

A GAME BY LUIS BRUEH

COVIL

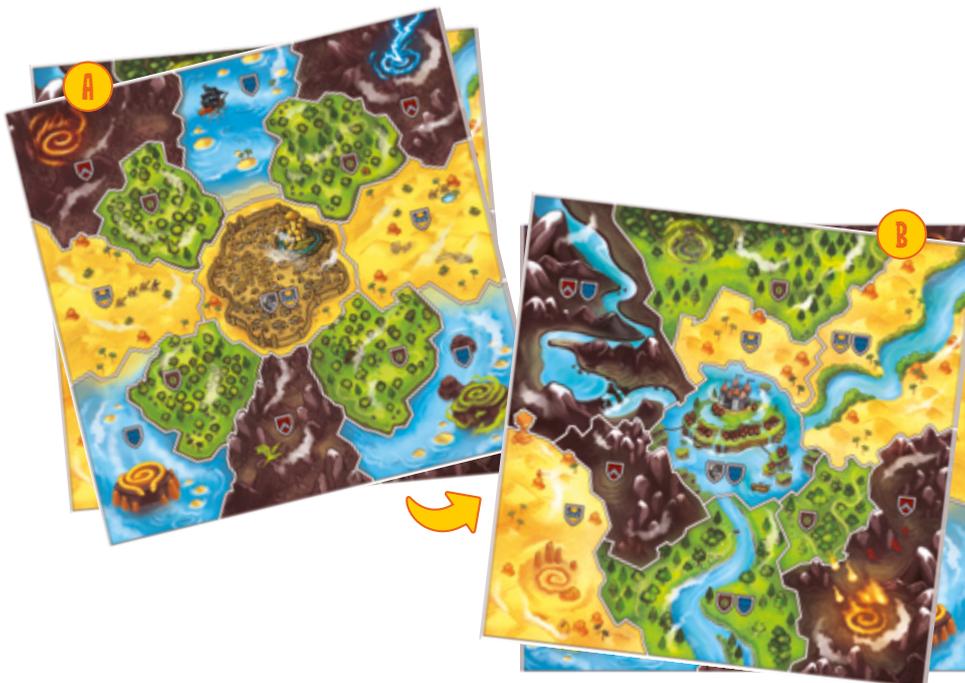
THE DARK OVERLORDS



VESUVIUS
MEDIA

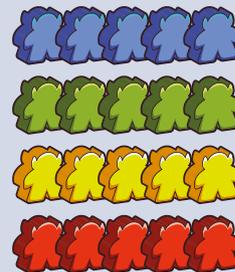
COMPONENTS

4X GAME BOARDS:-



20 TROOP MEEPLES:-

5 per color.



5 REBEL MEEPLES:-



24X EXHAUSTION TOKENS:-

Side A: Exhausted / Side B: Tired



4X FORTRESS TOKENS:-

1 cardboard token per color



24X POWER RELICS:-

Mini Euro cards (44x67 mm)



Game Designer & Artist: Luís Brüh

Game Developers: Constantine Kevorque, Anastasios Gregoriadis

Playtesters: Ace Barros, André Teruya Eichenberg, Antônio Pop, Carlos Couto, Carlos Vinicius Gatto, Célio Silva, Daniel Cardoso, Ellen GGuria, Evellyn Brühmüller, Fel Barros, Fernando Celso, Filipe Cunha, Filipe Saar, Hélio de Paiva jr., Helton Medeiros, Igor Knop, Gedson Natalli, Guilherme Vasconcelos, Jardel Kellemann, Joe Sallen, Jorge Sazaki, Karen Soarele, Lucas Andrade, Lucas Rau, Lucas Saldanha da Rosa, Luis Francisco, Mac Schawarz Crow, Marco Antonio Barcelos, Marcus Martins, Mateus Anjos, Rafael Borges, Renato José Lopes, Renato Morroni, Robert Souza, Roberto Vila Peixinho, Renner Augusto, Rodrigo Deus, Sautoine Lee, Thiago Ferri, Thiago Leite, Thiago Monteiro, Tiago Honorato, Wallison Airechu Carvalho, Willy Trancoso.

