

BATTLEGROUNDS

Season 1 – PRIMEVAL

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CORE CONCEPT: TOKENS

Before we jump into playing the game, let's learn about the game's namesake—the Token Terrors!



ACTIVATION AND FACING

Throughout this game, you'll activate your Token Terrors (or just Tokens, for short) to make them do stuff. To show this, you'll turn your Token to adjust its facing:

- A Token turned forward (away from you) is Fresh. It can be activated.
- A Token turned backward (towards you) is Resting. It cannot be activated.
- A Token turned sideways is Readied. It cannot be activated, and it is tracking some kind of special effect. (You'll learn more about these later)

Tokens come from various factions, and have either melee or ranged battle styles, as well as unique "Token Talents." (The factions included in this box are described in greater detail on page 13)

A NOTE ON FACTION SELECTION



If you're a beginning Warlord I'd advise a mix of two factions, one melee and one ranged, with a split of 5/5 or 6/4. If you're feeling adventurous, you can try more challenging mixes such as 3/3/4 or 6/2/2. As you'll learn, though, your Tokens become more powerful when you keep Tokens of the same faction adjacent, so this will provide a tougher challenge.



fig 1. an example of a completed board ready for battle
For quick set up, arrange your first game as pictured to
get to battling fast!

ACTIVATE

The space where a Token is ACTIVATED.

MOVE

The spaces where a MOVE command is issued.

ATTACK & RANGE

The spaces where a Tokens Range can deal
damage and Battle enemies.

Throughout this rule book, there are visual examples provided to grant you greater insight into the ins and outs of Token Terrors. What a Token is doing in these examples is denoted by color-coding the spaces that the active Token occupies. (For those that may be color blind we apologize for any difficulty).

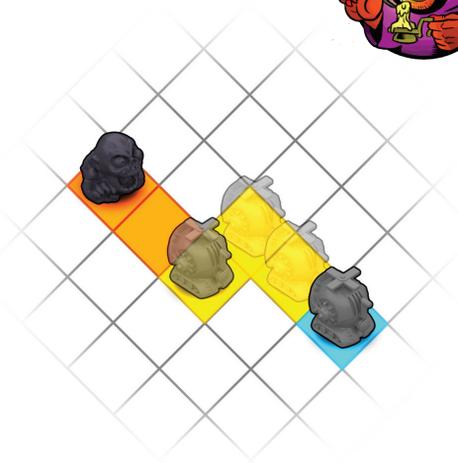


fig 2. color-coding example
for visual aids

SETUP

1. **Meet For Battle!** Place the **Battleground Board** between the players: this is where the action will happen! Each player should be seated across from each other.

2. **Determine First Player.** Each player rolls the **Evasion Die** (the numerical die). The player who rolls higher is the first player. In case of a tie, roll again.



fig 3. evasion die

3. **Set Surge Dice.** Each player takes a **Surge Die** and sets it to show the “1” pip face-up and away from them, showing they each have 1 **Surge Point**. You will rotate this die to different faces as you gain and spend Surge Points throughout the battle. If the “X” is facing away instead of the “1”, that means you have 0 Surge Points. (See page 12 for more on Surge Points)



fig 4. surge die

4. **Draft Your Army.** The first player selects 1 to 6 Tokens from any one faction. Once you have drafted even as few as 1 of any of the available factions, your opponent cannot draft tokens from that faction. Tokens left in the draft pool from a faction you've already selected can still be drafted by you later. The second player chooses 1 to 6 Tokens from one of the remaining factions.

Players alternate drafting until each player has 10 Tokens. A player may have up to 6 Tokens of the same faction. Collect the **Talent Card** for each faction you drafted from and, if needed, a Rules at a Glance card and place them below your side of the Battleground Board in easy reach. Return any unused Tokens and Talent Cards to the box.

Each player places their drafted Tokens in a **Cemetery Bag** (or just Cemetery for short) and shakes the bag to randomize their ranks. The Cemetery is where your destroyed Tokens will go once they fall in battle.



THINKING ABOUT SHARED FACTIONS?

Mighty Warlord, if you and your opponent would like to forgo the drafting process and agree to preconstructed armies it's still recommended that you NOT share the same faction. It can make the game a tad confusing and also clashes directly with lore and flavor. Elves and goblins killing elves and goblins, that's pure chaos! If both players feel they can manage a game with shared factions, or if, say, a player has a faction that's custom-painted, test your might! But we DID warn you...!

