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LEGENDS AT WAR Beta v1.5

Introduction

Legends At War is a card game of mythic strategy. At the edge of time and imagination, an epic war is being waged. Born from the dreams and nightmares of mankind, legendary beings and creatures are uniting to crush their enemies. Strategy, power, and betrayal force allegiances to shift... until one alliance dominates the rest!

In *Legends At War*, 2 to 4 players build armies of legendary gods, heroes, and monsters. These armies are recruited from pantheons representing diverse cultures - the master set includes characters from Norse, Greek, Japanese, and Native American mythologies. Every character card also belongs to one of three dominions of power: Earth, Sea, or Sky. Each card has a distinct combination of numbers on its four edges, representing its attack and defense power in those directions. Many cards also have special abilities which allow them to strengthen their allies, weaken their enemies, or bend the normal rules of the game.

During battles, players take turns placing their cards on a modular grid board. Players can take control of their opponents' cards on the board by placing their own cards on an adjacent space north, south, east, or west. The numbers on the cards' touching edges are then compared. If the defender's number is higher, the defending player keeps their card. If the attacker's number is higher, then the card is successfully captured and now belongs to the attacking player. Special abilities of each card in play can influence these results or cause a sequence of cards to be captured. The goal of the game is to control the most cards on the board once all cards have been played.

LAW features multiple game modes. The Standard game mode puts each player in control of a themed pantheon deck, and allows them to upgrade their armies between battles by sacrificing forces captured from opponents. The Ragnarok variant allows players to mix and match characters from different pantheons, to fight over an epic battlefield that grows larger with each round. In the single-round Skirmish variant, players battle using diverse card combinations to prove who can construct and play the best mini-deck. With an expanding list of characters and modular board pieces to choose from, *Legends At War* is a game you can play again and again with your friends!

Game Components

72 Character Cards (4 complete pantheons)
3 Victory Cards
12 double-sided Board Pieces
4 sets of Control Tokens
16 Bonus Markers and 16 Penalty Markers
10 Dispel Markers and 10 Protection Markers

Chapter 1: The Character Cards

Each card in **LAW** represents a different mythological being. Some are gods of creation, others are masters of destruction. Some are terrifying monsters, others are legendary heroes. All of these beings are yours to command in battle. Depending on which game mode you are playing, you will either begin with a pre-determined deck of cards, or draft your deck from a selection of cards.

Every character card has the following set of attributes (see card diagram for visual):

Name – A card’s name is found near the bottom, above the South Stat. This has no effect on how the game is played.

North Stat - This is the number at the top edge of the card. When resolving an attack, this stat is compared to the South Stat of the adjacent card to the north.

East Stat - This is the number on the right edge of the card. When resolving an attack, this stat is compared to the West Stat of the adjacent card to the east.

South Stat - This is the number at the bottom edge of the card. When resolving an attack, this stat is compared to the North Stat of the adjacent card to the south.

West Stat - This is the number on the left edge of the card. When resolving an attack, this stat is compared to the East Stat of the adjacent card to the west.

Compass Stats – The Compass Stats are the four numbers in the top left corner of the card. These numbers are duplicates of the four directional stats, to be used as an easy reference when you have multiple cards in your hand.

Dominion – Each card belongs to one of three dominions: Earth, Sea, or Sky. Each has a tendency towards different abilities and stat strengths, and a card’s dominion may affect its interaction with some abilities. Dominions are also used to divide the cards into different draft piles in the “Ragnarok” game variant. The top-most of the three symbols in the bottom left is a card’s dominion symbol. (see *Chapter 7: Dominions.*)

Pantheon - Each card belongs to one of several pantheons. In this master set, the pantheons are Greek, Norse, American, and Japanese. Each has a tendency towards different abilities and stat strengths. In the “Standard” game mode, each player chooses a different pantheon to lead into battle. The middle of the three symbols in the bottom left is a card’s pantheon symbol. (see *Chapter 8: Pantheons.*)

Level – A card’s level is an indication of its relative power to other cards. In each of the different

game modes, there are rules for how many cards of each level players can use to build their decks, and when they can do so. There are three levels: I, II, and III. The bottom-most of the three symbols in the bottom left is a card's level. The back of each card also shows its level.

Ability - Most cards have one of many special abilities. These abilities provide advantages in certain situations, and can twist the normal rules of the game to fit your strategy. A card's ability is depicted as an icon in the lower-center, above the card's Name. (see *Chapter 9: Abilities*.)

Chapter 2: The Boards

Legends At War is played on a grid of spaces onto which the cards are placed during battles. Through the course of a match, the players create and expand this grid by combining modular board pieces. Each board piece contains six spaces arranged in different shapes. A space which does not have a card on it is considered an "open space."

In most game modes, the board size is 1 modular piece (6 spaces) per player in the game. In the Ragnarok game variant, the board size begins with 1 piece (6 spaces) per player, and at the beginning of each round is expanded by an additional piece per player.

When creating the board for a match, the first player places his piece down in whatever orientation he chooses. Subsequent players must place their board pieces in the same orientation, so that at least two spaces on the new board piece touch edges with spaces already placed down. A new board piece may be rotated 180 degrees as the player desires, but may not be rotated 90 degrees. In other words, short edges of spaces cannot be placed against the long edges of other spaces. See board diagram for visual.

At the beginning of each round's battle, the player who goes first decides which direction on the board is "north." Either the top or bottom end (short edges) of a space may be chosen as north. Once chosen, that direction will be north for the remainder of the round. Cards must be placed down according to that orientation, with the north (top) stat of a card always facing north on the board. In the Ragnarok game variant, the north direction is chosen during the first round, and does not change for the remainder of the match.

Each board piece is double-sided, and the player placing a piece chooses which side to lay face up. The "Alpha" side is intended for beginning players, and has no special spaces. The "Omega" side is intended for intermediate and advanced players. An Omega side has one or more **special spaces** marked with ability symbols and different borders. When a card is placed on one of these spaces, it gains the ability from that space, in addition to whichever ability the card already has.

