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LEGENDS AT WAR

A game of mythic strategy - Beta v2.0

Introduction

Legends At War is a 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 ***LAW***, 2 to 4 players command armies of legendary gods, heroes, and monsters. These armies are summoned from pantheons representing diverse cultures - the *Master Set* includes characters from Norse, Greek, Japanese, and Native American mythologies – each with its own unique strategies. Each character is represented by a card with a distinct combination of battle stats on its four edges. Many cards 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 capture their opponents' cards by placing their own cards on adjacent spaces north, south, east, or west. The stats on the cards' touching edges are then compared. If the defender's stat is higher, the defending player keeps their card. If the attacker's stat is higher, then the card is successfully captured and now fights for the attacking player. Special abilities can influence the results of an attack, and set the board up for future combos. The goal of each battle is to take control of the most cards on the board.

Between battles, players can upgrade their themed pantheon decks with more powerful cards, by sacrificing forces captured from opponents. After three battles, the player who has captured the most enemy forces wins the game. The Ragnarok game variant allows players to mix and match characters from different pantheons, and expands the battlefield with additional modular boards after each round. In the single-round Skirmish variant, players duel using custom card combinations, to prove who can construct and play the best mini-deck. With an expanding list of mythical characters and modular board pieces to choose from, ***Legends At War*** provides endless replay value!

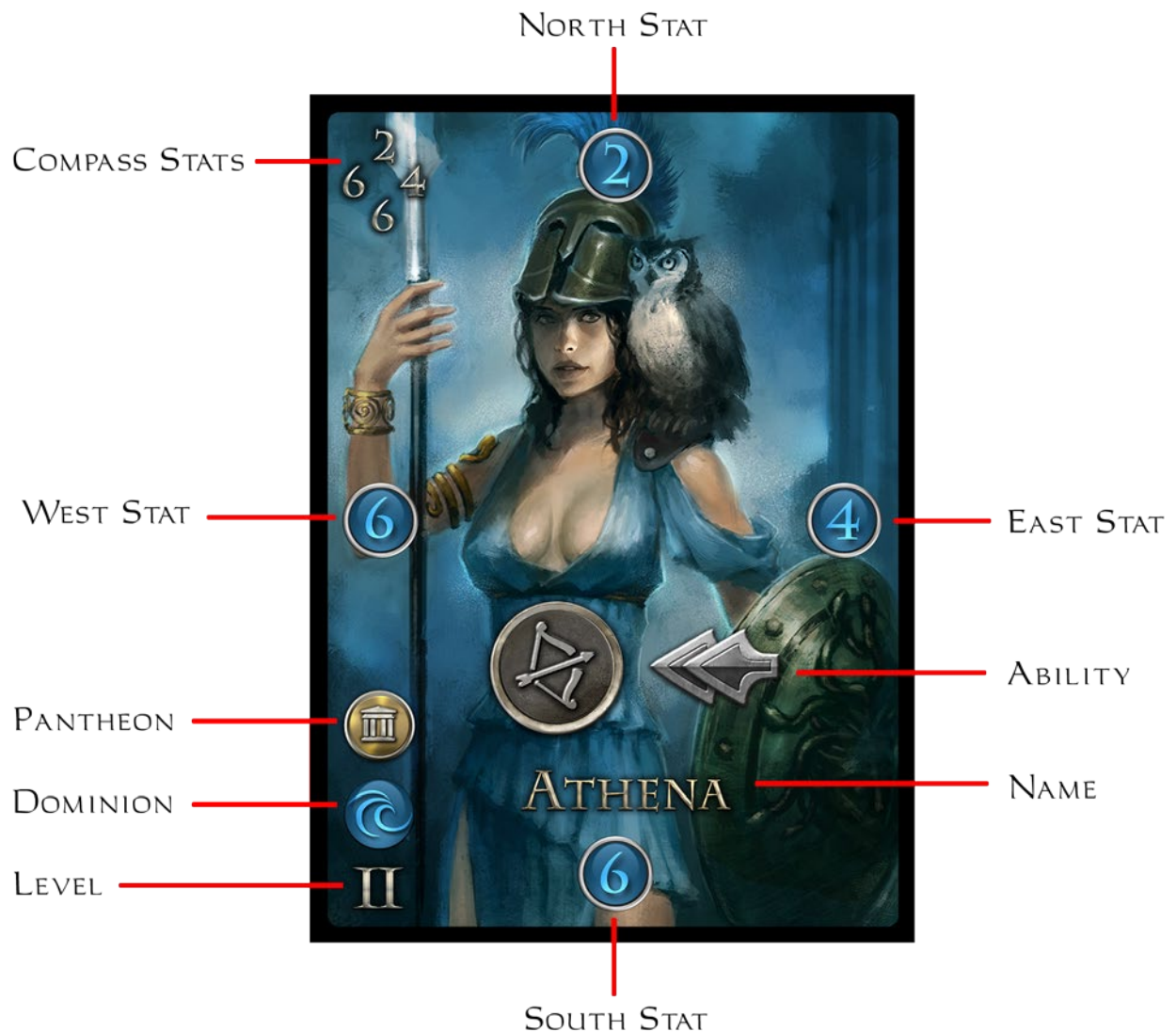
Game Components

- 72 Character Cards (4 complete pantheons)
- 3 Victory Cards
- 12 double-sided Board Pieces
- 4 sets of Control Tokens
- 28 Bonus Markers
- 28 Penalty Markers
- 14 Dispel 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:



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

North Stat – When resolving an attack, this stat is compared to the South Stat of the adjacent card to the north.

