

BONES & BANNERS

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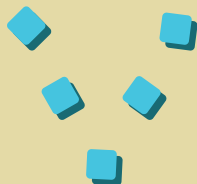
Introduction

Ready yourself and a friend for a battle between two rival villages. In this game each player has control over their own small army of unit cards, attacking their opponent's village while reinforcing their own village. Buy new army units, construct buildings, and seek guidance from advisors to secure victory.

Victory Condition

The first player to collect five score cubes is declared the winner.

In the event of a tie for winning, both players return one score cube to the cube stash and the game continues.



Components



10 Action dice



10 Score cubes



42 Unit cards

18 of which
are labeled at
the bottom as
Loyalists.

LOYALIST



9 Advisor
cards



9 Building
cards



2 Shuffle
cards



1 Initiative
token



2 multi-colored
Village cards

Setting Up a Game

1. Place the two village cards between the two players, ensuring that each player has a card labeled **Your Village** facing them.
2. Each player then takes one each of the **ten Loyalist Unit** cards and shuffles them to form their own personal face-down **Army Deck**.



Look for the Loyalist tag at the bottom of the Loyalist cards to distinguish them from the other unit cards!

3. Each player places a **Shuffle Card** at the bottom of their Army Deck.
4. Shuffle all remaining **Unit**, **Advisor** and **Building** cards separately into three individual piles.
5. Draw three cards from the **Unit Pile**, two from the **Building Pile** and one from the **Advisor Pile** to create a face-up **Reserve Tableau**.
6. Place all the Action Dice in the middle of the table in a **Dice Pool**.
7. Place all the score cubes in the game box as a **Cube Stash**.
8. Use the game box lid as a **Lost Pile** for cards that leave the game.
9. Randomly hand out the **Initiative Token** to one player.

2.

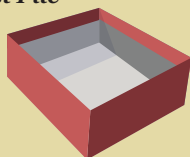
**Opponents
Army Deck**

3.



8.

Lost Pile



1.

**Rival
Village**



**Your
Village**

6.



Dice Pool

4.

**Unit
Pile**



**Building
Pile**



**Advisor
Pile**

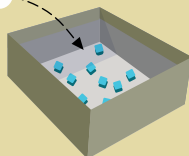


Reserve Tableau

5.

7.

Cube Stash



**Initiative
Token**

9.

3.



**Your
Army Deck**

2.

Villages

Your main goal in the game is to score points by winning battles. You win battles when you defend your own village or successfully attack your rival's village.

Village cards have a loyalist edge and a rival edge. These cards are placed sideways so that each player has a village card labeled **Your Village** facing them.



Units

Your army is mostly made up of two types of unit cards. Defensive cards protect your village and units, while aggressive cards attack your rival's village and units. When you play a unit from your hand you need to activate it with a die.

Activation Symbol

Each unit card has one or two symbols that indicate which dice you can choose from when activating the unit.

Note that you only need a single die as long as it matches at least one of activation symbols on the card.

You can also activate a unit with a die that does NOT match, but doing so counts as a **Bluff**, which results in the unit being Lost to the Lost Pile if it gets revealed. (p.8-9)



Banners

Some units have red banners on top that show how strong the unit is in comparison to other units.

Unit Actions

All units can perform Action that will only activate under specific circumstances.

Loyalist Tag

Units that start in your Army Deck at the beginning of the game are marked with the Loyalist tag.

Buildings

Buildings are cards that give you long-term benefits. They need to be built before they can be used, but once built, they stay in play.



Building Buildings

Buildings are played from your hand face down during the build phase.

You may only build one building at a time.

Building Actions & Effects

Some buildings have actions that you are free to perform multiple times at your own discretion.

Buildings can also have permanent effects that are always active while other ones have conditional effects that only activate under specific circumstances.



Advisors

Advisors are one-time-use cards that can be played directly from your hand to swing the game in your favour.



Advisor Action

Each advisor has their own situational one-time ability that can be played at any time.

The effects of an advisor are instantly resolved but not before any effects in progress have been resolved.

This means that a player cannot play an advisor until the effect of any previously played advisor has been resolved.

Advisors are thrown in the Lost Pile after they have resolved.

Gameplay

Games are played in rounds divided into a series of short phases that the players step through together.

I. Rally Phase

All players draw three cards from their Army Deck to their hand.

If you draw the **Shuffle Card**, shuffle your Army Deck, put the Shuffle Card at the bottom of the deck and draw a new card.