4X CHAMPIONS HALLS:-

1 Player board per color

Evil Throne / Overlord Slot

Minion Slot

Fortress Health Track



4X HP TOKENS:-



4X GOLD TOKENS:-



1X EVIL SCEPTER:-

1st Player token



6X DARK OVERLORDS:-



20X HENCHMEN (5 PER COLOR):-



40X MERCENARIES:-



All Minions (Dark Overlords, Henchmen, Mercenaries) use standard Euro cards (58x88 mm)

YOU ARE THE DARK OVERLORD

The ritual is complete. At your command, the Covil rises. A living and breathing fortress now profaned by the greed crystals. Inside its dungeons lies the gate to the dark lands where countless hordes of chaotic beings were enslaved for so long. This time you will have your revenge.

GAME SETUP

- A. Place the game board** — Choose the right board for you (based on the number of players) and place it in the center of the play area, within easy reach of all players.
- B. Each player gets: 1 Champions hall, 5 Troop meeples, 5 Henchmen cards and 1 Fortress of his chosen color. Also get 1 HP token and 1 Gold token.** Place the HP token on the Fortress health track at 5 and the Gold token at 5 on the Treasury track. Place the Henchmen on the empty Minion slots on the Champions Hall.
- C. Rebels** — Place 1 Rebel meeple in town. Place the remainder in a pile next to the board.

- D. Deal Dark Overlord cards** — Shuffle all Dark Overlord cards and give one to each player. Players place their Dark Overlord at the Evil throne slot at the Champions hall. Put the remainder Dark Overlords back in the box.
- E. Place the Exhaustion tokens** — Exhaust all Dark overlords in play, by placing one exhaustion token on each one of them, with the Exhausted side visible. 
- F. Mercenary** — Shuffle all Mercenary cards. Set aside 24 of them to be played in this game and put the rest back in the box. Reveal 6 cards (this is the Mercenary pool). If there are Mercenaries revealed with a cost of 10 gold or more, shuffle them back to the deck and reveal new ones in their place.

- G. Power Relics cards** — Shuffle all Power Relics and give 2 to each player. Players keep them in their hands.

- H. 1 Evil Scepter / First Player token** — Give it to the youngest player to start the game. Patience is a virtue acquired over time. 

- I. Choose starting zones** — During the first Morning phase, the starting player chooses and places his fortress with 2 troops of his color in one of the spirals marked on the game board and then the other players choose clockwise. 



GAMEPLAY OVERVIEW

In **Covil: The Dark Overlords** you will struggle for the supremacy of the regions surrounding an isolated town. Each player controls a Dark Overlord with unique powers and countless troops to “defend the world from enemy hordes” and bring “peace and security to the territories” — at a cost, of course!

The game lasts a number of days. Each of them is divided in 3 phases:

Phase 1: Morning (Summoning troops)

Phase 2: Afternoon (Performing Actions)

Phase 3: Night (Dominance and Clean-up)

At the end of the night phase that the mercenary deck is empty, the game ends.

THE CONQUEST OF THE MULTIVERSE IS DECIDED ONE REALITY AT A TIME.



PHASE 1: MORNING

Starting with the First Player and proceeding clockwise each player stands up all their troops.

Then, players check if they need to summon one or more new troops at their fortress. All players must finish the morning phase with the same amount of troops as seen on the chart on the right. If you have less troops in play than the number shown, summon new ones in the territory of your fortress until you reach it. Summoned troops always enter the game standing up. Once everyone has completed this phase, the First Player begins Phase 2.

Daily Reserves

Day 1: 2 troops.

Day 2: 3 troops.

Day 3: 4 troops.

Day 4: 5 troops.

PHASE 2: AFTERNOON

Starting with the first player and proceeding clockwise, each player takes a turn. During their turn a player may execute each of the following actions once, in any order.