East Stat – When resolving an attack, this stat is compared to the West Stat of the adjacent card to the east.

South Stat – When resolving an attack, this stat is compared to the North Stat of the adjacent card to the south.

West Stat – 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. (see “Chapter 8: 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, each player chooses a different pantheon to lead into battle. (see “Chapter 9: Pantheons”)

Level – A card’s level is an indication of its relative power to other cards, and it determines at what point during a match the card can enter into play. There are three levels, with I being the weakest, and III being the strongest.

Ability – Most cards have one of many special abilities. A card’s ability is depicted as an icon, sometimes accompanied by arrows which represent the ability’s area of effect. (see “Chapter 7: Abilities”)

Chapter 2: The Boards

Legends At War is played on a grid of spaces onto which the cards are placed. Players create 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.” One modular board piece (6 spaces) is used per player in the match.

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

Special Spaces

Each board piece is double-sided, with an “Alpha” side and an “Omega” side. The Alpha side is intended for beginning players, and has no special spaces. The Omega side is intended for intermediate and advanced players. Each Omega side has two **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. See “Chapter 7: Abilities” for more information.

Some of these special spaces have a dominion symbol instead of an ability symbol, along with a colored border instead of a metal border. 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 dominion symbol on the space, it gets a -1 penalty to all of its stats.

Example #1: A card is placed on a space with the Traitor ability symbol. That card gains the Traitor ability.

Example #2: A Sky card is placed on a space with the Sky symbol. That card gains a +1 bonus to all of its stats.

Example #3: An Earth card is placed on a space with the Sky symbol. That card gets a -1 penalty to all of its stats.

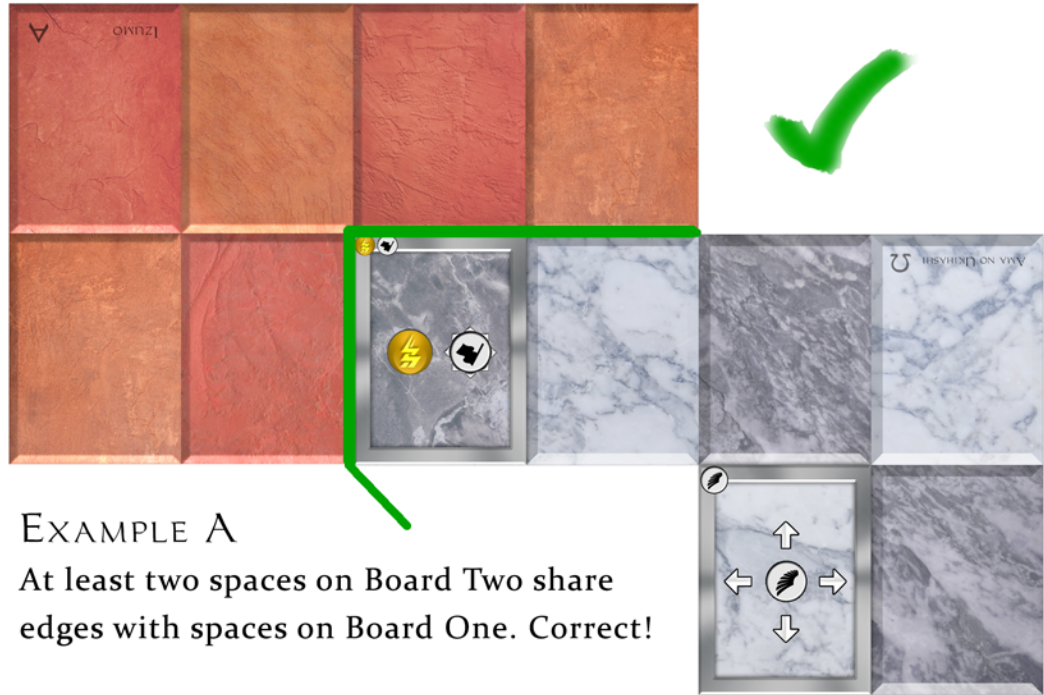
Combining the Boards

When creating the board for a match, the first player places his piece down in whichever 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. When a player places a piece, he chooses which side, Alpha or Omega, to lay face up. See the “board diagram” for a visual depiction of how the boards are placed together.