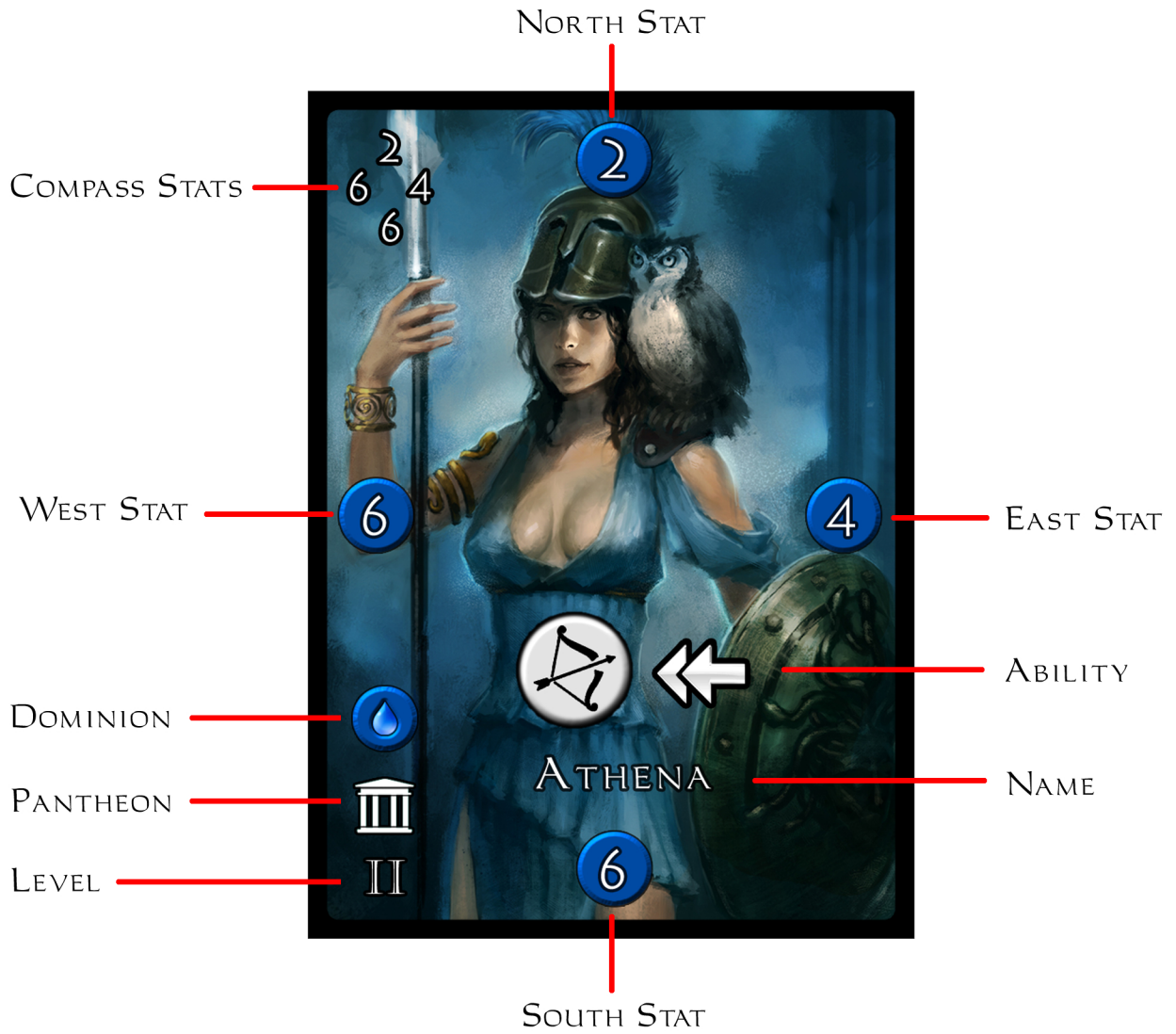
Some of these special spaces have a dominion symbol instead of an ability symbol. If a card is placed on a space which matches its dominion symbol, that card gains a +1 bonus to all of its stats. If the card's dominion does not match the symbol on the space, it gets a -1 penalty to all of its stats.

Example #1: A Sky card is placed on a space with the Sky symbol. That card gains a +1 bonus to all of its stats.

Example #2: An Earth card is placed on a space with the Sky symbol. That card gets a -1 penalty to all of its stats.

LEGENDS AT WAR

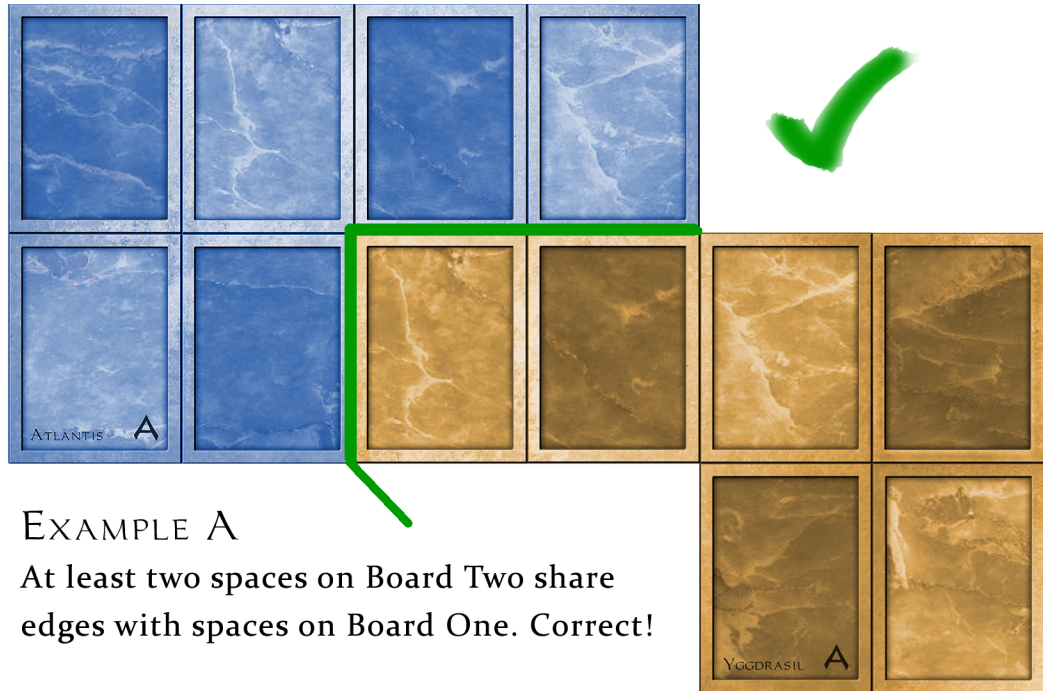
Card Diagram



LEGENDS AT WAR

Board Diagram, page 1

BOARD ONE

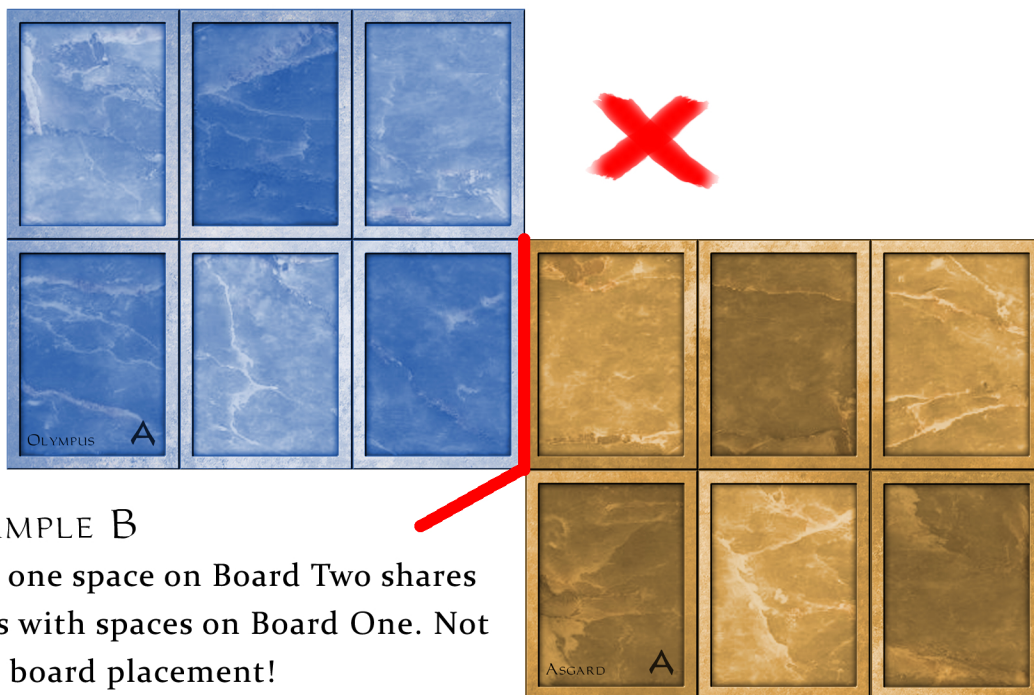


EXAMPLE A

At least two spaces on Board Two share edges with spaces on Board One. Correct!

