

CLASH OF RAGE

RULEBOOK



CLASH OF RAGE

BOX CONTENTS

4 CLAN SHEETS



4 BASTION TILES



28 TACTIC CARDS (7 CARDS FOR EACH CLAN)



31 LEVEL-I UNIT FIGURINES

BASE



22 LEVEL-II UNIT FIGURINES

BASE



14 LEVEL-III UNIT FIGURINES

BASE



5 DOUBLE-SIDED REGION TILES



1 ELF CLAN SHEET



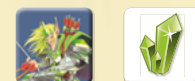
15 TOKENS THAT ARE TEMPLAR ELF ON THE FRONT / CRYSTAL ON THE BACK



15 TOKENS THAT ARE HIGH ELDER ELF ON THE FRONT / CRYSTAL ON THE BACK



15 TOKENS THAT ARE GLEAMING GUARD ELF ON THE FRONT / CRYSTAL ON THE BACK



68 CARDS: 43 WEAPONS AND 25 ARMORS



14 LEGENDARY CARDS: 8 WEAPONS AND 6 ARMORS



70 GOLD COINS (20 TENS, 25 FIVES, AND 25 ONES)



10 RAGE TOKENS



10 DICE (EACH DIE HAS 4 INJURY SIDES AND 2 BLANK SIDES)



1 CLOTH ELF BAG

4 PLAYER AID CARDS

1 RULEBOOK



FOR THE CAMPAIGN:

1 CAMPAIGN BOOK

15 SCENARIO MINI CARDS 5 CORRUPTED CLAN MINI CARDS

1 ESMERIL TILE 1 PRISON/ AUTOMATON FACTORY TILE

88 CAMPAIGN TOKENS: 20 GRUDGES, 1 PRISONER, 5 PORTALS, 2 VIALS, 18 AUTOMATONS, 2 WARRIOR RITUALS, 2 CONTROL SPELLS, 20 CRYSTALS (10 THREES AND 10 ONES), 1 SHAKEN TERRITORY, 3 +1 LIFE POINT, 10 FIERY FAULTS, 3 FIRE ORBS, 1 VASCONIS

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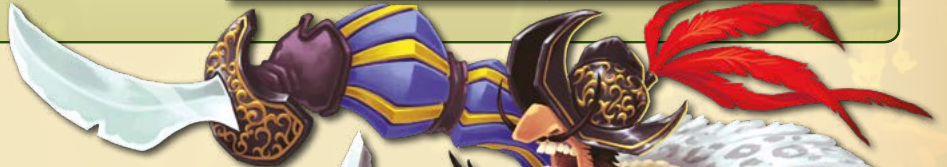
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CAMPAIGN BOOKLET

• SEASON 1: THE END OF AN EPOCH

Set out to conquer the Emerald Empire, explore its provinces, and discover the demented machinations of the Elves, to reap the rewards.



INTRODUCTION

For centuries, the arrogant Elves have controlled the Emerald Empire. Only a few clans still and forever resist their hegemony. Recently, the Elves seem to have lowered their guard: It is time for you to armor up, fight back, and reconquer your lands.

But the other clans also seem to want to seize this opportunity; so, you'd better act fast.

You are the leader of a clan. Enlist your troops, equip them, and set out to conquer the Emerald Empire! To be the new master of these lands, you must vanquish the Elves, but you must also defeat any other clans that get in your way!

GOAL OF THE GAME

If you are playing in Campaign Mode, each scenario indicates the victory conditions. Otherwise, you must conquer the Cities of the Elves, and forge legendary equipment.

Each Elf you eliminate and each Controlled City you pillage allows you to gain Elven Crystals, a very powerful and precious resource you can use to forge Legendary Equipment.

You have 1 Victory Point for each Elven City you control and for each Legendary Equipment you forge. Elven Cities can be retaken from you, in which case you immediately lose their Victory Point; however, your Legendary Equipment is yours forever.

The first player to have 4 Victory Points during the Second Action (see Round Sequence, p. 6) immediately wins the game.