The board has north, south, east, and west directions, just as the cards do. All of the directions are relative to “north”, which can change at the beginning of each round’s battle. The player who goes first decides which direction on the board is north when he places his face down card. 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 according to that orientation, with the north (top) stat of a card always facing north on the board.

Board Diagram - connecting spaces

BOARD ONE

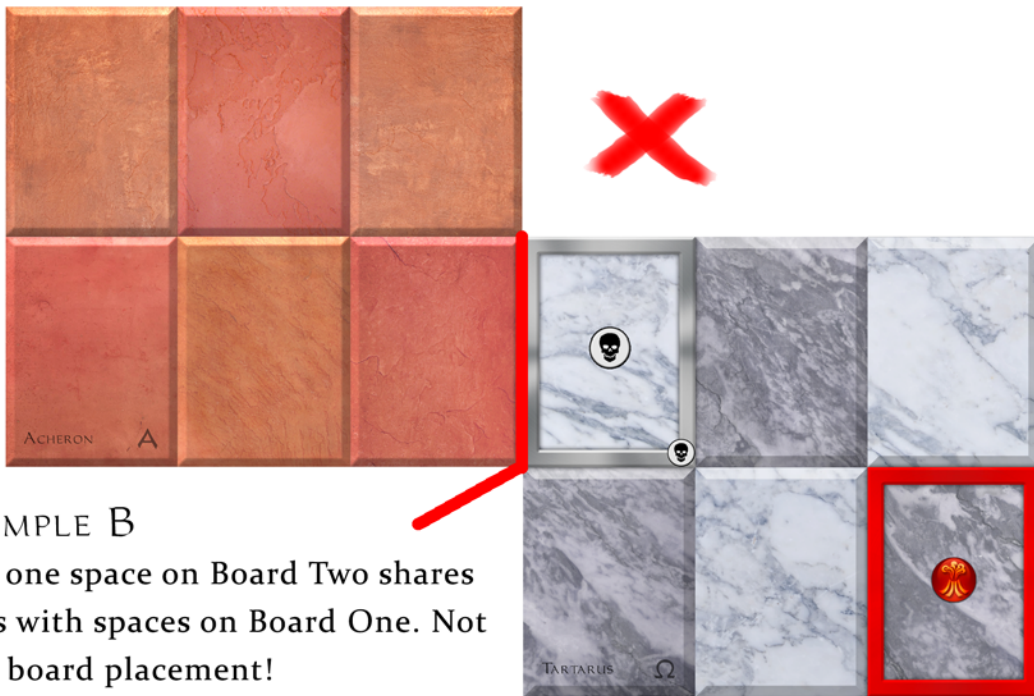


EXAMPLE A

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

BOARD TWO

BOARD ONE

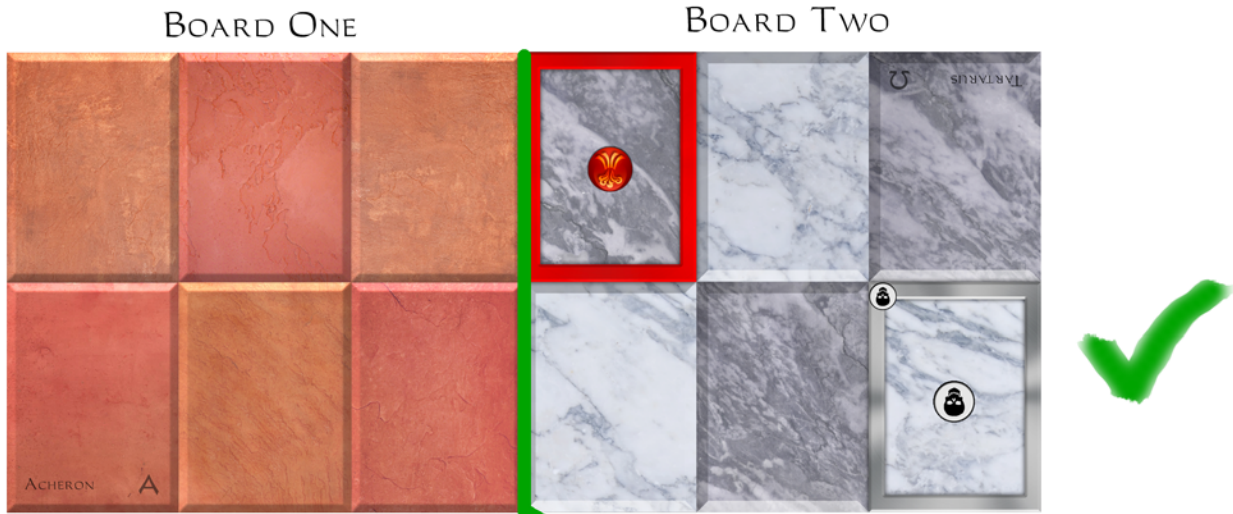


EXAMPLE B

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

BOARD TWO

Board Diagram - board alignment



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. There is no limit for the number of tokens and markers that can be in play at one time. If for some reason, the quantity of tokens or markers provided with this game is insufficient, you should use a suitable substitute for these components. Tokens from other games will work nicely, as will coins.