- 2.1) Acquire a Minion
- 2.2) Perform any amount of free actions
- 2.3) Lie down one troop to perform one troop action

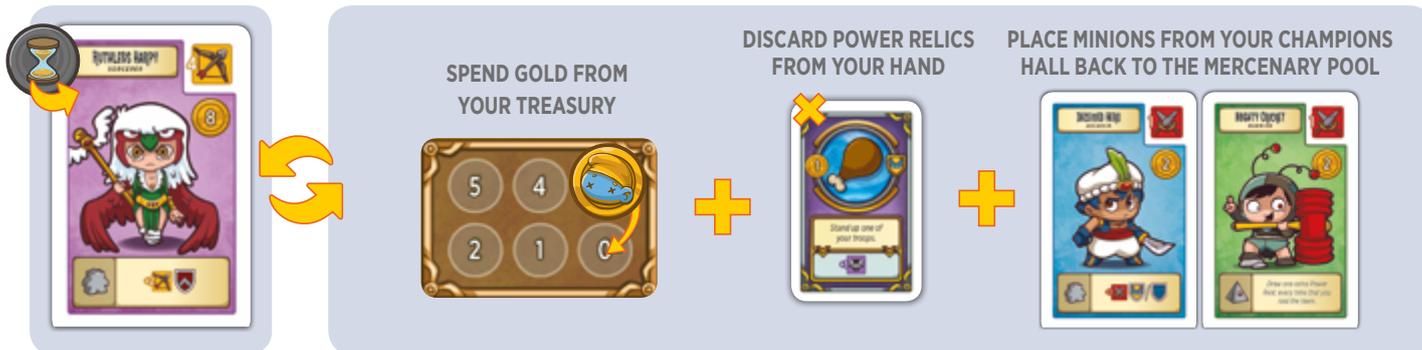
If at the beginning of the First Player's turn there are no troops standing on the board, proceed to Phase 3.



2.1 ACQUIRE A MINION

You may purchase a Minion from the Mercenary pool by paying its costs with any combination of: gold from your Treasury; discarding Power Relics from your hand; placing at least one Ready Minion (not tired nor exhausted) from your player mat back to the pool. If the gold spent to acquire a minion is more than it's cost, you may get the difference as gold back to your Treasury.

Every acquired Minion comes into your Champions Hall tired, and the replaced Minion goes back to the Mercenary Pool.



Example: If you want to acquire a Minion that is worth 8 gold, you may spend 3 gold from your Treasury, discard one Power Relic from your hand that is worth 1 Gold, and also place back in the Mercenary pool 2 of your Minions that are worth 2 gold each. Place the newly acquired Minion on your Champions Hall with one exhaustion token with the "tired side" face up.

MINION'S ATTRIBUTES

Within your horde, there are just a few that really make the difference. These lieutenants are called Minions.

Class: Each Minion has a class, and can be affected by any ability that targets it. The classes are: Dark Overlord, Assassin, Warrior, Guardian, Saboteur and Sorcerer.

Base stat: This stat defines the Combat attribute that this Minion is best at. This attribute is added to your Troop's score (either Defense or Attack) during Combat.

Cost: The amount of gold you need to spend to acquire this Minion. Also the Victory Points you get at the end of the game.

Ability: A special ability that can be either Passive or Instant.

You may never have more than 6 Minions in your Champions Hall.

You start with your Overlord and 5 Henchemen. In the course of the game you will exchange your Henchmen with Mercenaries from the Mercenary Pool. The Dark Overlord can never be removed from his evil throne.

Name of the Minion
Class of the Minion.

Base Stat
Melee, Ranged or Defense.

Minion Cost
Gold shown is the cost for buying or selling the Minion. It also counts as Victory Points at the end of the game.

Ability effect
As described on each

Ability
See below.

Ability effect
Remove 1 rebel from town to gain one gold.

PASSIVE ABILITIES

Passive abilities are always active even if their Minion is exhausted.

REINFORCEMENTS



This Minion has its own elite squad giving a bonus to all your troops' actions.

If the bonus refers to a specific terrain, the zone that this bonus applies is the one that your troop currently resides.



Example: +1 to all troops defense in the Town or Water zones.

This bonus will be +2 if applied to a town zone that is also a water zone.

INFLUENCE



This Minion has some underground contacts in town. It grants you a passive non-combat related advantage.