SETUP

Example of a 3-player setup

4. Shuffle the Legendary Equipment cards to form a face-down deck.

1. Take as many Region tiles as there are players. Place the Region tiles however you like to construct the gameboard.

2. Put the Elf tokens in the bag, then draw Elf tokens and place them Unit side up as follows:

- 4 Elf tokens on each Territory containing an Elven City.
- 2 Elf tokens on each Territory containing a Forge.

3. Place the Elf Clan sheet beside the board.




5. Place the Rage tokens and the dice near the board, where everyone can reach them.



ANATOMY OF A REGION TILE

- **Reinforcement Stone.** Its color indicates the level of Unit that it allows you to recruit (see *Reinforcement Stones* p.10).

- **Forge.** You need to have at least one Forge in order to forge Legendary Equipment. They are protected by the Elves at the beginning of the game (see *Forge a Legendary Equipment*, p. 7).

- **Mountain Range.** Mountain Ranges are impassible. A Unit cannot cross a Mountain Range unless it has the **Flight**  Bonus.

- **Elven City.** These are protected by the Elves at the beginning of the game. **Elven Cities** you control provide you with 3 crystals during the Revenue phase. Each Elven City also provides you with 1 Victory Point as long as you control it.

- **Territory.** Each Region tile comprises 7 territories.

6. Shuffle the Equipment cards to form a face-down deck. To form the Black Market, draw Equipment cards until you have six different Equipments. Stack identical Equipment atop one another.

7. Place the Gold Coins where everyone can reach them.

8. Each player chooses a Clan to lead and takes the Clan sheet, Bastion tile, 7 Tactic cards, and Unit figurines corresponding to that Clan. Place your Clan components in front of you to constitute your play area and Unit reserve. Each player also takes a Player Aid card.



ANATOMY OF A CLAN SHEET

Name of the Clan


Unit Bonus


Power


Maximum movement of the Unit

Life Points

Maximum number of Units available

Level-I Unit ()

Level-II Unit ()

Level-III Unit ()



ONLY IN THE 1ST ROUND

Each player shuffles their Tactic cards to form a face-down deck, then draws 3 cards.

ROUND SEQUENCE

Each Round comprises 5 successive phases:

- A. Play a Tactic Card (simultaneous)
- B. First Action (in turn order)
- C. Reinforcement Stones (simultaneous)
- D. Second Action (in turn order)
- E. End of the Round

A – PLAY A TACTIC CARD

- Each player chooses a Tactic card from the three in their hand, and places it face down in front of them. Once everyone has done this, everyone flips their card face up onto their discard pile. Your chosen Tactic card indicates turn order (lowest to highest), your reinforcements, and your revenue.

ANATOMY OF A TACTIC CARD

Reinforcements: Add these numbers of Units to your armies.

Revenue: Gain the indicated amount of Gold.



Turn Order: This indicates the order in which the players will resolve their Actions. This happens in increasing order, so the player who played the lowest number always starts.

• REVENUE

Receive as much Gold as indicated on your Tactic card.

Elven City Bonus: Receive 3 Crystals for each Elven City under your control (on which only you have at least one unit).



• REINFORCEMENTS

In turn order, each player takes all of the Reinforcements indicated on their Tactic card from their reserve, and distributes them however they like among their Bastion and/or Territories on which they have at least one Unit.

Note: You can always place your Reinforcements in your Bastion, even if you have no Units there. In the first round, you must place your Reinforcements in your Bastion.

Remark: If you do not have enough Units in your reserve to supply all of your Reinforcements, you simply do not get the rest. You **cannot** move Units from elsewhere on the board to make up the difference.