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 player places a card onto the board, he 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 a Dispel ability, all of its own abilities are negated. When the card is no longer affected, remove the marker.

Chapter 4: Decks, Card Piles, and the Underworld

Each player gets a small **deck** of character cards, used to battle for control of the board. A player's deck will evolve between rounds - losing some cards, and adding newer, stronger cards to replace them. During battles, players draw cards from their decks to their **hands**, then choose which cards to play from their hands on the board. The contents of a player's deck and hand are always hidden from his opponents.

Each player has a **capture pile**, where cards captured from their opponents' pantheons are kept for scoring at the end of a match. Higher-level cards from a player's own pantheon are kept in his **reinforcement pile**, until they are drafted into his deck during the reinforcement phase.

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 players' decks and card piles. When a card with the Slayer ability captures another card, the captured card is sent to the Underworld. During the reinforcement phase, if players choose to discard captured cards in order to draft new cards from their reinforcement piles, these discarded 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 states otherwise.

Players keep their decks and reinforcement 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.

Chapter 5: How To Play

Below are the rules for the Standard game of *Legends At War*. For more ways to play, see “Chapter 10: Game Variants.”

Standard Game

In the Standard game of *Legends At War*, 2 to 4 players lead their chosen pantheons into battle. The goal is to capture the most cards from the opponents’ pantheons over three rounds of battle. Between rounds, reinforcements of higher-level cards will increase the power of the players’ decks. Depending on the number and experience of the players, a match can last between 30 and 90 minutes.

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. One complete pantheon is needed 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 simply gather a random selection. At least one board piece is needed 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 reinforcement piles. Over the course of the match, each player will have 3 sets of cards under their control: a deck, a reinforcement pile, and a capture pile. When all players have finished sorting their pantheons into their decks and reinforcement piles, Round 1 begins.

ROUND 1

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 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 no more open spaces remain on the board, or when any player has no cards remaining in his hand at the start of his turn.

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 all control tokens and markers. Cards under a player’s control from his own pantheon return to his deck. Cards under his control

from his opponents' pantheons are added to his capture pile. Any cards in his hand or deck from opponents' pantheons are also added to his capture pile. All other cards in a player's hand return to his deck. The next round begins with the winner of this round going first.

ROUND 2

Reinforcement Phase

Round 2 begins with the Reinforcement Phase. During this phase, the players will add powerful new cards from their reinforcement piles to their decks. Players do this simultaneously, ignoring turn order. Cards taken from the reinforcement piles are not revealed to the other players.

Players who have less than 9 cards in their deck choose level II cards from their reinforcement piles, adding these cards to their decks. A player does this until either he has 9 cards in his deck, or has no more level II cards remaining in his reinforcement pile, whichever occurs first. Players cannot add level III cards to their decks until Round 3.

Next, the players may discard cards of their choice from their capture piles, placing these cards face up in the Underworld. For each captured level I card that a player discards in this way, he may choose a level II card from his reinforcement pile and add it to his deck. *(Captured cards are worth points at the end of the match, so players should be cautious of discarding too many of these.)*

Battle Phase

Once all players have announced that they are finished reinforcing, a new Battle 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 when any player has no cards remaining in his hand at the start of his turn.

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

ROUND 3

Reinforcement Phase

Round 3 begins with the Reinforcement Phase. Players who have less than 9 cards in their deck choose level III and level II cards from their reinforcement piles, adding these cards to their decks. A player does this until either he has 9 cards in his deck, or has no more cards remaining in his reinforcement pile, whichever occurs first.

Next, the players may discard cards of their choice from their capture piles, placing these cards face up in the Underworld. For each captured level I card that a player discards in this way, he may choose a level II card from his reinforcement pile and add it to his deck. For each captured level II card that a player discards in this way, he may choose a level III card from his reinforcement pile and add it to his deck.

Battle Phase

After the Reinforcement Phase, the final Battle 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 when any player has no cards remaining in his hand at the start of his turn.

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. Cards under a player's control from his own pantheon return to his deck. Cards under his control from his opponents' pantheons are added to his capture pile. Any cards in his hand or deck from opponents' pantheons are also added to his capture pile. All other cards in a player's hand return to his deck. Any cards remaining in a player's reinforcement pile are discarded to the Underworld.

End of the Match

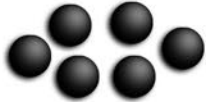
After the end of Round 3, count the number of victory points each player has. Each card in a player's capture pile is worth 1 victory point to that player. If a player has any victory cards, that player adds the values on those cards to his victory point total. The player with the most victory points 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 capture piles and decks. 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.