BOARD TWO

BOARD ONE



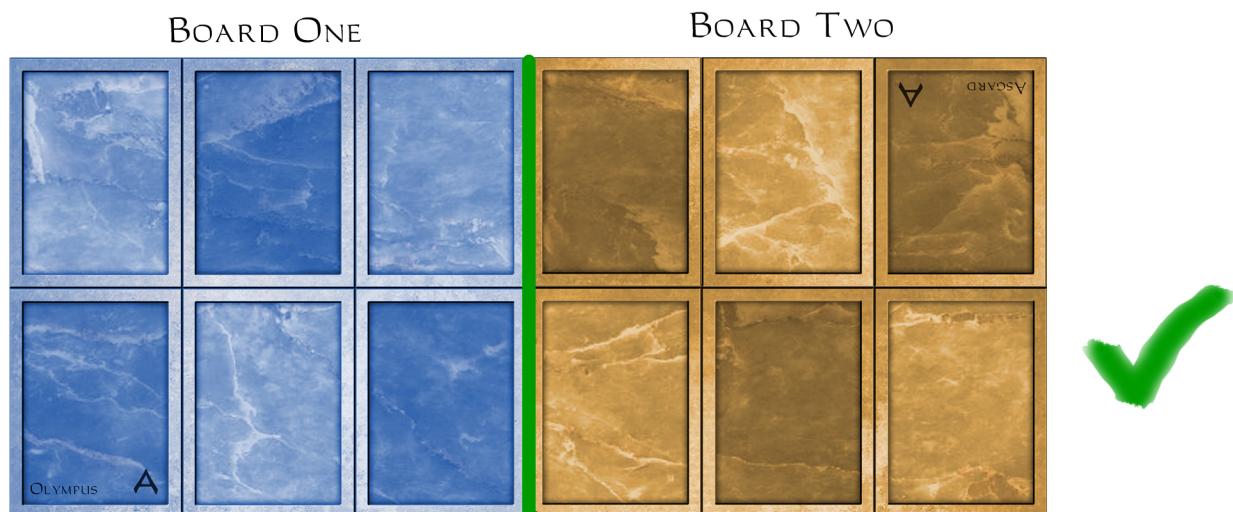
EXAMPLE B

Only one space on Board Two shares edges with spaces on Board One. Not valid board placement!

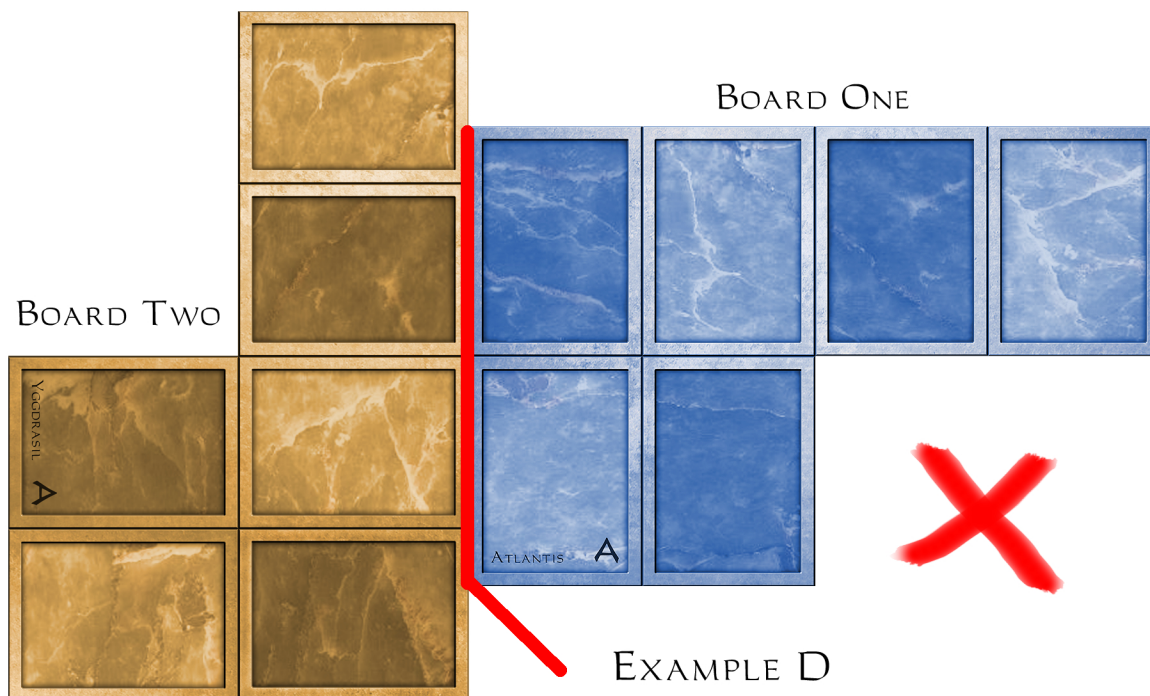
BOARD TWO

LEGENDS AT WAR

Board Diagram, page 2



EXAMPLE C
Board Two is rotated 180 degrees: long edges touching long edges. Correct!



EXAMPLE D
Board Two is rotated 90 degrees: short edges touching long edges. Not valid board placement!

Chapter 3: Tokens and Markers

In addition to the cards and modular board pieces, **LAW** is played with a variety of tokens and markers. These tokens and markers never run out. If for some reason there is an insufficient amount of a token or marker to go around, you should use a suitable substitute.

Control Tokens – Every player is provided with a set of control tokens. Each set has a different color to distinguish one player from another. Control tokens are used to mark which cards a particular player controls on the board. When a card is played to the board, the player who played it puts one of his control tokens on it. If that card gets captured, the control token is replaced with one belonging to the player who captured it.

Bonus Markers – These markers are used to show when a card has a positive stat bonus gained from an ability or special board space. For each of these markers on the card, all of its stats (North, South, East, and West) are increased by 1. When the card no longer has the bonus, remove the marker.

Penalty Markers - These markers are used to show when a card has a negative stat penalty due to an ability or special board space. For each of these markers on the card, all of its stats (North, South, East, and West) are decreased by 1. When the card no longer has the penalty, remove the marker.

Dispel Markers - These markers are used to show when a card is under the effects of a Dispel ability. While a card is affected by the Dispel ability, all of its own abilities are negated. When the card is no longer affected, remove the marker.

Protection Markers - These markers are used to show when a card is under the effects of a Protection ability. While a card is affected by the Protection ability, it is immune to enemy abilities. When the card is no longer affected, remove the marker.

Chapter 4: Decks, Card Piles, and the Underworld

In **LAW**, each player has a small **deck** of character cards, used to battle for control of the board. The initial composition of these decks, and their evolution throughout a match, varies depending on the game mode that is being played. During battles, players draw cards from their decks to their **hands**, to be played as they choose. The contents of a player's deck and hand are always hidden from their opponents.

Depending on which game mode you are playing, there will be several types of card piles in play. In the standard game mode, this includes **capture piles** and **upgrade piles**. Each player has their own capture pile, where cards captured from their opponents' pantheons wait to be sacrificed. When a player sacrifices a captured card, they get to add a new card to their deck from their upgrade pile, where higher level cards from their own pantheon wait to be unlocked.

In the Ragnarok game variant, the entire pool of cards is organized into **draft piles**. There are 9 draft piles in total, one for each combination of card dominion and level. These draft piles are accessible to all of the players, as a shared resource for building their decks.

The Underworld is where cards are sent when they have been removed from the game. It is a single pile off to the side, away from the draft piles and players' decks. When a card with the Slayer ability captures another card, the captured card is sent to the Underworld. During the standard game's Sacrifice Phase, when players sacrifice captured cards to take new cards from their upgrade piles, the sacrificed cards are sent to the Underworld. Normally, a card in the Underworld cannot be retrieved for the remainder of the match, unless a special ability says otherwise.