II. Strategy Phase

The player with the Initiative Token now rolls all the dice in the Dice Pool and picks one of the dice. The players keep taking turns picking dice from the Dice Pool until both players have five dice each in front of them.

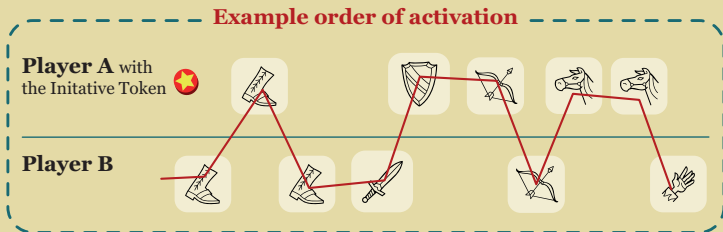
III. Tactical Phase

It is now time to activate these dice. Start with the player who has the most **Boot** dice. If both players have the same number of unactivated Boot dice, at any point in time, the player with the Initiative Token has priority and acts first.

When all Boots have been activated, dice showing a **Sword** are activated in the same way, followed by **Shield**, **Bow**, **Horse** and **Mystic** dice.



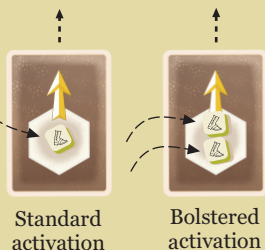
Note that this means that the players will be activating their dice back and forth and will often act more than once in a row.



When activating a die, you may either:

- A. Play a Unit card from your hand. Place the card face down on the table, with the die on top of the card and the golden arrow aiming towards the village or unit that the card is targeting.

Units that can be **Bolstered** may be activated by playing two dice of the same symbol, at the same time, to trigger their Bolstered effect.



Example: A Footsoldiers activated with two Boot dice would be Bolstered.

- B. Draw a card from either the Advisor Pile, Building Pile or the Unit Pile.

Leave the die next to the pile you drew from. It won't be needed for the rest of this round.

Looking at the card, you now have the choice to exchange it with any face-up card of the same card type in the face-up Reserve Tableau.



The card you settle on goes in your hand.

Example: If you drew a card from the Unit Pile you may exchange that card with any of the three unit cards at the bottom of the Reserve Tableau.

IV. Building Phase

Starting with the player who has the initiative, each player may now choose to build a building from their hand by placing it face down in front of them.

You may only build one building at a time.

You need to defend your village from attacks during the following Battle Phase for the building to come into play face up at the end of the round.

VI. Battle Phase

First resolve interactions between units in the following way:

- Reveal all units that target other units.
- Throw any revealed units that are **Bluffing** in the Lost Pile:
 - Units with the wrong activation die.
 - Units with the wrong type of target.
- If there are long chains of units attacking each other, the units that are not themselves targeted act first. (See “A acts before B”, p.12)
- Units that **Protect** other units will Retreat or be Lost in place of their protected unit.
- Units that are **Immune** ignore attacks of the specified type.
- When there is a **Duel**, compare the banner count of both units:
 - a. If a unit has less banners than the other unit, throw it in the Lost Pile.
 - b. If the attacked unit has more banners, it stays in play.
 - c. If both units have the same number of banners, both units Retreat to the bottom of their owner's Army Deck.

Then resolve units contesting villages in the following way:

- A. If there are no units contesting a village, nothing happens.
- B. When you defend your village and the opponent is not attacking:
 - Take a score cube from the Cube Stash.
 - All your units Retreat, unrevealed, to the bottom of your Army Deck.
- D. When you attack a rival village and the opponent is not defending:
 - Take a score cube from the Cube Stash.
 - If a building is being built at the rival village, it goes into your hand.
 - All your units Retreat, unrevealed, to the bottom of your Army Deck

D. When both players have units contesting a village:

- Reveal all remaining units targeting the village.
- Throw any revealed units that are **Bluffing** in the Lost Pile:
 - Units with the wrong activation die.
 - Units with the wrong type of target.
- Compare the total number of banners at the village for each player:
 - a.** If the defending player has more banners:
 - The defending player is rewarded a score cube.
 - b.** If the attacking player has more banners:
 - The attacking player is rewarded a score cube.
 - If a building is being built, it goes into the attacking player's hand.
 - c.** If both have the same banners count, there is a **Stalemate**:
 - All units remain face-up and stay in play for another round.
 - Bolstered units lose their Bolster effects, since all dice go back to the Dice Pool at the end of the round.

