



**BONES &  
BANNERS**

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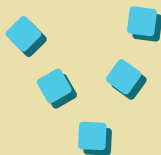
# Introduction

Ready yourself for a delightful game of two rivaling villages. By drafting dice, each player controls an army deck, defending their village and running tactical counter-attacks. Expand your forces with new units, construct buildings, and seek guidance from advisors to secure victory.

## Victory Condition

**The player who first collects five score cubes is declared the winner.**

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



## Components



8 Action dice



10 Score cubes



54 Unit cards

*32 of which are labeled at the bottom as Loyalists.*

LOYALIST



8 Advisor cards



9 Building cards



2 Shuffle cards



1 Initiative token



2 multi-colored Village cards

# Setting Up a Game

1. Each player shuffles sixteen **Loyalist Unit** cards face down to form their personal **Army Deck**. Look for the Loyalist tag at the bottom of the following cards to distinguish them from the other unit cards.

## LOYALIST

2x Footsoldiers



2x Halberdiers



2x Archers



2x Woodkeepers



2x Cavalry



2x Knights



2x Wizard



2x Cleric



2. Each player places a **Shuffle Card** at the bottom of their Army Deck.
3. Place the two village cards between the two players, ensuring that each player has a card labeled **Your Village** facing them.
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 card from the **Advisor Pile** to create a face-up **Reserve Tableau**.
6. Place all the Action Dice in the middle of the table to form a **Dice Pool**.
7. Place all the score cubes in the game box as a **Cube Stash**.
8. Use the game lid as a **Lost Pile** for card that are removed from play.
9. Randomly hand out the **Initiative Token** to one player.

  
**Initiative  
Token**

**1.**

**Opponents  
Army Deck**

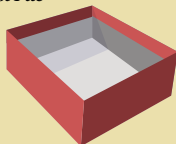
**2.**



**9.**

**8.**

**Lost Pile**



**Rival  
Village**



**3.**



**Your  
Village**

**6.**



**Dice Pool**

**4.**

**Unit  
Pile**



**Building  
Pile**



**Advisor  
Pile**

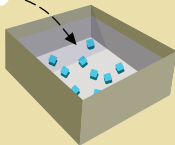


**Reserve Tableau**

**5.**

**7.**

**Cube Stash**



**2.**

**Your  
Army Deck**

**1.**

# 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.

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.



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# Units

Your army is 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.



## 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 one or more actions targeting either other units or villages.

In addition, some unit cards have conditional effects 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.

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# 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 on 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

Starting with the player that has the Initiative Token, each player may perform the following actions:

1. Return any number of unit cards from your hand to the bottom of your Army Deck.
2. Draw up to three cards from your Army Deck to your hand, as long as you have no more than seven Unit cards in your hand.

*If you already have more than seven Unit cards in your hand, you do NOT have to discard down to seven. The hand limit is only checked when drawing cards at the beginning of each round.*

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.

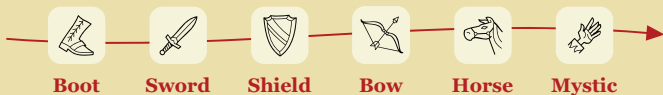
## II. Strategy Phase

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 four dice each in front of them.

## III. Tactical Phase

It is now time to activate 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, the player with the Initiative Token has priority and acts first.

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



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

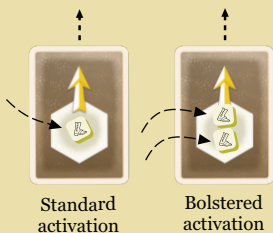


When activating a die, you may either:

- 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:** *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 switch it with any face-up card of the same card type in the Reserve Tableau.

The card you settle on stays in your hand.



**Example:** *If you drew a card from the Unit Pile you may switch 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.

If you start building and manage to defend your village from attacks, the building will come into play face up at the end of the round. However, if your opponent defeats you during the Village Showdown, they will cancel the build and take your building card into their own hand instead.