Influence effects always apply before the resolution of acquiring a Minion.



Example: you need two gold less than the regular price to acquire Warriors from the Mercenary pool. — If the cost is 0 you will get +2 gold.

INSTANT ABILITIES

Your Minions must be Ready in order to use their Instant abilities and activate its effects.



AFTERSHOCK

This Minion is mighty! Every time that you exhaust it to perform an attack, its special ability will activate.



Example: when you exhaust this Minion to attack, you will get its base stat + any reinforcements bonus + its own aftershock.



COMMAND

In your turn, as a free action, you may exhaust this Minion to perform its special ability.



Example: During your turn, as a free action, you may exhaust this Minion to move any one of your troops (standing or lying down) once.

2.2 PERFORM ANY NUMBER OF FREE ACTIONS

Every turn, during the Afternoon phase, a player may activate any number of Power Relics, and exhaust any number of Minions to activate their Command ability.

You don't need to lie down troops to perform these actions. But you may need to exhaust one Minion as a cost or a result of the action.

Example: If the Instant Ability of a Power Relic grants you a free attack, you can attack once with any of your troops (standing up or lying down), but you still need to exhaust one of your Minions to perform the attack as usual.

EXHAUST MINIONS TO PERFORM COMMAND ABILITIES



ACTIVATE POWER RELICS



POWER RELICS

These magical artifacts, when active, grant you special abilities and strategic advantage in combat.

In your turn, as a free action, you may activate as many Power Relics from your hand as you like. You may also activate Power Relics in another's player turn as a response to an attack declaration.

When you activate it, you may perform its Instant Ability right away, and you also get a Troop Bonus stat that will last until the night phase is started.

You may get Power Relics by buying them; by raiding the town or by Looting an enemy's fortress.

Power Relics in your hand may be used as gold to acquire new Minions or as victory points at the end of the game.

If the Power Relic's deck empties during the game, shuffle back their discard pile.

Gold value

Applies only if the Power Relic is inactive and also in your hand

Instant Ability

When you activate one Power Relic you may perform its special ability once right away.

Target zone

Applies only to solo mode

Troop Bonus

Applies when the Power Relic is active. Lasts until it is discarded at night.



BUY POWER RELICS

At any point in the game, during any phase, you may spend 3 gold from your Treasury to draw one Power Relic from the deck.

RAID THE TOWN

During the night phase, each player draws one Power Relic from the deck for every troop that they have in town. Place one Rebel in town for every Power Relic acquired this way.

LOOT A FORTRESS

When you deal the last hitpoint to an enemy fortress, you also draw one Power Relic from the deck.

2.3 LIE DOWN ONE TROOP TO PERFORM ONE TROOP ACTION

If you still have troops standing up on the board during your turn, you must lie down one of them to perform its action. You may not lie down more than one troop each turn.

Troop actions: Move this troop; or Rest one of your Minions; or Repair your fortress; or Gain 1 gold; or Attack.

If at the beginning of the First Player's turn there are no troops standing on the board, proceed to Phase 3.

TROOP ACTIONS:

MOVE THIS TROOP

Lie down one troop in order to move the same troop into an adjacent zone. If you have move-based abilities, you may move a troop up to 2 zones away when departing from the described type of terrain.



Example: with this Reinforcement your troops may move +1 zone from Desert or Water zones.

REST ONE OF YOUR MINIONS

By lying down one of your troops, you can rest one of your Minions once. When you perform this action, flip the exhaustion token on top of a Minion to its tired side. If the token was already at the tired side remove the exhaustion token from the Minion.

EXHAUSTED



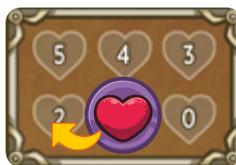
TIRED

A Minion being exhausted or tired means that you cannot exhaust it to attack or to perform command abilities and you cannot use it as gold or even discard it.

Every time something states that you must exhaust one of your Minions place one exhaustion token on top of it, with the exhausted side facing up.



Example: first lie down your troop when declaring your action, then perform it. An already lying down troop can not perform troop actions.