VII. End of Round

- If one of the villages has five score cubes, that player is the winner!
- In the case of a tie, both players return a score cube to the Cube Stash.
- Until there is a single winner, the game area is reset as follows:
 - All units retreat to the bottom of their owner's Army Deck, unless they are in a Stalemate.
 - All face-down buildings are flipped face up in front of their owner unless there was a Stalemate at the builders village.
 - All dice go back to the Dice Pool.
 - The Initiative Token is passed to the other player.

Terminology

Advisor	One-time use cards that you can use at any time. (p.5) Buy an advisor with a die by drawing a face-down card from the Advisor Pile to keep or switch the card for the face-up advisor in the Reserve Tableau. (p.7)
Army Deck	A deck per player from where unit cards are drawn to the hand. Retreating units go to the bottom of this deck and it gets shuffled when the Shuffle Card is drawn. (p.2)
Bolstered	Units that can be Bolstered has effects that are triggered when they are activated with two matching dice. (p.7)
Bluff	Activating a unit with a die that does not match or has an invalid target. If a Bluff is revealed, the unit is thrown in the Lost Pile. (p.8-9)
Building	Buy buildings with a die by drawing a face-down card from the Building Pile to keep or switch the card for one of the two face-up building cards in the Reserve Tableau. Once per round, you may attempt to build a building by playing it face down from your hand. (p.7)
Dice	All dice the same six symbols: Boot - Sword - Shield - Bow - Horse - Mystic. (p.7)
Dice pool	The result of all dice being rolled together. (p.3)
Duel	Two units in a measure of strength resolved by comparing the number of banners each unit has. (p.8)
Hand	The unit, advisor and building cards in your hand.
Immune	Makes a unit safe from a specific type of attack. (p.8)
Initiative	Turn order beginning with the player who currently has the Initiative Token. (p.6)

Lost	Cards that are Lost are thrown in the Lost Pile.
Lost Pile	Where all cards that leave play are kept, preferable in the lid of the box.
Loyalist	Units that start in your Army Deck at the beginning of the game are marked with the Loyalist tag. (p.4)
Protect	Units that Protect other units will Retreat or be Lost in place of their protected unit. (p.8)
Retreat	Return a unit to the bottom of its owner's Army Deck.
Score Cubes	Wooden cubes that are earned by winning battles. Each cube represent one victory point and you need five cubes to win a game. (p.8)
Battle	Battles take place at villages. The player with the most banners at a village at the end of each Battle scores a one Score Cube. (p.8-9)
Shuffle Card	When you draw the Shuffle Card, shuffle your Army Deck, put the Shuffle Card at the bottom of the deck and draw a new card. (p.6)
Stalemate	When a Stalemate occurs during a battle, all units at the village stay in play for another round. (p.9)
Unit	Units are played from the hand and needs a matching die to be activated. (p.5) Buy more army units with a die by drawing a face-down card from the Unit Pile to keep or switch the card for one of the three face-up unit cards in the Reserve Tableau. (p.7)
Village	Defend your own village and attack the rival village to collect Score Cubes. (p.4)

Table Reference



**Opponents
Army Deck**



Opponents hand



**Unactivated
Dice**

A acts before B



**Bolstered
attack using
two dice**

**Initiative
Token**



**Building
in play**



Your hand



**Your
Army Deck**

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I. Rally Phase

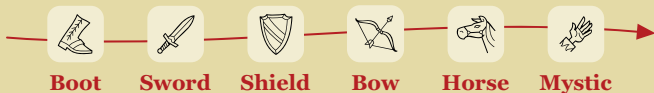
Both players draw **three** cards from their **Army Deck**.

II. Strategy Phase

- All dice are rolled together into a single **Dice pool**.
- Starting with the player that has the initiative, players pick a die from the **Dice pool** until each player has **five dice** in front of them.

III. Tactical Phase

Dice are activated in the following order...



...to perform one of the following two actions:

- A. Play a **Unit** from your Hand.
- B. Draw a card from either the **Unit Pile**, the **Building Pile** or the **Advisor Pile** with the option to switch the card for one of the cards, of the same type, in the **Reserve Tableau**.

IV. Building Phase

Each player may play **one Building** from their hand face down on the table to indicate that it is being built at their Village.

VI. Battle Phase

- Resolve all actions between units at each village.
- Resolve units contesting villages by counting unit banners and award a **Score Cube** to the winner of each Battle.
- If the attacking player wins the Battle and the defending player is building a building, that card goes into the attacking player's hand.

VII. End of Round

If one of the players has **five Score Cubes**, they win the game.

If there is no single winner, the game continues:

- **Buildings** that are being built are put into play.
- The **Initiative Token** is passed to the other player.