Players keep their decks and upgrade piles face down during a battle, but may look through these cards during other phases of a match, to aid in planning their strategy. Capture piles and the Underworld are kept face up at all times. Draft piles remain face down until it is time to draft cards from them, at which point they are flipped over to be face up.

How To Play

Chapter 5: Game Modes

Legends At War has multiple modes which change how the game is played. These modes are Standard, Tutorial, Ragnarok Variant, and Skirmish Variant. Each mode supports from 2 to 4 players. All modes have an initial setup, board-building phases, battle phases, and a few other phases particular to each variant. To play, choose a game mode and follow the steps written for that mode.

In the Standard game mode, each player leads a different pantheon into battle, building up their deck by sacrificing cards captured from their enemies. The Tutorial is a shortened version of the Standard game, giving players an introduction to the battle system in a match lasting under 20 minutes. In the Ragnarok game variant, players draft their decks from a mixed selection of pantheons, creating their own mythological dream teams to battle over an ever-expanding board. The Skirmish variant is a quick and dirty match, putting players' pre-customized decks to the test.

Tutorial

The Tutorial mode is a quick game variant which introduces players to the basics of *LAW* during a single round of battle. It is recommended for first-time players to play a Tutorial match.

Setting Up

Sort the character cards into distinct piles based on their pantheon symbols. Each pantheon consists of 18 cards: 9 level I cards, 6 level II cards, and 3 level III cards. There needs to be a complete set of 9 level I pantheon cards per player in the match (these are the cards with the "I" symbol on the back.)

Each player is assigned a distinct color for their control tokens. Choose the board pieces you want to play with, or just gather a random selection. There needs to be at least one board piece per player in the match.

Determine who goes first. You can do this by a coin toss, or by letting an experienced player volunteer to go first. The turn order begins with this player, and then continues going clockwise.

Going in turn order, each player chooses a pantheon to play. All players add the 9 level I cards from their chosen pantheons to their decks, and set any remaining cards aside, out of the game. When all players have finished sorting their decks, the Board Phase begins.

Board Phase

Going in turn order, each player selects one board piece and lays it down to create the combined board. The first player places his board piece down in whatever orientation he chooses. The other players must place their pieces so that at least two spaces on the new board piece touch edges with spaces already placed down. See *Chapter 2: The Boards* for more information. When all players have finished placing their board pieces, the Battle Phase begins.

Battle Phase

See *Chapter 6: Battle* for the rules of the Battle Phase. The player who goes first chooses which direction is north on the board, when he plays his first (face down) card. During the Tutorial match, players are encouraged to reveal cards from their hands to other players, when they have questions about specific card attributes or abilities.

The battle ends when either there are no more open spaces on the board, or no player has cards remaining in their hand. When the battle is over, the match is over.

End of the Match

The winner of the match is the player who controls the most cards on the board when the Battle Phase ends. In the case of a tie, see “Resolving Ties” to determine the winner. Congratulations, you have just completed your first game of *LAW!* You are ready now to take on the Standard game.

Standard Game

In the Standard mode of *Legends At War*, players battle each other over three rounds, increasing the power of their pantheon decks by sacrificing cards captured from their opponents.

Setting Up

Sort the cards into distinct piles based on their pantheon symbols. Each complete pantheon consists of 18 cards: 9 level I cards, 6 level II cards, and 3 level III cards. There needs to be one complete pantheon per player in the match.

Each player is assigned a distinct color for their control tokens. Choose the board pieces you want to play with, or just gather a random selection. There needs to be at least one board piece per player in the match.

Determine who goes first. You can do this by a coin toss, or by letting an experienced player volunteer to go first. The turn order begins with this player, and then continues going clockwise.

Going in turn order, each player chooses a pantheon to play, taking all 18 cards from that set. All players add the 9 level I cards from their chosen pantheons to their decks, and set the remaining cards down as their upgrade piles. Over the course of the match, each player will have 3 sets of

cards under their control: their deck, their upgrade pile, and their capture pile. When all players have finished sorting their pantheons into their decks and upgrade piles, the Board Phase begins.

Board Phase

Going in turn order, each player selects one board piece and lays it down to create the combined board. The first player places his board piece down in whatever orientation he chooses. The other players must place their pieces so that at least two spaces on the new piece touch edges with spaces already placed down. See *Chapter 2: The Boards* for more information. When all players have finished placing their board pieces, Round 1 begins.

ROUND 1

Battle Phase

Round 1 begins with the Battle Phase. See *Chapter 6: Battle* for the rules of the Battle Phase. The player who goes first chooses which direction is north on the board, when he plays his face down card. The battle ends when either no more open spaces remain on the board, or no player has cards remaining in their hand.

End of Round 1

The winner of this round is the player who controls the most cards on the board at the end of the battle. In the case of a tie, see “Resolving Ties.” The winner of Round 1 gets the 1-point victory card. In the case of a complete tie, no player gets the victory card for this round.

Each player removes the cards under their control from the board, along with their control tokens. Cards under a player’s control from their own pantheon return to their deck. Cards under their control from their opponents’ pantheons are added to their capture pile. Any cards in their hand or deck from opponents’ pantheons are also added to their capture pile. All other cards in a player’s hand return to their deck. The next round begins with the winner of this round going first.

ROUND 2

Sacrifice Phase

Round 2 begins with the Sacrifice Phase. During this phase, the players will sacrifice captured cards, in order to add cards from their upgrade piles to their decks. Players sacrifice and add cards simultaneously during this phase, ignoring turn order. All players will see which cards their opponents are sacrificing, but cards taken from the upgrade piles are not revealed to the other players.

First, if any player has less than 7 cards in his deck and capture pile combined, that player may add any one level II card from his upgrade pile to his deck for free.

Next, players sacrifice cards of their choice from their capture piles, placing these cards face up in the Underworld pile. For each level I card that a player sacrifices, he may choose a level II card from his upgrade pile and add it to his deck. Players cannot add level III cards to their decks until Round 3.

Players may choose to not sacrifice any number of captured cards, if they want to have more cards to sacrifice during the next round. Any cards not sacrificed remain in their capture piles to use during the next round’s Sacrifice Phase.

Battle Phase

Once all players have announced that they are finished sacrificing cards, a new Battle Phase begins. The player who goes first can choose a new direction as north on the board, when he plays his face down card. The battle ends when either no more open spaces remain on the board, or no player has cards remaining in their hand.

End of Round 2

The winner of this round is the player who controls the most cards on the board at the end of the battle. In the case of a tie, see "Resolving Ties." The winner of Round 2 gets the 3-point victory card. In the case of a complete tie, no player gets the victory card for this round.

Each player removes the cards under their control from the board, along with their control tokens. Cards under a player's control from their own pantheon return to their deck. Cards under their control from their opponents' pantheons are added to their capture pile. Any cards in their hand or deck from opponents' pantheons are also added to their capture pile. All other cards in a player's hand return to their deck. The next round begins with the winner of this round going first.

ROUND 3

Sacrifice Phase

Round 3 begins with the Sacrifice Phase. The same rules apply as they did during Round 2, with the following exceptions:

First, if any player has less than 7 cards in his deck and capture pile combined, that player may add any one level II or level III card from his upgrade pile to his deck for free.

Next, players sacrifice cards of their choice from their capture piles, placing these cards face up in the Underworld pile. When a player sacrifices a level I card, he may choose a level II card from his upgrade pile and add it to his deck. When a player sacrifices a level II card, he may choose a level II or level III card from his upgrade pile and add it to his deck. Players may also add a level III card from their upgrade piles to their decks by sacrificing two level I cards.

At the end of this phase, any cards remaining in a player's capture pile are discarded to the Underworld.