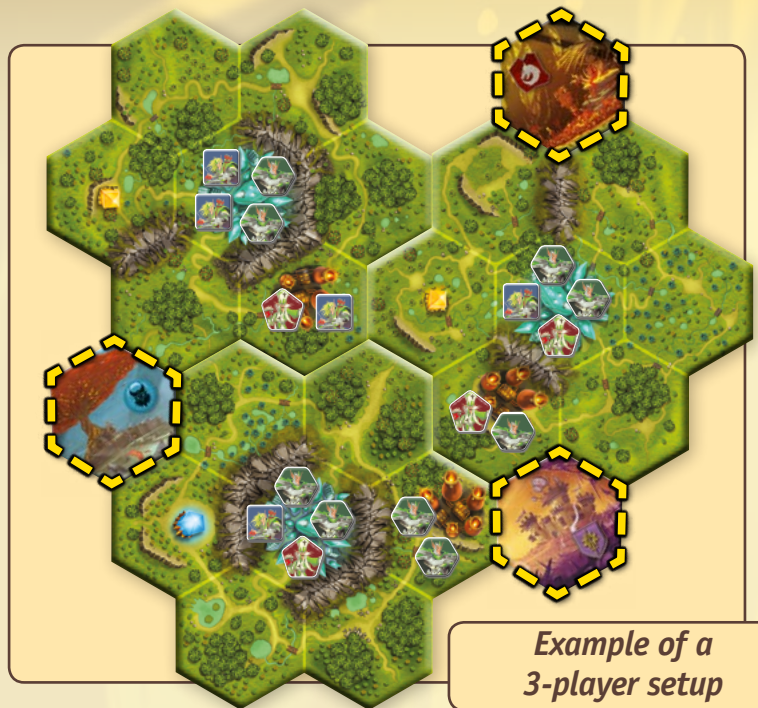
TURN ORDER

Determine the turn order for the round (lowest to highest).



ONLY IN THE 1ST ROUND

Following turn order, each player places their Bastion tile directly on the table, such that it is adjacent to at least two Territories on the gameboard, and not adjacent to another Bastion.



Example of a 3-player setup

B – FIRST ACTION

In turn order, each player performs one of the two following Actions:

- EQUIP ARMIES.
- OR
- MOVE AND BATTLE.

Note: You are allowed to take no Action and pass your turn instead.

• EQUIP ARMIES

You may take any or all of the following options in any order you wish. You may: Buy Equipment from the Black Market, Forge **ONE** (and only one) Legendary Equipment, and/or Reorganize Equipment on your Clan sheet.

Remark: Return any Gold Coins and Crystals spent during this Action to the general supply.

BUY EQUIPMENT AT THE BLACK MARKET



You can buy one or more Equipments by paying their costs.
You buy Equipment one at a time.

The Market must always have 6 different Equipments available. Immediately after a purchase, if there are fewer than 6 types available, draw and display new Equipment cards until there are again 6 different types available. Remember to stack identical Equipment as you draw new cards.

FORGE A LEGENDARY EQUIPMENT

If you control at least one Forge, you can forge a Legendary Equipment ONLY ONE TIME PER ACTION by spending the Crystals. The cost in Crystals depends on the number of Forges you control:



- 0 Forges > Impossible to forge
- 1 Forge > Cost: 6 Crystals
- 2 Forges or more > Cost: 3 Crystals

When you forge a Legendary Equipment, draw 1 Legendary Equipment + 1 per Forge you control. Choose 1 Legendary Equipment and shuffle the others back into the deck.

Example: If you have 2 Forges, you pay 3 Crystals, then draw 3 cards and keep 1.

REORGANIZE EQUIPMENT

Attach Equipment bought and/or Legendary Equipment to your Units by placing them on the corresponding spaces. When reorganizing, you can reassign your Equipment however you like, changing which Units have what, or even removing Equipment and placing it beside your Clan sheet.

Note: Equipment you have removed can be assigned to a Unit in a future reorganization.