Standard Game example



DECK



CONTROL TOKENS

BLACK PLAYER



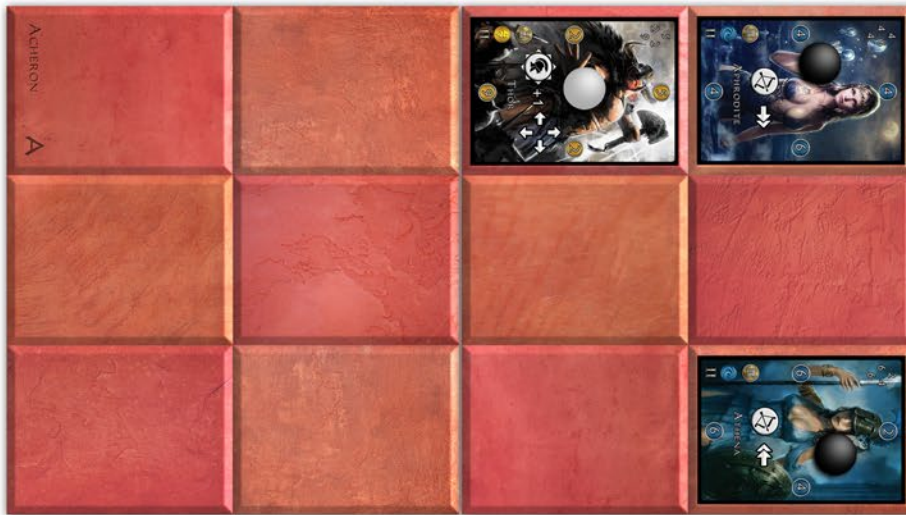
HAND



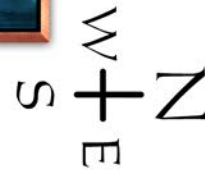
REINFORCEMENT PILE



CAPTURE PILE



THE BOARD



UNDERWORLD

CAPTURE PILE



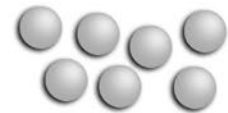
REINFORCEMENT PILE



HAND

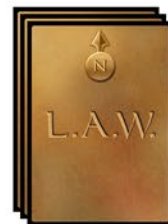


WHITE PLAYER



CONTROL TOKENS

DECK



Chapter 6: Battle

The Battle Phase is the most exciting part of a match! During a battle, players play their cards to open spaces, with the goal of controlling the most cards on the board when the phase is over.

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 (established during the setup phase, and at the end of the previous battle.) 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 to the board. 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 - A player who has any cards remaining in his hand must play one to an open board space. A space which does not have a card on it is considered an "open space." All cards must orient in the same direction, towards "north" on the board. When a player plays a card, he places a control token on that card to mark that he controls 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 of other cards or special spaces, 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. Only cards played on the current turn can capture other cards, because defending cards cannot counter-attack.

Some abilities, such as Phoenix, Slayer, and Traitor are applied during this step - after all attacks are resolved, but before the Post-Attack Step.

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, 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 when any player has no cards remaining in his hand at the start of his turn. 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 who is sitting furthest away from the player who went first during this round, will go first during the next round. In the Standard game, 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.

Chapter 7: 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.

A card's ability is depicted as an icon in the lower-center of the card. The *Ability Quick-Guides* included with this game list the icons associated with each ability, and will give you a brief description of what these abilities do. A more thorough description of these abilities, including special situations, is included below. 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.

Some abilities (including the special space abilities on Omega boards) grant bonuses or penalties to a card's stats. There is no limit to the amount by which stats can be increased or decreased due to abilities. It is possible for penalties to reduce a stat's value below 0, into negative numbers.

Instant and Persistent

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". An icon with a ring of spikes around it signifies a Persistent ability, while an icon without the spikes signifies an Instant ability.

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 two arrows pointing North and two arrows pointing South has an area of effect of two spaces North and two spaces South of that card. An ability with four arrows pointing East has an area of effect of four 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 – 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 which has the Skinwalker ability, the Reflect ability, or 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 – 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 an Instant ability applied during the Pre-Attack step (Step 2.)



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. Attack Bonus is a non-targeting ability. This is an Instant ability applied during the Pre-Attack step (Step 2.)



Defense Bonus – 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 an Instant ability applied during the Pre-Attack step (Step 2.)



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.

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 – 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 – 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.)



Ranged Attack – 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 an Instant ability applied during the Pre-Attack step (Step 2.)



Reflect – This card is immune to all abilities which target it. Any abilities which target this card, including both enemy and allied abilities, are instead applied to the cards which those abilities came from. Abilities which can be reflected back at an originating card include: Curse, Dispel, Support, Slayer, *Link*, *Maelstrom*, *Venom*, and *Pestilence*.

A reflected ability's area of effect does not change, and other cards are affected by that ability as normal. If a Dispel ability is reflected, it negates itself. Cards with the Reflect ability do not gain abilities from special board spaces. Reflect is a non-targeting ability. This is a Persistent ability applied during the Pre-Attack step (Step 2.)



