during their activations. Also, the more  there are on the track, the more effective the Grunts will become in battle, rolling higher tier battle dice, and will increase the damage dealt by that lumbering Brute!

# LORD BARIC



RECRUIT  
VILLAIN | DEFENDER

## ONE-PLAYER



### ACTIVE : MELEE ATTACK

Deal +1 and CLEAVE.

Deal +1 and gain .

### BATTLEFIELD : READY

Place on the event track.

### BEHAVIORS

- 1 Draw a Villain Tactic.
- 2 Attack an enemy RUNELORD. If this is not possible, attack the NON-TOKEN enemy.

### ACTIVE : MOVE

- 3 CLIMB. Unless already adjacent to a RUNELORD, move toward the nearest hex adjacent to the nearest RUNELORD. May move through enemies.

- 4 If this villain has not already attacked this turn:  
Attack an enemy RUNELORD. If this is not possible, attack the NON-TOKEN enemy.

### BONUS

- 5 If this recruit has received 15, remove from the nearest .

## TWO-PLAYERS



### ACTIVE : MELEE ATTACK

Deal +1 and CLEAVE.

Deal +2 and gain .

### BATTLEFIELD : READY

Place on the event track.

### BEHAVIORS

- 1 Draw a Villain Tactic.
- 2 Attack an enemy RUNELORD. If this is not possible, attack the NON-TOKEN enemy.

### ACTIVE : MOVE

- 3 CLIMB. Unless already adjacent to a RUNELORD, move toward the nearest hex adjacent to the nearest RUNELORD. May move through enemies.

- 4 If this villain has not already attacked this turn:  
Attack an enemy RUNELORD. If this is not possible, attack the NON-TOKEN enemy.

### BONUS

- 5 Remove from the nearest .



# BRUTE






RECRUIT  
VILLAIN | FIGHTER

## ONE-PLAYER

10

### ACTIVE : MELEE ATTACK

1 Apply .

 ★ Deal  for every  on the event track.


### BATTLEFIELD : PASSIVE

Deal  when provoked.

### BEHAVIORS

- 1 Draw a Villain Tactic.
- 2 Attack an enemy NON-TOKEN ROGUE. If this is not possible, attack the  NON-TOKEN enemy.

### ACTIVE : MOVE

- 3  Unless already adjacent to a NON-TOKEN ROGUE, move toward the nearest hex adjacent to the nearest NON-TOKEN enemy.

- 4 *If this villain has not already attacked this turn:*  
Attack an enemy NON-TOKEN ROGUE. If this is not possible, attack the  NON-TOKEN enemy.

### BONUS


- 5 Gain .

## TWO-PLAYERS

15

### ACTIVE : MELEE ATTACK

1 Apply  and .

 ★ Deal  for every  on the event track.


### BATTLEFIELD : PASSIVE

Deal  when provoked.

### BEHAVIORS

- 1 Draw a Villain Tactic.
- 2 Attack an enemy NON-TOKEN ROGUE. If this is not possible, attack the  NON-TOKEN enemy.

### ACTIVE : MOVE

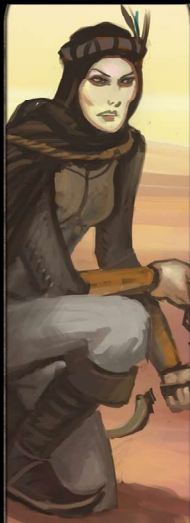
- 3  Unless already adjacent to a NON-TOKEN ROGUE, move toward the nearest hex adjacent to the nearest NON-TOKEN enemy.

- 4 *If this villain has not already attacked this turn:*  
Attack an enemy NON-TOKEN ROGUE. If this is not possible, attack the  NON-TOKEN enemy.

### BONUS

- 5 Gain .

# RENEGADE



RECRUIT  
VILLAIN | MARKSMAN

## ONE-PLAYER



### ACTIVE : RANGED ATTACK



▼ Apply .



★ Deal if the target was suffering an before this action was declared.