REPAIR YOUR FORTRESS

Lie down one troop to repair your fortress by 1 Hit Point. A destroyed fortress (zero Hit Points) can not be repaired.



GAIN 1 GOLD

Lie down one troop to gain one gold. You may never have more than 5 gold into your Treasury. If at some point you are about to gain more gold than 5, you should consider spending immediately 3 to buy a Power Relic.

ATTACK

To perform an attack you need to lie down one troop and exhaust one of your Minions (You need to exhaust one of your Minions even for free attacks). This attack may be melee or ranged (see below). When you are declaring an attack you also need to declare which one enemy troop you are attacking.

The outcome of an attack will be decided after the defender's response. You may target an unguarded fortress directly, in that case, there is no response.

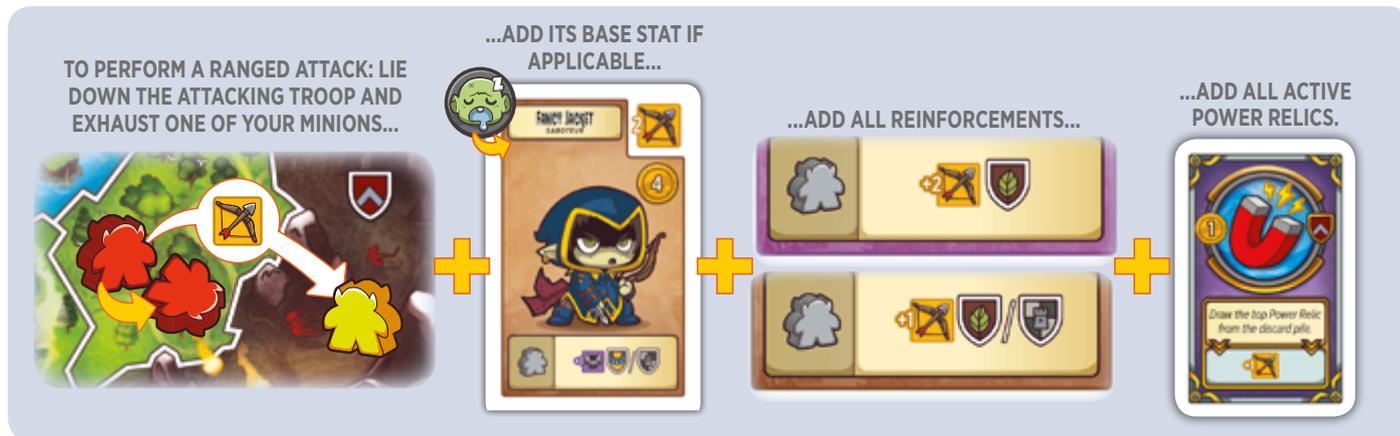


Melee attacks may only target troops within the same zone as your attacking troop. Every troop has Melee attack 1.



Ranged attacks may only target troops in adjacent zones to your attacking troop.

The Attacking strength is the Base stat of the Minion exhausted to perform the attack (if applicable to the chosen attack) plus all applicable Reinforcement abilities (from both exhausted and ready Minions) plus all applicable bonus from active Power Relics.



Declare the attack: — I'm attacking your troop with strength 6 (2 from the exhausted Minion Base Stat, 3 from Reinforcements, 1 from active Power Relics).

THE DEFENDER'S RESPONSE

When someone declares an attack that targets one of your troops, you need to calculate your defense score.

All troops start with a base defense of 1. To that you add all bonuses from Reinforcement abilities. Remember these abilities apply their bonus even if their Minion is exhausted.

You may exhaust any Ready minions with a defense base stat to add it to your score.

Finally you can activate any number of Relics to boost your score. Their ability is also activated and resolved immediately.



Raise the stakes: the attacking player may respond to a defender's response by activating one or more Power Relics. Continue raising the stakes until both players pass.

Declare the defense: — My defense is 6! (1 from troop stats, 1 from Reinforcements, 2 from exhausting the Guardian, 2 from active Power Relics).