Battle Phase

Once all players have announced that they are finished sacrificing cards, the final Battle Phase begins. The player who goes first can choose a new direction as north on the board, when he plays his face down card. The battle ends when either no more open spaces remain on the board, or no player has cards remaining in their hand.

End of Round 3

The winner of this round is the player who controls the most cards on the board at the end of the battle. In the case of a tie, see "Resolving Ties." The winner of Round 3 gets the 5-point victory card. In the case of a complete tie, no player gets the victory card for this round.

Each player removes the cards under their control from the board and returns them to their deck. This includes cards from their own pantheon and from their opponents' pantheons. Any cards in

players' hands return to their decks. Any cards remaining in a player's upgrade pile are discarded to the Underworld.

End of the Match

After the end of Round 3, count the number of victory points each player has. Each card in a player's deck is worth 1 victory point to that player. If a player has any victory cards, the player adds the values on those cards to their victory point total. The player with the most victory points is the winner of the match.

In the case of a tie, each player in the tie adds up the total levels of the cards in their deck. The player with the highest level total wins. If this number also results in a tie, then all players tied for the level count win the match.

Variant #1: Ragnarok

The Ragnarok mode is an extended game variant in which players draft decks from a shared pool of cards, increasing the power of their forces on an ever-growing battlefield. This epic conflict lasts three rounds.

Setting Up

Include 4 complete 18-card pantheons. Sort all cards by their dominions and levels into 9 distinct draft piles. Every draft pile should contain cards which have the same combination of dominion and level. For example: all level I Sky cards should be in their own pile, all level II Sea cards should be in their own pile, all level III Earth cards should be in their own pile, etc... Shuffle those piles and leave them face down.

Each player is assigned a distinct color for their control tokens. Choose the board pieces you want to play with, or just gather a random selection. There needs to be at least three board pieces per player in the match.

Determine who goes first. You can do this by a coin toss, or by letting an experienced player volunteer to go first. The turn order begins with this player, and then continues going clockwise. Round 1 begins.

ROUND 1

Drafting Phase

At the start of the Drafting Phase, flip all of the level I draft piles over (these are the cards with the "1" symbol on the back.) The cards in these piles should now all be face up. Going in turn order, players draft 2 cards to their decks from the tops of any level I piles. This continues until each player has taken four turns, drafting a total of 8 cards to their deck. After each player has drafted 8 cards, the Board Phase begins.

Board Phase

Going in turn order, each player selects one board piece and lays it down to create the combined board. The first player places his board piece down in whatever orientation he chooses. The other

players must place their pieces so that at least two spaces on the new piece touch edges with spaces already placed down. See *Chapter 2: The Boards* for more information. When all players have finished placing their board pieces, the Battle Phase begins.

Battle Phase

See *Chapter 6: Battle* for the rules of the Battle Phase. Only during Round 1 of this game mode, do players play their cards face down on the board at the start of the battle. The player who goes first chooses which direction is north on the board, when he plays his face down card. The battle ends when either no more open spaces remain on the board, or no player has cards remaining in their hand.

End of Round 1

The winner of this round is the player who controls the most cards on the board at the end of the battle. In the case of a tie, see “Resolving Ties.” All cards on the board remain there for the next round, with their ownership and abilities still in effect. Any cards in a player’s hand return to their deck. The next round begins with the winner of this round going first.

ROUND 2

Drafting Phase

At the start of the Drafting Phase, flip all of the level II draft piles over (these are the cards with the “II” symbol on the back.) The cards in these piles should now all be face up. Going in turn order, players draft 1 card at a time to their decks from the top of any level I or level II pile, until each player has drafted 4 cards from these piles.

If a player currently controls less than 5 cards on the board, that player may take an extra drafting turn to draft a 5th card from the top of any face up draft pile. When all players have finished drafting new cards, the Board Phase begins.

Board Phase

During this Phase, players will add more board pieces to the already existing board. Going in turn order, each player selects a new piece and lays it down to connect to the board. The same rules apply as before for connecting pieces. When all players have finished placing their board pieces, the Battle Phase begins.

Battle Phase

During this round, players do not play their cards face down on the board at the start of the battle. Instead, all cards are played face up. This means that the first card played by each player can attack other cards and does not have its Ranged Attack, Skinwalker, or Maneuver abilities negated.

Cards on the board that were played during the previous round still have their abilities in effect, and can be captured by the attacks of newly placed cards. The battle ends when either no more open spaces remain on the board, or no player has cards remaining in their hand.

End of Round 2

The winner of this round is the player who controls the most cards on the board at the end of the battle. In the case of a tie, see “Resolving Ties.” All cards on the board remain there for the next round, with their ownership and abilities still in effect. Any cards in a player’s hand return to their

deck. The next round begins with the winner of this round going first.

ROUND 3

Drafting Phase

At the start of the Drafting Phase, flip all of the level III draft piles over. The cards in these piles should now all be face up. Going in turn order, players draft 1 card at a time to their decks from the top of any draft pile, until each player has drafted 4 cards from these piles.

If a player currently controls less than 9 cards on the board, that player may take an extra drafting turn to draft a 5th card from the top of any draft pile. When all players have finished drafting new cards, the Board Phase begins.

Board Phase

During this Phase, players will add more board pieces to the already existing board. Going in turn order, each player selects a new piece and lays it down to connect to the board. The same rules apply as before for connecting pieces. When all players have finished placing their board pieces, the Battle Phase begins.

Battle Phase

During this round, players do not play their cards face down on the board at the start of the battle. Instead, all cards are played face up. This means that the first card played by each player can attack other cards and does not have its Ranged Attack, Skinwalker, or Maneuver abilities negated.

Cards on the board that were played during the previous rounds still have their abilities in effect, and can be captured by the attacks of newly placed cards. The battle ends when either no more open spaces remain on the board, or no player has cards remaining in their hand.

End of the Match

The end of Round 3 is the end of the match. Any cards in a player's hand or deck are discarded to the Underworld pile. The player who controls the most cards on the board is the winner of the match. In the case of a tie, see "Resolving Ties" to determine the winner.

Variant #2: Skirmish

The Skirmish variant is a quick game, in which players mix cards from any pantheon to build custom decks and battle for supremacy over the course of a single round. Multiple Skirmish matches can be played back-to-back in "best of three" or "best of five" contests, to prove who has built and played the superior card combos.

Setting Up

Each player is assigned a distinct color for their control tokens. Choose the board pieces you want to play with, or just gather a random selection. There needs to be at least one board piece per player in the match.

Determine who goes first. You can do this by a coin toss, or by letting an experienced player

volunteer to go first. The turn order starts with this player, and then continues going clockwise.

Deck-Building

In the Skirmish variant, each player begins by building a deck of 6 cards from among all available cards. Players are free to add any combination of cards from multiple pantheons to their decks, with the following limitation: a deck must consist of 3 Level I cards, 2 Level II cards, and 1 Level III card.

Before the Battle Phase, the players do not have to reveal any of the cards in their decks to their opponents. They may even have their decks prepared well in advance of the match, to pit against their opponents' own pre-built decks. When all players have finished building their decks, the remaining cards are set aside, and the Board Phase begins.

Board Phase

Going in turn order, each player selects one board piece and lays it down to create the combined board. The first player places his board piece down in whatever orientation he chooses. The other players must place their pieces so that at least two spaces on the new piece touch edges with spaces already placed down. See *Chapter 2: The Boards* for more information. When all players have finished placing their board pieces, the Battle Phase begins.

Battle Phase

See *Chapter 6: Battle* for the rules of the Battle Phase. The player who goes first chooses which direction is north on the board, when he plays his face down card. The battle ends when either there are no more open spaces on the board, or no player has cards remaining in their hand. When the battle is over, the match is over.