### BATTLEFIELD : PASSIVE

Deal when not engaged.

### BEHAVIORS

1 Draw a Villain Tactic.

### ACTIVE : MOVE



CLIMB. Unless already within of a , move toward the nearest hex from a .

3 Attack an enemy RUNELORD. If this is not possible, attack the NON-TOKEN enemy.

### BONUS

4 Remove from the nearest within .

## TWO-PLAYERS



### ACTIVE : RANGED ATTACK



▼ Apply .



★ Deal .

### BATTLEFIELD : PASSIVE

Deal when not engaged.

### BEHAVIORS

1 Draw a Villain Tactic.

### ACTIVE : MOVE



CLIMB. Unless already within of a , move toward the nearest hex from a .

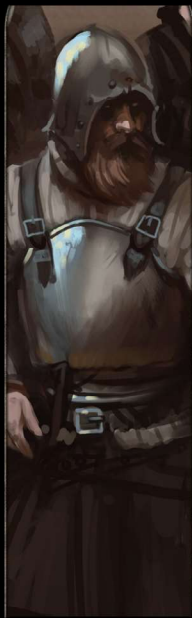
3 Attack an enemy RUNELORD. If this is not possible, attack the NON-TOKEN enemy.

### BONUS

4 Remove from the nearest within .



# BRIGAND



RECRUIT  
VILLAIN | ROGUE

## ONE-PLAYER


6

### ACTIVE : MELEE ATTACK


1 Apply .

 Apply .


### BATTLEFIELD : PASSIVE


Deal  while target is FLANKED.

### BEHAVIORS

- 1 Draw a Villain Tactic.
- 2 Attack an enemy MARKSMAN. If this is not possible, attack the  enemy.

### ACTIVE : MOVE

- 3  **CLIMB.** Unless already adjacent to a NON-TOKEN enemy, move toward the nearest hex adjacent to the nearest enemy.

- 4 *Only if this villain has not already attacked this turn:* Attack an enemy MARKSMAN. If this is not possible, attack the  enemy.

### BONUS

- 5 The nearest NON-TOKEN enemy must exhaust .

## TWO-PLAYERS


8

### ACTIVE : MELEE ATTACK


1 Apply .

 Apply .


### BATTLEFIELD : PASSIVE


Deal  while target is FLANKED.

### BEHAVIORS

- 1 Draw a Villain Tactic.
- 2 Attack an enemy MARKSMAN. If this is not possible, attack the  enemy.

### ACTIVE : MOVE

- 3  **CLIMB.** Unless already adjacent to a NON-TOKEN enemy, move toward the nearest hex adjacent to the nearest enemy.

- 4 *Only if this villain has not already attacked this turn:* Attack an enemy MARKSMAN. If this is not possible, attack the  enemy.

### BONUS

- 5 The nearest NON-TOKEN enemy with an available  must exhaust .

# GRUNT



TOKEN  
VILLAIN | ROGUE

## ONE-PLAYER




### ACTIVE : MELEE ATTACK



Deal  and apply . Ignore if targeting a .

### BATTLEFIELD : READY

Deal  to all enemies engaged with this TOKEN.

### BEHAVIORS

#### ACTIVE : MOVE

1



**RUSH.** Move toward the nearest hex adjacent to a .

2

Attack an adjacent  :  Remove .

3

Attack an enemy of Player One's choosing.

#### BONUS

4



**RUSH.** Move toward the nearest hex adjacent to a .

## TWO-PLAYERS




### ACTIVE : MELEE ATTACK



Deal  and apply . Ignore if targeting a .

### BATTLEFIELD : READY

Deal  to all enemies engaged with this TOKEN.

### BEHAVIORS

#### ACTIVE : MOVE

1



**RUSH.** Move toward the nearest hex adjacent to a .

2

Attack an adjacent  :  Remove .

3

Attack the  enemy.

#### BONUS

4



**RUSH.** Move toward the nearest hex adjacent to a .

\* When a Grunt receives a wound or suffers an , it is killed.