THE OUTCOME

Compare the strength of the attacking troop with the defender's defense score. In case of a tie, the defender wins. Every combat ends in one of the following possible outcomes:

A) The Defender wins

B) The Defender loses

Defending troop was standing up

C) The Defender loses

Defending troop was Lying down

Also check if the defending troop was in the same zone as its player's fortress. In that case, first resolve the outcome and then proceed to the "Fortress gets damaged" section.

A) THE DEFENDER WINS

Nothing happens.



B) THE DEFENDER LOSES (DEFENDING TROOP WAS STANDING UP)

The attacker gains 2 gold. The defender lies down their troop and moves it into any adjacent zone. Move-based Reinforcement abilities may also be applied.



C) THE DEFENDER LOSES (DEFENDING TROOP WAS LYING DOWN)

The attacker gains 2 gold. The defender removes their troop from the board.



THE FORTRESS GETS DAMAGED

If the Defender's troop was within the same zone as their fortress when it loses a combat, the remaining damage (the difference between attacker's and defender's strength) is dealt to the fortress itself.

It does not matter if the defender has more than one troops within his fortress zone.

Also, if there is no defending troops present, all damage is applied to the fortress.

Hidden treasures: If you deal damage to an enemy fortress (doesn't matter how much damage you dealt), gain +1 gold.

Loot the Fortress: when you deal the last Hit Point to an enemy's fortress you also draw one Power Relic.



THE FORTRESS GETS DESTROYED



When a fortress loses its last hitpoint it gets destroyed. Flip that fortress token to the boom side.

During the morning phase, you may summon new troops at your destroyed fortress as usual.

A destroyed fortress does not grant you Victory Points at the end of the game and can no longer be repaired.

MY BLADE WILL BE
YOUR DOOM!



PHASE 3: NIGHT

During the Night phase perform the following actions in the specific order:

- 1) Discard all active Power Relics;
- 2) Renew the Mercenary Pool;
- 3) Collect protection fee;
- 4) Raid the town (Rebels may Retaliate!);
- 5) Rest all Minions once.

Once the Night phase is completed, the player immediately to the left of the starting player takes the Evil scepter and becomes the new starting player. Proceed to Phase 1.



3.1 DISCARD ALL ACTIVE POWER RELICS

No Power Relic stays in play to the next day. Your minions are too reckless to keep them active. All players discard their own active Power Relics.

3.2 RENEW THE MERCENARY POOL

Discard all cards from the Mercenary pool and then reveal 6 new ones. If there are no more mercenaries left, at the end of this Night phase the game ends.

3.3 COLLECT PROTECTION FEE

All players check the board for dominance over Water, Desert, Mountain and Forest zones. To collect protection fee you must have dominance over a given type of terrain. You have dominance over a terrain type if you control the majority of the zones of that terrain type.

A zone is controlled by the player with the most troops in it. Rebels and Fortresses do not count. In case of a tie, the zone is not considered to be controlled by any one.

For each dominance over a kind of terrain, you gain 2 gold.

Example:

Dominance over water: Yellow has control over zone A, Yellow and Green are tied on zone D, Green has control over zone E (Rebels do not count towards majority) and Red has control over zone F. As Yellow, Red and Green are tied with 1 controlled zone each, no one gets gold for dominance over water.

Dominance over desert: Yellow has control over zone C, zone D is tied. Yellow player gain +2 gold for having dominance over desert.

Dominance over mountain: Yellow has control over zone A, Yellow player gain +2 gold for having dominance over mountain.

Dominance over forest: Green has control over zone B and zone G, Red has control over zone F only. Green player gain +2 gold for having dominance over forest.



3.4 RAID THE TOWN

Players draw 1 Power Relic from the deck for each troop that they have in the town zone. Place 1 new Rebel for each Power Relic drawn this way. If there are 5 Rebels in the town they Retaliate!

Example: Green has 2 troop on zone E (Green player draw 2 Power Relics) and Red has one troop on zone E (Red player draw 1 Power Relic). Add 3 more Rebels at the town.

REBELS RETALIATE

Having hordes of minions causing chaos at the town may lead into townfolk riots.

If there are 5 Rebels in the town they Retaliate!