ANATOMY OF AN EQUIPMENT CARD

Space
on which you
place this
Equipment on
your Clan sheet:

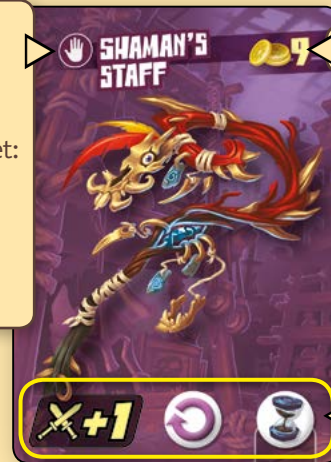


Weapon

or



Armor



Cost

Bonus

ANATOMY OF A LEGENDARY EQUIPMENT CARD

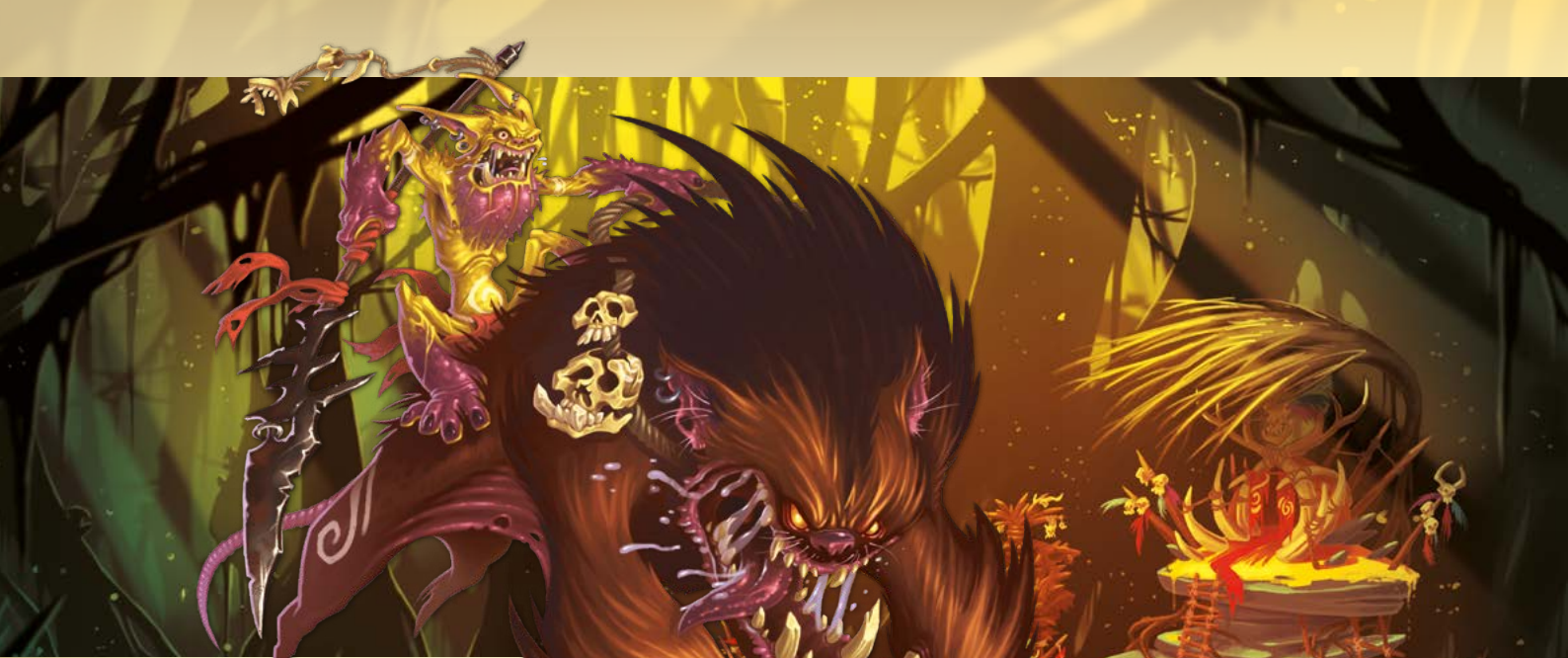
Space



Bonus

REORGANIZE EQUIPMENT





• MOVE AND BATTLE

You can move any or all of your Units, respecting their movement limits. Each unit has its own “movement points” and can be moved independently. 1 movement point will move a unit from one Territory to an adjacent Territory. Units cannot cross Mountain Ranges, and must stop their movement if they enter a Territory controlled by another player or the Elves (except in the case of overrun).