- 5. Prepare Tokens.** Each player must shake out 5 random Tokens from their Cemetery Bag, and place these Tokens in front of them, these are your starting ranks. Take out the remaining 5 Tokens from each Cemetery Bag and place them on the Reserves spaces of their factions' Talent Cards. If a player doesn't like their starting ranks, they may spend their starting Surge Point once (turning their Surge Die to "0" or "X") to repeat this step from the beginning.
 - 6. Place Tokens.** Starting with the Second player, players alternate placing a single Token from their starting ranks on any space in the first 2 rows of their side of the Battleground Board. Continue this process until each player has placed all 5 of their starting ranks. All Tokens enter the Battleground **Fresh** (facing forward/away from their controller).
- Play starts with the second player.**

PLAYING YOUR TURN

1. REFRESH? Ready the troops!

If any of your Tokens are Resting or Readied you may **Refresh** any number of them, setting them to Fresh.

2. ACTIVATE. Position, Battle, and Win!

Each turn, you must **Activate** one fresh Token and perform three (3) commands with it—no less. You can repeat a command unless otherwise stated (such as Enrage being once per turn). Commands are detailed starting on page 8. Here are the commands you can issue:

- Move
- Enrage (once per turn)
- Battle
- Use Talent (once per turn, per talent)

3. SPEND? Push your Token further!

After you've completed three commands, you may spend **Surge Points** to make your activated Token perform extra commands. (Remember, you start the game with one Surge Point.)

Saving up Surge Points can be a smart idea! If you hoard enough of them you can spend them to issue as many as 9 commands to a Token in a single turn!



4. REST? Store your fury and prepare to strike!

After you've completed your commands, either Rest your Token by turning it towards yourself and gain 1 Surge Point or leave it Fresh and able to evade ranged attacks. Certain Commands will leave your Token Ready instead of Resting or Fresh. You do not gain a Surge Point from Readying a Token, and Readied Tokens cannot evade.

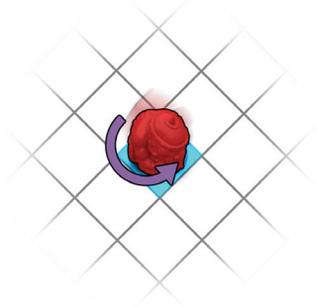


fig 5. a rested Goblin Token

5. REINFORCE! To the last! CHARGE!

If you have 4 or fewer Tokens on the Battleground, add Tokens from your reserves (if any) to any unoccupied space on the edge of the Battleground until you have 5 Tokens on the Battleground.

When your turn ends, the other player begins their turn. Alternate your turns until a victor emerges!

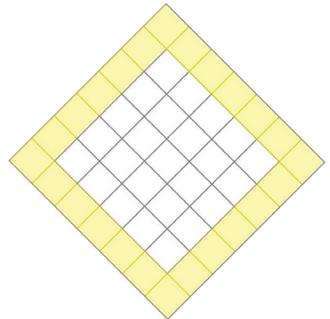


fig 6. reinforcing the board

HOW TO WIN

You win by destroying all of your opponents tokens. If your opponent has no Tokens on the Battleground or in their Reserves, you win the game!

COMMANDS

Warlord, it is forbidden for you to issue empty commands. For example, a Token cannot be commanded to battle an empty space or use a Token Talent that alters an attack and then not attack. Commands must have a purpose!



MOVE! March, my minions!

Move your Token to an adjacent space (up, down, left, right), but not diagonally. Movement is limited in two ways:

- **Enemies block!** Tokens cannot move through enemy Tokens but can move through friendly Tokens.
- **No huddling!** Tokens cannot share the same space. If you move a Token into a space with a friendly Token, you must move it again immediately. You can't end your movement in the same space as another token.



ENRAGE! Let your anger boil up and overflow!

You may use this command only once per turn. The active Token gains +1 Threat until it Battles, gets Destroyed or is Refreshed. If you ENRAGED a Token during a turn and do not battle, at the end of your turn ready the Token by turning it to the right to show it is still ENRAGED. It remains ENRAGED until it Battles, is refreshed or gets destroyed and while in this state it defends with this Threat bonus.



BATTLE! Steel your will and FIGHT!

Each use of the Battle Command allows your Token to Battle a single enemy Token within its range.