End of the Match

The winner of the match is the player who controls the most cards on the board when the Battle Phase ends. In the case of a tie, see "Resolving Ties" to determine the winner.

Chapter 6: Battle

The Battle Phase is common to all game modes, and is the most exciting part of a match! During a battle, players attempt to capture opponents' cards using their own cards, with the goal of controlling the most cards on the board when the phase is over. Once all players have finished building their decks and the board, the Battle Phase begins.

Battle Begins

At the start of a battle, each player shuffles their deck and draws 5 cards to their hand. Next, each player plays 1 card face down on the board, going in turn order. When a player plays a card, he puts a control token on it. A card that is played face down cannot be placed adjacent to another face down card. After playing their card, each player draws 1 card from their deck to their hand.

Once all players have played their face down cards, flip those cards over so that they are face up. Then apply card abilities as necessary. All Ranged Attack, Skinwalker, and Maneuver abilities are negated for this turn. No card may attack another card on this turn.

In the Ragnarok game variant, cards are only played face down at the beginning of Round 1's battle. During later rounds in Ragnarok, all cards are played face up. This also means that during rounds 2 and 3, the first card played by each player can attack other cards and does not have its Ranged Attack, Skinwalker or Maneuver abilities negated.

Turns

For the remainder of the battle, players take turns playing their cards on open board spaces. A space which does not have a card on it is considered an "open space." Every turn has the following steps, performed in this order:

- 1) Play a Card
- 2) Pre-Attack Abilities
- 3) Resolve Attacks
- 4) Post-Attack Abilities
- 5) Reaction Abilities
- 6) Draw a Card

Step 1) Play a Card - If a player has any cards remaining in their hand, they must play one to an open board space. All cards must orient in the same direction, towards "north" on the board. When a player plays a card, they place a control token on that card to mark that they control it. Any cards controlled by the same player are allied to each other. Any cards which are not controlled by the same player are enemy cards.

Step 2) Pre-Attack Abilities - Apply any Pre-Attack Abilities belonging to the card that was played. If the space where the card was played is in the area of effect of any Pre-Attack Persistent Abilities, those abilities are also applied. All of these abilities occur simultaneously.

Step 3) Resolve Attacks - The card played on this turn will attack all enemy cards that are within its attack range. A card's attack range consists of the four spaces adjacent to it: north, south, east, and west. If a card has the Ranged Attack ability, its attack range will include additional spaces.

When an attack occurs, compare the values of the stats on the touching edges of the attacking and defending cards. For example, if the attack is coming from the north, then the attacker's south

stat will be compared to the defender's north stat. If the attack is coming from the west, then the attacker's east stat will be compared to the defender's west stat, etc...

If the defender's stat is greater than or equal to the attacker's stat, then the attack fails and the defending player maintains control of his own card. If the attacker's stat is greater than the defender's stat, then the attack is successful and the defending card is captured. The attacker places his control token on the newly captured card, replacing the previous control token.

Attacking an enemy card within attack range is automatic – players cannot choose to skip an attack. If multiple cards are being attacked during this step, all of these attacks occur simultaneously. Normally, only cards played on the current turn can capture other cards, because defending cards cannot counter-attack. The Web ability is an exception to this rule, because cards with this ability will counter-attack if an attack against them fails. The Traitor ability is another exception to this rule, because it causes a captured card to launch its own attacks against additional enemy cards.

Step 4) Post-Attack Abilities - After attacks are resolved, some abilities may now take effect or may no longer be in effect, depending upon the new allegiances of the cards on the board.

Apply any Post-Attack Abilities belonging to the card that was played. If the space where the card was played is in the area of effect of any Post-Attack Persistent Abilities, those abilities are also applied. If any cards were captured during the previous step, apply any other Post-Attack Abilities on the board as necessary, based on the new allegiance of those cards. All of these abilities occur simultaneously.

Step 5) Reaction Abilities - Some abilities, such as Maneuver, Traitor, and Web, are Reaction Abilities. Apply any Reaction Abilities which are triggered by the events of this turn. These abilities are applied in reverse order, beginning with the most recently played card, and ending with the card which has been on the board the longest amount of time.

Step 6) Draw a Card - The player draws 1 card from his deck to his hand. His turn ends, and the next player going clockwise begins his turn.

Battle's End

The Battle Phase ends when either there are no more open spaces on the board, or no player has cards remaining in their hand. The end of a battle is the end of that round. The winner of the round is the player who controls the most cards on the board at the end of the battle. This player will go first during the next round.

Resolving Ties

A tie happens when more than one player controls the highest number of cards on the board at the end of a battle. To determine the winner when this happens, each player in the tie adds up the total of the levels of the cards they control on the board. The tied player with the highest level count wins that round.

If the level count also results in a tie, then it is a "complete tie." All players in the complete tie are considered to have won the round. Going clockwise, the player in the complete tie sitting furthest away from the player who went first during this round, will go first during the next round. In the Standard game mode, if a complete tie occurs, no player gets the victory card for that round. At the end of a match, if a complete tie occurs, then all players tied for the level count win the match.