Support – 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.)



Phoenix – When this card is captured, remove it from the board and place it on the bottom of the deck of the player who it was captured from, after all attacks are resolved. If multiple cards with the Phoenix ability are captured on the same turn, the defending player chooses the order in which those cards are placed on the bottom of his deck.

Phoenix is a non-targeting ability. The Slayer ability negates Phoenix. This is a Persistent

ability applied during the Resolve Attacks step (Step 3.)



Slayer – 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. Any card captured by a card with the Slayer ability has its Phoenix and Traitor abilities negated. This is an Instant ability applied during the Resolve Attacks step (Step 3.)



Traitor – When this card is captured, remove it from the board and place it on top of the deck of the player who captured it, after all attacks are resolved. If multiple cards with the Traitor ability are captured on the same turn, the attacking player chooses the order in which those cards are placed on top of his deck.

Traitor is a non-targeting ability. The Slayer ability negates Traitor. This is a Persistent ability applied during the Resolve Attacks step (Step 3.)



Maneuver – 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.

Chapter 8: 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 middle of the three symbols in the bottom left is a card's dominion symbol, represented by a colored jewel.

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 variant.



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 special spaces, are colored red.



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 special spaces, are colored blue.



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 special spaces, are colored gold.

Chapter 9: Pantheons

Each card belongs to one of several pantheons. A card's pantheon signifies which group of mythologies the character originates from. The top-most of the three symbols in the bottom left is a card's pantheon symbol, represented by a shield.

A pantheon consists of 18 cards, 6 from each dominion. In the Standard game, 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 reflecting abilities back on to the aggressors, or by weakening nearby 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 Phoenix ability allows your captured cards to rise again for revenge. 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 10: Game Variants

Legends At War has multiple variants which change how the game is played. These variants include Ragnarok, Skirmish, and Team Battle. In Ragnarok, 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 fast and furious match, putting players' pre-customized decks to the test. Team Battle is a 2-vs-2 version of the Standard game, allowing teammates to ally their forces for board control.

Variant #1: Ragnarok

Ragnarok is an extended game variant in which players draft from a shared pool of cards, increasing the power of their forces on an ever-growing battlefield. This epic conflict lasts three rounds. The goal is to control the most cards on the board at the end of the match.

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.

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. Starting with the first player, each player is dealt the top card from the level I Earth, Sea, and Sky piles. So each player's starting hand will consist of 3 cards, one from each dominion. Players do not have decks in this variant.

Each player is assigned a distinct color for their control tokens. Choose the board pieces you want to play with, or simply gather a random selection. There needs to be at least three board pieces per player in the match. Round 1 begins.

ROUND 1

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 Draft Phase begins.

Draft Phase

Lay the top 2 cards of each level I draft pile face up next to their pile. There should be a total of 6 face up cards for players to choose from. Proceed to the Battle Phase.

Battle Phase

See "Chapter 6: Battle" for the rules of the Battle Phase. In the Ragnarok Variant, the rules of Battle change in the following ways:

- 1) Only during Round 1 of this game variant, 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. During later rounds, cards are always played face up on the board, and the north direction does not change.

2) Players have no decks, only hands. Any abilities which instruct a player to add cards to his deck, instead add them to his hand.

3) On a player's Draw a Card step (Step 6), he draws any 1 face up card from the draft piles to his hand. The top card of the pile from which the card was drawn is then laid face up to take its place. After drawing a card, the player may also perform **one** of the following actions:

- a) Exchange a card from his hand with a face up draft card of the same dominion and level.
- b) Choose 1 card from his hand, and give it to any opponent, face down. The chosen opponent must then give the player a card from his own hand, without looking at the card he was given. These cards are not revealed to the other players. After the trade is complete, the players add the cards they were given to their hands.
- c) Do nothing, and announce that his turn is over.

The battle ends when either no more open spaces remain on the board, or when any player has no cards remaining in his hand at the start of his turn.

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

ROUND 2

Board Phase

Round 2 begins with the Board Phase, during which players will add more modular pieces to the 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 Draft Phase begins.

Draft Phase

Lay the top 2 cards of each level II draft pile face up next to their pile. There should be 6 new face up cards for players to choose from, in addition to any remaining face up level I cards. Going in turn order, each player draws 1 face up card from any draft pile to his hand. After a card is drawn, the top card from its pile is laid face up to take its place. When all players have drafted 1 card, proceed to the Battle Phase.

Battle Phase

The rules of the Battle Phase are the same as in Round 1, with the following changes:

- 1) 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 on any open space. 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.
- 2) 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 when any player has no cards remaining in his hand at the start of his turn.

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

ROUND 3

Board Phase

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

Draft Phase

Lay the top 2 cards of each level III draft pile face up next to their pile. There should be 6 new face up cards for players to choose from, in addition to any remaining face up level I and level II cards. Going in turn order, each player draws 1 face up card from any draft pile to his hand. After a card is drawn, the top card from its pile is laid face up to take its place. When all players have drafted 1 card, proceed to the Battle Phase.