Proceeding clockwise each troop in the town zone will receive an attack with a strength of 3 (players may defend themselves as usual, one troop at a time) all non destroyed fortresses will receive an attack with strength 3 (players can defend themselves if they have at least 1 troop at their fortress).

When all Rebels' attacks are resolved, remove all Rebels from town.

3.5 REST ALL MINIONS ONCE

All players rest each of their Minions once for free. If the Minion was exhausted, flip the token and it becomes tired. If the Minion was tired remove the token and it becomes ready.

FINAL SCORING

At the end of the night phase that the mercenary deck is empty, the game ends. The player with the most Victory Points (VP) wins. **You score Victory Points from the following:**



Influence abilities

May still apply their effect for the final scoring.

Minions Cost

You gain that many Victory Points as the cost of each of your Minions in your Champions Hall.



Your Living Fortress awards you 5 VP

If it is destroyed, you get 0 VP from it.

Treasury

Every gold in your Treasury awards you 1 VP.



Score one VP for each gold shown on Power Relics that are still in your hand.

Tie Breakers: In case of a tie, the player with the most troops still on the board is the winner. If it is still a tie, the player with more HP left at his fortress wins, then the player with more gold coins left at his Treasury wins, then the player that has the most expensive Minion in their Champions Hall wins. If it is still a tie, then you share victory.

Example: The green player still has his fortress alive (+5 VP); has 5 gold in his Treasury (+5 VP); His Minions score 27 VP (he received +1 for the private because of his dark overlord); His Power Relics score 10 VP (it was 6, but then his Donnish Druid added +1 to each). Final Score: 47 VP (5+5+27+10).

EVIL PREVAILS: AN EPIC SOLO SHOWDOWN

SETUP

Setup the game like you would for 2 players on the Desert Town map. One player will be you and the other we will call "The Dummy Player". Apply the following setup changes:

Before shuffling the Mercenary deck, divide it in 3 different piles:

- 1) Mercenaries costing 2 gold
 - 2) Mercenaries costing 4 and 6 gold
 - 3) Mercenaries costing 8 and 10 gold
- Shuffle each of those piles.

Instead of the usual Henchmen, place on the Dummy Player's Champions Hall:

- 2 Mercenaries from the first pile (2 gold)
- 2 Mercenaries from the second pile (4 or 6 gold)
- 1 Mercenary from the third pile (8 or 10 gold)

Dummy Player will not acquire new mercenaries through the course of the entire game.

Shuffle the remaining Mercenary cards:

Set aside 24 of them to be played in this game and put the rest back on box. Reveal 6 cards. If there are cards with cost of 10 gold or more, shuffle them back to the deck and reveal new ones in their place.

Do not deal starting Powers Relics to the Dummy Player:

The Dummy Player will not activate any Power Relics through the game. Keep any power Relics that it acquires through the game next to its Champions Hall face down for the final scoring.

Finish the setup and play the game as usual

Take the Evil Scepter first player token and start the game! The goal of the solo game is to achieve more VPs than the Dummy Player.

THE DUMMY PLAYER

The Dummy Player will always target you. If you decide to face more than one Dummy Players, they will never attack each other. Its actions follow some specific rules described below:

MORNING PHASE: BUY RELICS

During each morning phase, if possible, the Dummy Player will spend 3 gold to buy one Power Relic. Keep it face down next to its Dummy Player Champions Hall for final scoring.

AFTERNOON PHASE:

The Dummy Player will lie down one troop to perform ONE of the following actions. First, it will check if it can perform a Melee attack. If not it will check for a Range Attack, and if that is also not possible, it will try to move a Troop.

1. Perform a Melee Attack!

Exhaust its strongest Melee Minion available and add any applicable Reinforcement bonus. If there is a tie, exhaust the top left available Minion. If there is no Melee Minion to exhaust proceed to 2.

Target zone tie breakers: Enemy fortress zone; then a zone with enemy lying down troops; if there is still a tie flip Power Relics from deck until an applicable zone appears.

2. Perform a Ranged Attack!

Exhaust its strongest Ranged Minion available and add any applicable Reinforcement bonuses. If there is a tie, exhaust the top left available Minion. If there is no Ranged Minion to exhaust proceed to 3.