LEGENDS AT WAR

Standard Game example



DECK

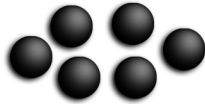
BLACK PLAYER



HAND



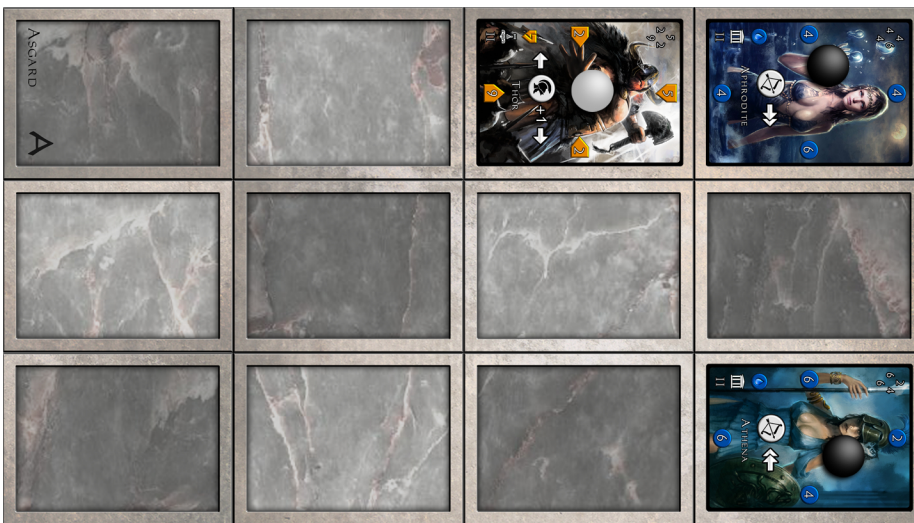
UPGRADE PILE



CONTROL TOKENS



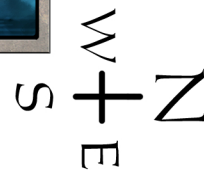
CAPTURE PILE



THE BOARD



UNDERWORLD



CAPTURE PILE



UPGRADE PILE



HAND



WHITE PLAYER



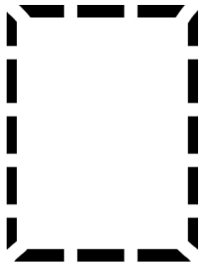
CONTROL TOKENS

DECK



LEGENDS AT WAR

Ragnarok Game Variant example

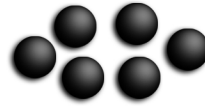


DECK

BLACK PLAYER



HAND



CONTROL TOKENS

DRAFT PILES



THE BOARD



UNDERWORLD

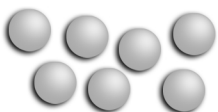


BONUS MARKERS

HAND



WHITE PLAYER



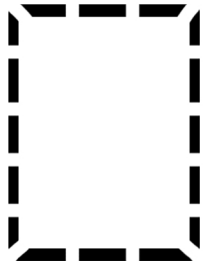
CONTROL TOKENS

DECK



LEGENDS AT WAR

Skirmish Game Variant example

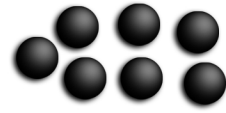


DECK

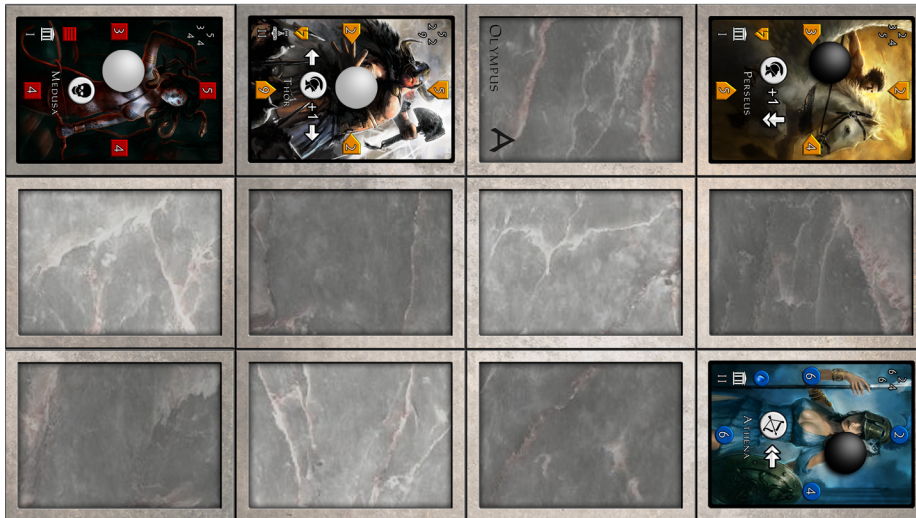
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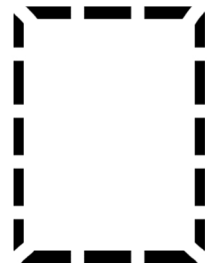
HAND



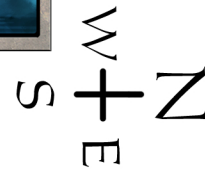
CONTROL TOKENS



THE BOARD



UNDERWORLD



WHITE PLAYER

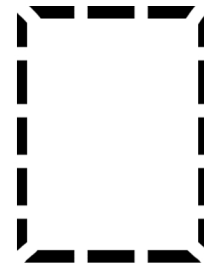


CONTROL TOKENS



HAND

DECK



Card Attributes and Abilities

Chapter 7: Dominions

There are three dominions of power among which all cards are divided. A dominion represents the realms and forces of nature over which a legendary character holds sway. The top-most of the three symbols in the bottom left is a card's dominion symbol.

Cards have different tendencies towards abilities and stats, depending on their dominion. Paying attention to these tendencies can help you build your strategy for drafting and playing them. Some abilities become more or less effective depending on the dominions of adjacent cards. Dominions are also used to divide cards into different draft piles in the Ragnarok game mode.

Earth cards tend towards aggression. Most of their abilities focus on weakening enemy cards, or utterly destroying them. Their stats tend towards being stronger in the North, and weaker in the South. The stat frames of Earth cards, and the borders of Earth spaces, are colored red. The Earth Dominion symbol is a red square.

Sea cards focus on tricks and strategy. Their abilities allow them to cover more ground, launch surprise attacks, and play cards in other unorthodox ways. Their stats tend towards being strong in the East or West, or both. The stat frames of Sea cards, and the borders of Sea spaces, are colored blue. The Sea Dominion symbol is a blue circle.

Sky cards excel in support and protection. Most of their abilities focus on strengthening allied cards, and defending them from enemies. Their stats tend towards being stronger in the South, and weaker in the North. The stat frames of Sky cards, and the borders of Sky spaces, are colored gold. The Sky Dominion symbol is a gold pentagon.

Chapter 8: Pantheons

Each card belongs to one of several pantheons. A card's pantheon signifies which group of mythologies the character originates from. The middle of the three symbols in the bottom left is a card's pantheon symbol.

A pantheon consists of 18 cards, 6 from each dominion. In the Pantheon game mode, each player leads a different pantheon into battle, building their deck from just those cards. Each pantheon tends towards different abilities and stat strengths, and understanding these traits is key to playing them effectively.

In this master set, there are four pantheons: Greek, Norse, American, and Japanese. As **LAW** evolves, more pantheons will be added from the myths and legends of distinct cultures. These expansions will introduce new abilities and playing styles to the game.

Greek cards usually have a strong South Stat. Their abilities tend to have a longer range than most, allowing them to hug the edges and corners of the battlefield and still cover much ground. These abilities can include granting support to their allies, negating enemy abilities, and even capturing enemy cards at range. The emphasis on range comes with a drawback: they tend to be weak on

certain flanks, making them less suited to jumping right into the center of a battle than some of the other pantheons. The Greek Pantheon symbol is a temple.

Norse cards usually have a strong North Stat. Their abilities often affect adjacent cards. This, combined with relatively few weak stats, makes them ideal for jumping into the middle of a group of enemies to turn the tide of battle. For a more targeted approach, many Norse cards have an ability which gives them a bonus against cards of a particular dominion. Be careful... a few of their cards have the Traitor ability. This makes them very powerful, but also very dangerous to you if your enemies succeed in turning them against you. The Norse Pantheon symbol is a hammer.

American cards usually have a strong West Stat. Their abilities can make them hard to capture, either by protecting allied cards, or weakening enemy cards. Some of their abilities make them stronger depending on the dominions of the cards around them, so pay attention to that. The powerful Skinwalker ability allows a card to be played virtually anywhere on the board, surprising your enemies with captures that they might have thought impossible. The American Pantheon symbol is a thunderbird.

Japanese cards usually have a strong East Stat. Their attack-oriented abilities make them well-equipped to capture multiple cards in a single turn. However, relatively weaker stats can leave them vulnerable to enemy counter-attacks. The Web ability gives this pantheon a special counter-attack of its own... one your opponents would be wise to avoid. This, combined with the Maneuver and Curse abilities, can leave your opponents with few options for favorable card placement. The Japanese Pantheon symbol is a mitsudomoe swirl.

Chapter 9: Abilities

Most cards have one of many special abilities. These abilities provide advantages in certain situations, such as improving a card's chances of capturing enemies, strengthening allies, weakening enemies, or twisting the normal rules of the game to fit your strategy. Some abilities are stronger than others, but that power comes with a price – cards with stronger abilities have weaker stats to compensate. Some cards have no ability at all, so their stats are higher to make up for it.

Some abilities take effect only once, when the card is played. These are known as “Instant Abilities”. Other abilities have their effects evaluated every turn, depending on the actions and allegiances of other cards around them on the board. These are known as “Persistent Abilities”. If an ability's description uses the word “may”, then the player playing that card has the choice of whether or not to apply it. Otherwise, the ability takes effect automatically.

A card's ability is depicted as an icon in the lower-center of the card. Each icon has one or more numbers orbiting around it. These numbers let players know during which step(s) of a turn the ability is applied. An icon with an additional ring around it signifies a persistent ability, while an icon without the ring signifies an instant ability. The *Ability Quick-Guides* included with this game list the icons for each ability, and will give you a brief description of what these abilities do. A more thorough description of these abilities, including special cases, is included below.