Battle Phase

The rules of the Battle Phase are the same as in Round 2. 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 when any player has no cards remaining in his hand at the start of his turn.

End of the Match

The end of Round 3 is the end of the match. Any cards in a player's hand 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.

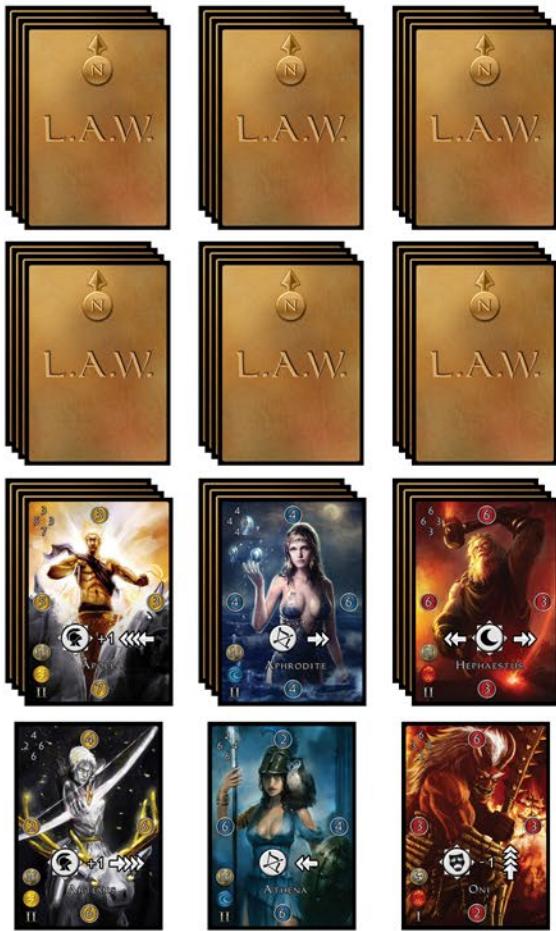
Ragnarok Game Variant example

BLACK PLAYER



HAND

DRAFT PILES

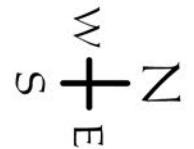


SKY

SEA

EARTH

THE BOARD



WHITE PLAYER



UNDERWORLD

Variant #2: Skirmish

The Skirmish variant is a quick game, in which players mix cards from any pantheon into custom decks, battling for supremacy over the course of one round. The goal is to control the most cards on the board at the end of the battle. A single match will usually last between 10 and 20 minutes. 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.

Building Your Deck

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

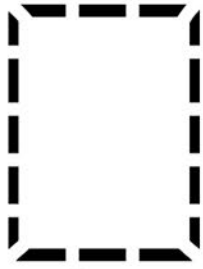
See “Chapter 6: Battle” for the rules of the Battle Phase. The player who goes first chooses which direction is north on the board, when he plays his face down card. The battle ends when either there are no more open spaces on the board, or when any player has no cards remaining in his hand at the start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

Skirmish Game Variant example

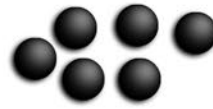
BLACK PLAYER



DECK



HAND



CONTROL TOKENS



UNDERWORLD



DISPEL MARKERS



BONUS MARKERS



PENALTY MARKERS



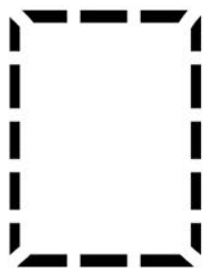
THE BOARD



HAND



WHITE PLAYER



DECK



CONTROL TOKENS

Variant #3: Team Battle

Team Battle is a variant of the Standard game, for 4 players competing in teams of 2. Teammates ally their pantheons, combine control tokens, and share a single capture pile. The team with the most victory points at the end of the third round wins the match.

Setting Up

One complete pantheon is needed per player in the match. Sort the cards into their respective pantheons, so there are at least 4 complete pantheons for players to choose from. Choose the board pieces you want to play with, or simply gather a random selection. At least four board pieces are needed for this match.

Decide the members of each team. Teammates must sit opposite of each other, so that the teams will take alternating turns during the match. For example, Player 1 (Team A) will take his turn, followed by Player 2 (Team B), Player 3 (Team A), and Player 4 (Team B). Each team is assigned a distinct color for their control tokens.

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 reinforcement piles. Over the course of the match, each player will have 2 sets of cards under their control: a deck, and a reinforcement pile. Each player will also have access to his team's capture pile, which he shares with his teammate. During the match, teammates can communicate their plans publicly, but cannot physically reveal their hands, decks, or reinforcement piles to each other.