You may only build one building at a time.

## V. Scuffle Phase

Resolve interactions between units in the following way:

- Reveal all units that target other units.
- Throw any revealed units, that are **Bluffing**, on 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. (A acts before B on page 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.
- Units that are **Slayed** are revealed and then thrown on the Lost Pile .
- 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 on 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.



## VI. Village Showdown

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 has units contesting a village:
- Reveal all remaining units targeting the village.
  - Throw any revealed units, that are **Bluffing**, on 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 players 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.
- All dice go back to the Dice Pool.
- The Initiative Token is passed to the other player.

# Terminology

<b>Advisor</b>	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)
<b>Army Deck</b>	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)
<b>Bolstered</b>	Units that can be Bolstered has effects that are triggered when they are activated with two matching dice. (p.7)
<b>Bluff</b>	Activating a unit with a die that does not match or has an invalid target. If a Bluff is revealed, the unit is thrown on the Lost Pile. (p.8-9)
<b>Building</b>	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)
<b>Dice</b>	All dice the same six symbols: Boot - Sword - Shield - Bow - Horse - Mystic. (p.7)
<b>Dice pool</b>	The result of all dice being rolled together. (p.3)
<b>Duel</b>	Two units in a measure of strength resolved by comparing the number of banners each unit has. (p.8)
<b>Hand</b>	The unit, advisor and building cards in your hand.
<b>Hand Limit</b>	At the beginning of each round, you may draw up to <b>three</b> unit cards from your Army Deck as long as you do not exceed <b>seven</b> unit cards in your hand. If you already have more than seven cards in your hand, you do NOT have to discard down to seven. (p. 6)
<b>Immune</b>	Makes a unit safe from a specific type of attack. (p.8)

<b>Initiative</b>	Turn order beginning with the player who currently has the Initiative Token. (p.6)
<b>Lost</b>	Cards that are Lost are thrown on the Lost Pile.
<b>Lost Pile</b>	Where all cards that leave play are kept, preferable in the lid of the box.
<b>Loyalist</b>	Units that start in your Army Deck at the beginning of the game are marked with the Loyalist tag. (p.4)
<b>Protect</b>	Protect a unit from any attack. (p.8)
<b>Retreat</b>	Return a unit to the bottom of its owner's Army Deck.
<b>Score Cubes</b>	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)
<b>Scuffle</b>	Resolving actions between army units before the village Showdown. (p.8)
<b>Showdown</b>	Showdowns take place at villages. The player with the most banners at a village wins the showdown. (p.8-9)
<b>Shuffle Card</b>	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)
<b>Slay</b>	Attack that sends a rival unit to the Lost Pile. (p.8)
<b>Stalemate</b>	When a Stalemate occurs during a battle, all units at the village stay in play for another round. (p.9)
<b>Unit</b>	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)
<b>Village</b>	Defend your own village and attack the rival village to collect score cubes. (p.4)

# Table Reference



**Opponents hand**



**Die ready to be activated**

**A acts before B during the Scuffle**

**Slay**



**Rival Village**



**Your Village**



**Bolstered attack (2 dice)**



**Revive**



**Building being built**



**Building in play**



**Your hand**



**Initiative Token**



**Your Army Deck**

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Developed and  
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### **I. Rally Phase**

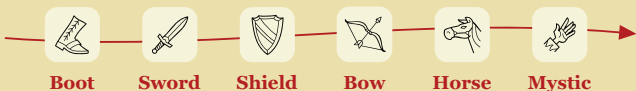
- Players may **Retreat** any number of **Unit** cards in their Hand.
- Both players draw **three** cards from their **Army Deck**, up to a maximum hand limit of **seven Unit** cards.

### **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 **four 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.

### **V. Scuffle Phase**

Resolve all actions between units.

### **VI. Village Showdown**

Resolve units contesting villages by counting unit banners and award a **Score Cube** to the winner of each village showdown.

If the attacking player has more banners 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.