Areas of Effect

Some abilities have an area of effect, which is depicted on the cards as a set of arrows next to the ability icon. Those arrows point to spaces on the board in relation to the card, and any cards on

those spaces are within the ability's area of effect. This means they can be affected by that ability, depending on its rules (such as affecting only allied or enemy cards.) For example, an ability with one arrow pointing North and another arrow pointing South has an area of effect of one space North and one space South of that card. An ability with two arrows pointing East has an area of effect of two spaces East of that card. Gaps in the board (non-existing spaces) do not alter an area of effect, so abilities can extend across gaps if their area of effect covers two or more spaces away from their card's space.

Ability Descriptions

Skinwalker – (bear claw icon) – This card may be played on a space occupied by another card that you control, replacing it. The card being replaced goes to your hand.

Skinwalker targets allied cards. A card with the Skinwalker ability cannot replace another card with the Skinwalker ability, or replace a card that is under the effects of a Dispel ability. This ability is negated if this card begins the turn face down. This is an Instant Ability applied during the Play a Card step (Step 1.)

Attack / Defense Bonus – (sword and shield icon) - This card gains a +1 bonus to all of its stats for attacking and defending against cards whose dominion matches the symbol paired with this ability. Attack/Defense Bonus is a non-targeting ability. This is a Persistent Ability applied during the Pre-Attack step (Step 2.)

Attack Bonus – (sword icon) - This card gains a +2 bonus to all of its stats for attacking cards whose dominion matches the symbol paired with this ability. Attack Bonus is a non-targeting ability. This is a Persistent Ability applied during the Pre-Attack step (Step 2.)

Defense Bonus – (shield icon) - This card gains a +2 bonus to all of its stats for defending against cards whose dominion matches the symbol paired with this ability. Defense Bonus is a non-targeting ability. This is a Persistent Ability applied during the Pre-Attack step (Step 2.)

Champion – (flag icon) - This card gains +1 to all of its stats for each adjacent card whose dominion or pantheon matches the symbol paired with this ability.

Place a bonus marker on this card for each +1 bonus granted to it by this ability. If adjacent matching cards are moved away or removed from the board, the bonus from this ability is decreased accordingly. Champion is a non-targeting ability. This is a Persistent Ability applied during the Pre-Attack step (Step 2) and Post-Attack step (Step 4.)

Curse – (mask icon) - Enemy cards within this ability's area of effect get a -1 penalty to all of their stats.

Curse targets enemy cards. Place penalty markers on any affected cards to mark this penalty. If an affected card becomes an allied card, it is no longer affected by this ability, and the penalty marker is removed. This is a Persistent Ability applied during the Pre-Attack step (Step 2) and Post-Attack step (Step 4.)

Dispel – (moon icon) - Enemy cards within this ability's area of effect have all of their abilities negated. This includes abilities granted to them by special board spaces.

Dispel targets enemy cards. Place dispel markers on any cards affected by this ability. If an affected card becomes an allied card, it is no longer affected by this ability, and the dispel marker is removed.

If two enemy cards with the Dispel ability target each other, the card which was placed on the board first wins, and the other card has all of its abilities negated. This is a Persistent Ability applied

during the Pre-Attack step (Step 2) and Post-Attack step (Step 4.)

Protection – (sun icon) - Allied cards within this ability's area of effect are immune to enemy abilities. The enemy abilities which are Protected against include: Slayer, Dispel, and Curse. Also, a protected card cannot be attacked as the result of a Web or Traitor ability.

Protection targets allied cards. Place protection markers on any cards affected by this ability. If an affected card becomes an enemy card, it is no longer affected by this ability, and the protection marker is removed. This is a Persistent Ability applied during the Pre-Attack step (Step 2) and Post-Attack step (Step 4.)

Ranged Attack – (bow icon) - This card's attack range includes the spaces within this ability's area of effect. When resolving an attack, use the stats in the direction of the attack, just as if the cards were adjacent.

This ability is negated if this card began the turn face down. If this card fails an attack against a card with the Web ability, it will be counter-attacked by that card even if it is beyond that card's normal attack range. Ranged Attack is a non-targeting ability. This is a Persistent Ability applied during the Pre-Attack step (Step 2.)

Support – (helmet icon) - Allied cards within this ability's area of effect gain a +1 bonus to all of their stats.

Support targets allied cards. Place bonus markers on any affected cards to mark this bonus. If an affected card becomes an enemy card, it is no longer affected by this ability, and the bonus marker is removed. This is a Persistent Ability applied during the Pre-Attack step (Step 2) and Post-Attack step (Step 4.)

Slayer – (skull icon) - When this card captures another card, the captured card is removed from the board and placed in the Underworld pile after all attacks are resolved. Slayer targets enemy cards. This is an Instant Ability applied during the Resolve Attacks step (Step 3.)

Maneuver – (wing icon) – On the turn that this card is played, the player who controls it may move it to an open space within this ability's area of effect. There must be a clear and unbroken path of open spaces in order to move this card more than 1 space away from its original position.

This is an Instant Ability applied during the Reaction step (Step 5.) After the card is moved, the turn's steps begin all over again with the Pre-Attack step (including new attacks by this card.) This ability is negated if this card began the turn face down. Maneuver is a non-targeting ability.

Traitor – (serpent icon) - When this card gets captured, it will attack enemy cards within its attack range. These new attacks are triggered during the Reaction step (Step 5.) After the new attacks are resolved, the turn's steps begin all over again with the Post-Attack step. Traitor is a non-targeting, Persistent Ability.

Web – (spider web icon) After an enemy card fails an attack against this card, this card will counter-attack that card. If the counter-attack succeeds, the enemy card is captured by the player who controls this card. This new attack is triggered during the Reaction step (Step 5.) After the new attack is resolved, the turn's steps begin all over again with the Post-Attack step. Web is a non-targeting, Persistent Ability.

LEGENDS AT WAR

Ability Quick-Guide



SKINWALKER - This card may be played on a space occupied by another card that you control, replacing it. The card being replaced goes to your hand. A card with the Skinwalker ability cannot replace another card with the Skinwalker ability.



MANEUVER - On the turn that this card is played, after attacks, the player who controls it may move it to an open space within this ability's area of effect. After the card is moved, the turn's steps begin all over again, including new attacks.



SLAYER - When this card captures other cards, those cards are removed from the board and placed in the Underworld.



TRAITOR - When this card gets captured, it will attack other cards within its attack range. These new attacks occur after the previous attack is resolved, during the Reaction step.



WEB - After an enemy card fails an attack against this card, this card will counter-attack it. This new attack occurs after the previous attack is resolved, during the Reaction step.



PROTECTION - Allied cards within this ability's area of effect are immune to enemy abilities. These enemy abilities include: Slayer, Dispel, Web, Traitor, Maelstrom, Scar, Venom, and Curse.



DISPEL - Enemy cards within this ability's area of effect have all of their abilities negated.



ATTACK / DEFENSE BONUS -

This card gains a +1 bonus to all of its stats for attacking and defending against cards whose dominion matches the symbol paired with this ability.



ATTACK BONUS - This card gains a +2 bonus to all of its stats for attacking cards whose dominion matches the symbol paired with this ability.



DEFENSE BONUS - This card gains a +2 bonus to all of its stats when defending against cards whose dominion matches the symbol paired with this ability.



SUPPORT - Allied cards within this ability's area of effect gain a +1 bonus to all of their stats.



CURSE - Enemy cards within this ability's area of effect get a -1 penalty to all of their stats.



CHAMPION - This card gains +1 to all of its stats for each adjacent card whose dominion or pantheon matches the symbol paired with this ability.



RANGED ATTACK - This card's attack range includes the spaces within this ability's area of effect.