Target zone tie breakers: Enemy fortress zone; then a zone with enemy lying down troops; if there is still a tie flip Power Relics from deck until an applicable zone appears.

3. Move! (also applicable to Retreat)

Flip a Power Relic from the deck and then move the dummy troop to the target zone.

Target zone tie breakers: Nearest to the enemy fortress zone.

Dummy Players will never activate Command abilities and will always exhaust their best defensive Minion to try to defend themselves.

NIGHT PHASE:

Perform night phase as usual.

NOW YOU HAVE MY ATTENTION

Once you are used to the solo rules, try to place the dummy fortress next to yours, then if you still want more challenge add another dummy player!

Example A: The Yellow player starts the game at zone A, and the Red dummy player at Zone B.



Afternoon Phase:

1st troop: Yellow player moves his 1st troop to zone C, then the dummy player flips a Power Relic, and the zone shown is mountain, so it moves into D zone.

2nd troop: Yellow player decides to perform the "Squire" command to be able to move to zone F (the town). Dummy player flips a Power Relic, and the zone shown is forest so it moves into zone E.



Example B: a jump into action.



Afternoon Phase:

1st troop: Dummy player melee attacks on zone C. Yellow loses and retreats to zone F. Yellow player makes a Ranged attack to zone B from zone F and destroys Dummy player's fortress.

2nd troop: Dummy player will always favor melee attack, so it will attack on zone F. Yellow attacks from zone H to zone F.

3rd troop: Dummy player could perform ranged attacks from zone I and zone E but it will attack from zone I into zone A because it has the enemy Fortress. Yellow player decides to attack red on zone I.

4th troop: Dummy player makes ranged attacks to zone G from zone E. Yellow has no more available actions.

CRUSH YOUR ENEMIES. SEE THEM DRIVEN BEFORE YOU. HEAR THE LAMENTATIONS OF THEIR PEOPLE.

GAMEPLAY SUMMARY

In **Civil: The Dark Overlords** you will struggle for supremacy of the regions surrounding an isolated town. Each player controls a Dark Overlord with unique powers and countless troops of minions to “defend the world from enemy hordes”, bring “peace and security to the territories” — at a cost, of course! — or you may decide to raise fear and rage into the hearts of the townsfolk by raiding and looting the town at midnight. The game consists of 4 days, each of them is divided in the following 3 phases:

Phase 1: Morning

Phase 2: Afternoon

Phase 3: Night

Proceeding clockwise each player completes their **phase 1** by standing up all lying down troop and summoning troops in the same zone as their fortress. Once everyone has completed this phase, the starting player then begins the next phase.

In **Phase 2** is where the action happens. In this phase each player may hire one Mercenary from the pool, and lie down one troop meeple to perform its troop action.

Troop actions: Move; or Rest; or Repair; or Gain 1 gold; or Attack.

Free Actions: activate Power Relics, perform Command abilities.

Proceed clockwise until all troops on the board are lying down, then proceed to the next phase.

In **phase 3** all players together follow these instructions:

- 1) Discard all active Power Relics;
- 2) Renew the Mercenary Pool;
- 3) Collect protection fee;
- 4) Raid the town (Rebels may Retaliate!);
- 5) Rest all Minions once.

Once the night phase is completed, the player immediately to the left of the starting player takes the Evil Scepter and becomes the new starting player. Proceed to Phase 1.

SCORING BASICS

The player with the most Victory Points (VP) wins.

You score Victory Points from the following:



Score 5 VP

If your fortress is not destroyed



Score 1 VP

for each gold left in your Treasury



Score 1 VP

for each gold in your hand's Power Relics



Score 1 VP

for each gold shown on your acquired Minions.

Tie Breakers: In case of a tie, the player with the most troops still on the board is the winner. If it is still a tie, the player with more HP left at his fortress wins, then the player with more gold coins left at his Treasury wins, then the player that has the most expensive Minion on his Champion's Hall wins. If it is still a tie, you share victory.

YOUR ARMIES WILL MEET THEIR FATE!