Overrun: If you have already filled an enemy Territory with as many Units as the enemy has there, your subsequent Units may traverse this Territory without having to stop. This is called “overrun”.



Speed: Units with the Speed ability have X extra Movement Point. They **cannot** share this ability with other Units moving with them.



Flight: Units with the Flight ability can cross Mountain Ranges and can ignore enemy Units when they move. They **cannot** share this ability with other Units moving with them.

Note: You cannot move your Units into another player's Bastion.

When you have finished your moves, you must resolve a **Battle** in each Territory that has both your Units and enemy Units. As the active player, you choose the order in which the Battles are resolved (see *Resolving Battles*, p. 9).



Example of movement

The Bohorg Tribe wishes to reach the Reinforcement Stone. The Godleif Clan blocks their path to the south. A Mountain Range blocks their path to the north. To the west, the Elven City is defended by merely 3 Elves, so the Tribe decides to overrun them. Now Bohorg can choose in which order to resolve the attacks on the Elven City and on the Godleif Clan's solitary Berserker.

RESOLVING BATTLES

WHEN?

At the end of an Action in which you moved your armies.

WHERE?

In each Territory that your Units share with those of another player or with Elves.

HOW?

In any order you wish.



You must finish one Battle before starting the next.


As the active player, you are the Attacker. The other player (or the Elves) is the Defender.


Resolving a Battle comprises a succession of Assaults. Beginning with the player who has initiative (see *Who Hits First?*, below), the two players take turns launching an Assault, until one army flees or is destroyed.

The Elves are played by the player to the right of the Attacker. This player rolls the dice and decides how to distribute damage. This player is welcome to take or ignore advice from the other players.

WHO HITS FIRST?


 **Determine the slowness of the armies:** Each player adds the number of  on the Units and Equipment involved in the Battle.


The army with fewer  has initiative and launches the first Assault. If it is a tie, the Defender has initiative.

Important: The number of Units present does not affect the slowness, only the types of Units involved. If one or more Units of a type are still in the Battle, count that type's  only once.

LAUNCH AN ASSAULT

Important: Regardless of how many Units of each type you have, each type of Unit can only confer its bonus and Power once per Assault.




 **Roll the dice:** When it is your turn to launch an Assault, roll as many dice as the Power of your strongest Unit still in the Battle.

To calculate the total Power of a Unit, add the  bonus of its Equipment to the basic Power of the Unit.

  **Example:** Your strongest unit in the Battle has a Power of 9:



6 on the Unit + 3 from Equipment.




As long as you have at least one Unit of this type in the Battle, you will roll 9 dice. Once they are all gone, the number of dice will be based on the strongest Unit you have left at that point.

 **Reroll:** Add the number of  symbols on your Units involved in the Battle. For each  symbol, you can reroll all of your missed dice.

Note: The Elves are required to reroll their misses as long as they have rerolls.

CALCULATE INJURIES:

+ 1 Injury () for each  you rolled.

 + 1 Injury () for each  bonus your Units involved in the Battle have.


+ 1 Injury () for each  you have (see *Collecting a Rage Token*).

 Nullify 1 Injury () for each  bonus the enemy Units involved in the Battle have.

ELIMINATING UNITS:

Distribute the Injuries however you like to the enemy Units. You must distribute all of the Injuries.




To eliminate a Unit, you must inflict as many Injuries as  that type of Unit has.



Units do not retain Injuries. If you do not deal enough Injuries to eliminate a Unit, those Injuries are effectively wasted.




Return eliminated Units to their owner's reserve; they are again available for recruitment as reinforcements.

Collect Elves that you eliminated; they will transform into Crystals. Place them Crystal side up beside your Gold.