ROUND 1

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 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. In the Team Battle Variant, the rules of Battle change in the following ways:

- 1) Teammates share control tokens, and ownership of cards on the board. All cards with a particular team's control token on them are considered allied, regardless of which teammate played them or captured them.
- 2) Because cards controlled by a team are allied, cards placed on the board by a player do not attack other cards controlled by his team.

The battle ends when either no more open spaces remain on the board, or when any player has no cards remaining in his hand at the start of his turn.

End of Round 1

The winner of this round is the team which controls the most cards on the board at the end of the battle. In the case of a tie, see "Resolving Ties." The team which wins Round 1 gets the 1-point victory card. In the case of a complete tie, neither team gets the victory card for this round. The team which won this round

chooses which teammate will go first during the next round.

Each team removes the cards under their control from the board, along with all control tokens and markers. Cards under a player's team's control from his own pantheon return to his deck. Cards under a team's control from the opponents' pantheons are added to the team's capture pile. Any cards in a player's hand or deck from opponents' pantheons are also added to his team's capture pile. All other cards in a player's hand return to his deck.

ROUND 2

Reinforcement Phase

Round 2 begins with the Reinforcement Phase. During this phase, the players will add powerful new cards from their reinforcement piles to their decks. Players do this simultaneously, ignoring turn order. Cards taken from the reinforcement piles are not revealed to the other players, including teammates.

Players who have less than 9 cards in their deck choose level II cards from their reinforcement piles, adding these cards to their decks. A player does this until either he has 9 cards in his deck, or has no more level II cards remaining in his reinforcement pile, whichever occurs first. Players cannot add level III cards to their decks until Round 3.

Next, the players may discard cards of their choice from their team's capture piles, placing these cards face up in the Underworld. For each captured level I card that a player discards in this way, he may choose a level II card from his reinforcement pile and add it to his deck. Teammates must agree upon which player is discarding which card(s) from their shared capture pile.

Battle Phase

Once all players have announced that they are finished reinforcing, a new Battle 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 when any player has no cards remaining in his hand at the start of his turn.

End of Round 2

The winner of this round is the team which controls the most cards on the board at the end of the battle. In the case of a tie, see "Resolving Ties." The team which wins Round 2 gets the 3-point victory card. In the case of a complete tie, neither team gets the victory card for this round. The team which won this round chooses which teammate will go first during the next round.

Each team removes the cards under their control from the board, along with all control tokens and markers. Cards under a player's team's control from his own pantheon return to his deck. Cards under a team's control from the opponents' pantheons are added to the team's capture pile. Any cards in a player's hand or deck from opponents' pantheons are also added to his team's capture pile. All other cards in a player's hand return to his deck.

ROUND 3

Reinforcement Phase

Round 3 begins with the Reinforcement Phase. Players who have less than 9 cards in their deck choose level III and level II cards from their reinforcement piles, adding these cards to their decks. A player does this until either he has 9 cards in his deck, or has no more cards remaining in his reinforcement pile, whichever occurs first.

Next, the players may discard cards of their choice from their team's capture piles, placing these cards face

up in the Underworld. For each captured level I card that a player discards in this way, he may choose a level II card from his reinforcement pile and add it to his deck. For each captured level II card that a player discards in this way, he may choose a level III card from his reinforcement pile and add it to his deck. Teammates must agree upon which player is discarding which card(s) from their shared capture pile.

Battle Phase

After the Reinforcement Phase, the final Battle 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 when any player has no cards remaining in his hand at the start of his turn.

End of Round 3

The winner of this round is the team which controls the most cards on the board at the end of the battle. In the case of a tie, see "Resolving Ties." The team which wins Round 3 gets the 5-point victory card. In the case of a complete tie, neither team gets the victory card for this round.

Each team removes the cards under their control from the board, along with all control tokens and markers. Cards under a player's team's control from his own pantheon return to his deck. Cards under a team's control from the opponents' pantheons are added to the team's capture pile. Any cards in a player's hand or deck from opponents' pantheons are also added to his team's capture pile. All other cards in a player's hand return to his deck. Any cards remaining in a player's reinforcement pile are discarded to the Underworld.

End of the Match

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

In the case of a tie, each team adds up the total levels of the cards in their capture piles and decks. The team with the highest level total wins. If this number also results in a tie, then the match is a draw.

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 or the Reflect 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. Slayer negates the Traitor and Phoenix abilities.



TRAITOR - When this card gets captured, it is removed from the board and placed on top of the deck of the player who captured it.



PHOENIX - When this card gets captured, it is removed from the board and placed on the bottom of the deck of the player who it was captured from.



REFLECT - This card is immune to all abilities. Any abilities which target this card, including enemy and allied abilities, are instead applied to the cards which those abilities came from. Abilities which can be reflected back at an originating card include: Slayer, Dispel, Support, Link, Maelstrom, Venom, and Curse.

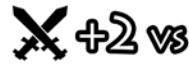


DISPEL - Enemy cards within this ability's area of effect have all of their abilities negated.



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 for 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.