COLLECTING A RAGE TOKEN:

IF YOU DO NOT ELIMINATE ANY UNITS during an Assault (nor do you eliminate any special tokens — see *Campaign booklet*), **take a Rage token**  that you keep until the end of this Battle.

Each  adds 1 additional Injury to each of your subsequent Assaults until the end of the Battle. Discard all of your  tokens at the end of the Battle.

 **Rage Bonus:** For each  on the cards of your Units engaged in the Assault, **receive a  token at the beginning of each of your Assaults.**

FLEEING:

When it is your turn to launch an Assault, instead of rolling the dice, you can flee. Move all of your surviving Units from this Territory back to your Bastion.

Tip: Fleeing may prevent you from losing too many Units. Fighting to the death may seem glorious, but it is not always strategic. However, keep in mind that you need Units available for reinforcements. Risking a few Units to reduce your opponent's army is not necessarily a bad idea if you know that your next reinforcement card can bring them back into play.

END OF THE BATTLE

The Attacker and Defender take turns launching Assaults until either all enemy Units / Elves are eliminated, or one player decides to flee. Elves fight to the death, and never flee.



Example:

The Bohorg Tribe has a slowness of 2, since they only have a Kragrider and Executioners in this Battle. Their enemy has a slowness of 3, so the Bohorg Tribe will launch the first Assault.

Their army has a Power of 8, based on the Executioner's Power (6 + 2).

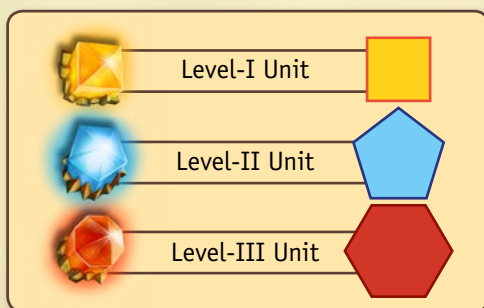
The Bohorg roll 8 dice as long as they still have an Executioner in the Battle.

Thanks to the Shaman's Wand, they get one reroll to try to improve blanks they might roll.

They add + 1 Injury () thanks to the Kragrider's bonus, but they cannot benefit from the 2 bonus or reroll the Pummeler's could provide, because there aren't any in this Battle.

C – REINFORCEMENT STONES

Each player checks for Territories with Reinforcement Stones that they control. For each such Territory that you control, receive one Unit of the type corresponding to the Stone if that Unit is available in your reserve.



D – SECOND ACTION

In turn order, each player performs one of the two following Actions (see *First Action*, p. 6):

- Equip armies.
- Move and Batte.

At the end of each player's 2nd Action, check whether they have satisfied the victory conditions. If so, the game ends immediately; otherwise, the next player can take their turn.

E – END OF THE ROUND

• IMPROVE THE ELVES

Draw one Equipment card for each type of Elf Unit still in play, in the order depicted on the Elf Clan sheet (Gleaming Guard>High Elder>Templar).

- If that type of Elf does not already have Equipment of this type (Weapon / Armor), immediately equip it by placing it on the corresponding space of the Elf Clan sheet.
- If that type of Elf already has Equipment in that space and it is cheaper than the new Equipment, replace the old with the new. Otherwise, the Elf keeps the old Equipment.

Place Equipment that was replaced or too cheap face down under the Market deck.

• DRAW A TACTIC CARD

After improving the Elves, each player draws a Tactic card in order to have 3 in their hand once again.

If your Tactic deck is empty, shuffle your discards to form a new face-down deck.

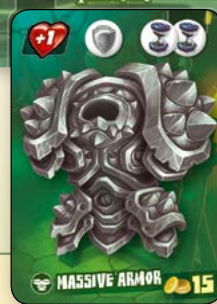
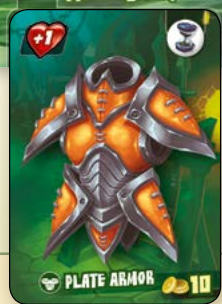
VICTORY AND END OF THE GAME

Each Elven City is worth 1 Victory Point to the player who controls it.

Each Legendary Equipment is worth 1 Victory Point to its owner.

If someone has 4 Victory Points during THEIR SECOND ACTION, that player immediately wins the game.

Long Game: Play to 5 Victory Points.



In the first round:

The Elves have found a *Crossbow*, *Plate Armor*, and *Heavy Armor*.

At the end of the second round:

The *Glaming Guards* receive a *Rockbreaker*, worth 12 Gold, which is more valuable than the *Crossbow*, and thus replaces it.

The *High Elders* receive a *Musket*, which goes into their empty space.

The *Templars* discard the *Shaman's Coat* they found, because it is worth less than the *Heavy Armor*.

Example of improving the Elves

SOLO MODE

SETUP

- **Create a board for 2 players.** Set it up per the normal rules.
- **Choose your difficulty level:**
 - **Easy:** 17 Domination Points.
 - **Medium:** 14 Domination Points.
 - **Difficult:** 11 Domination Points.
 - **Impossible:** 8 Domination Points.

GAMEPLAY

- **At the end of each round**, the Elves score 1 Domination Point for each Forge they control, and 2 Domination Points for each City.
- **After the End of the Round phase**, add 1 randomly drawn Elf unit to each Territory they control.

You can play *Clash of Rage* in solo mode. Solo mode is not compatible with campaign mode.

- **When you take an Equip Armies action**, you can first discard 2 stacks of Equipment cards from the Black Market and refill the Black Market.
- **During a Battle**, you always choose the units that are eliminated: yours and your enemy's.

VICTORY CONDITIONS

- **If you have 4 Victory Points**, or you have eliminated all of the Elves, you win.

DEFEAT CONDITIONS

- **As soon as the Elves** attain the number of Domination Points defined by the difficulty level you chose, you lose!

QUICK RULES

GOAL OF THE GAME

The first player to have 4 Victory Points during their Second Action (see Round Sequence, p. 6) immediately wins the game..

ROUND SEQUENCE

A round comprises 5 successive phases:

A – PLAY A TACTIC CARD (P. 6)

- **TURN ORDER:** Your Tactic card determines your position (lowest to highest).
- **REVENUE:** Receive as much Gold as indicated on your Tactic card.
Elven City bonus: 3 Crystals per Elven City you control.
- **REINFORCEMENTS:** Distribute the Reinforcements indicated on your card among your Bastion and/or Territories you control.

B – FIRST ACTION (P.6)

In turn order, each player performs one of these Actions: Equip Armies or Move and Battle.

• EQUIP ARMIES (P.7)

– **BUY EQUIPMENT AT THE BLACK MARKET**

– **FORGE A LEGENDARY EQUIPMENT**

0 Forges > Impossible to forge

1 Forge > Cost: 6 Crystals

2 Forges or more > Cost: 3 Crystals

– **REORGANIZE EQUIPMENT**

• MOVE AND BATTLE (P.8)

You can move any or all of your Units, respecting their movement limits.

When you have finished your moves, you must resolve Battles in Territories that you share with enemy Units / Elves.

C – REINFORCEMENT STONES (P.10)

Each Territory with a Reinforcement Stone that you control lets you gain one Unit corresponding to the Stone.

D – SECOND ACTION (P.10)

In turn order, each player performs one of these Actions: Equip Armies or Move and Battle.

At the end of your second Action, see if you have fulfilled the victory conditions. If so, you immediately win; otherwise, it is the next player's turn.

VICTORY AND END OF THE GAME

1 Victory Point for each Elven City

1 Victory Point for each Legendary Equipment

If a player has 4 Victory Points during THEIR SECOND ACTION, they immediately win the game.

Long game: Play to 5 Victory Points.

E – END OF THE ROUND (P.10)

Each type of Elf still in play, in the order on the Elf Clan sheet (Gleaming Guard>High Elder>Templar) finds 1 Equipment.

After improving the Elves, each player draws a Tactic card to bring their hand back to three. If your deck is empty, shuffle your discards to make a new deck.



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