Melee Tokens have a range of one space. The direction they attack is based on how many Commands are spent:

1 Command - Battle an enemy in an adjacent space.



fig 7. melee attack

2 Commands to "Blindside" - Battle an enemy in a Surrounding (diagonal) space. Blindside attacks take no return damage.



fig 8. melee blindside

Ranged Tokens can battle a Token up to 2 spaces away in a straight line (not diagonally), as long as there is no other Token between them and their target. Ranged Tokens always battle in a straight line unless otherwise noted. The chance that a fresh defending token will evade the range attack depends on how many commands are spent:

1 Command - The fresh defending tokens controller must roll a 4 or greater to evade.

2 Commands to "Sureshot" - The fresh defending tokens controller must roll a 6 to evade.

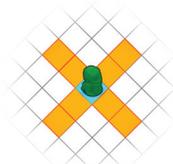


fig 9. ranged attack



fig 10. Ranged attack with friendly and enemy obstructions

A Battle between Tokens has three steps:

1. Determine Threats
2. Attempt to Evade? (Ranged Attack Only)
3. Deal Damage

Step 1: Determine Threats

All Typical Tokens start at 1 Threat.

A Token gets +1 Threat for each adjacent, friendly Token of the same faction as it. (Remember, diagonal spaces are not adjacent.)



fig 11. determining threat

Step 2: Attempt to Evade? (Ranged Attack Only)

If the defender is Fresh and the attacker is a ranged Token, the defender Evades. To do so, roll the Evasion Die:

- **1-3: Failure.** Continue to the next step.
- **4-6: Success!** The defending player moves the evading Token 1 to 3 spaces. The evading Token **MUST** end its movement out of harm's path e.g. in a space that isn't affected by the ranged attackers' damage. This battle ends. (skip the next step, as neither Token Takes damage)
- **Sure Shot Attack!** The defending token Must roll a 6 to evade. Otherwise, continue to the next step.

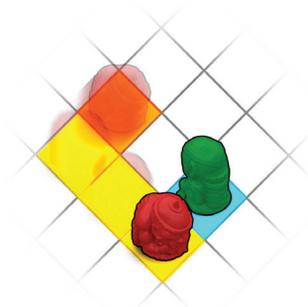


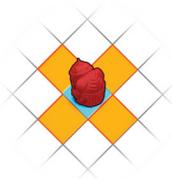
fig 12. evading

Step 3: Deal Damage

The attacking and defending Tokens deal damage to each other at the same time. The attacking Token deals damage equal to its Threat to the defending Token. (If you have 3 Threat, you deal 3 damage.) The defending Token retaliates and deals damage to the attacking Token equal to its Threat in the same way, but only if the attacker is within the defender's range:

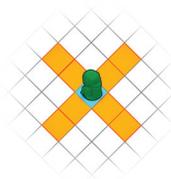
Melee Defender:

Attacker is in any adjacent space (not diagonal).



Ranged Defender:

Attacker is two or fewer spaces away in a straight line.



Because defending Tokens passively retaliate either in adjacent spaces (for melee) or in a straight line (ranged), a Blindsight melee attack does not trigger the defending Token to retaliate, so the attacking Token takes no return damage.

Destroying Tokens

If a Token takes damage equal to or greater than its Threat in a single turn, it is destroyed. Place it in its controller's Cemetery. If your opponent has no Tokens remaining after this, you win! When the turn ends all Token Threats are restored to full. Damage persists until the end of your turn.

You can destroy a Token of higher Threat than yours if you battle it multiple times, dealing enough damage to equal or exceed its Threat—as long as it doesn't destroy your Token first. Stay out of range and hit it again! Attacking and defending Tokens deal their full threat value every time they battle. If over many battles the attacking Token takes return damage equal to its threat, it is destroyed. Damage from retaliating enemies accumulates over the course of the turn.



SURGE POINTS

After you have used your 3 Commands for the turn, you may spend any number of Surge Points to issue additional Commands, at a rate of one Surge Point per Command. You must have enough Commands and/or Surge Points available to issue a Command, as normal.

There are 2 ways to gain Surge Points.

- **DASH.** During your turn, if you complete 3 consecutive Move commands, gain 1 Surge Point. This applies only to the Move command, not Talents, and the Token must move through three unique spaces— no repeats!
- **REST.** Any time a Token becomes Rested, gain 1 Surge Point. There are two common ways a Token Rests:
 - **END OF AN ACTIVATION.** After you have issued all commands during your turn you may rest your activated Token and gain 1 Surge Point.
 - **TALENT EFFECTS.** Some Token Talents will cause a Token to rest. If a Token is rested as the result of a Token Talent, gain 1 Surge Point.

If a token becomes rested as the result of a Token Talent during your turn, that activation ends, move onto your Reinforce step then end your turn.

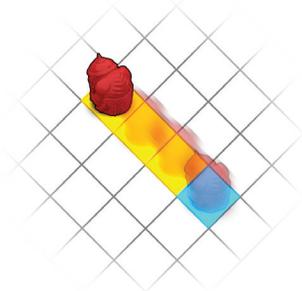


fig 13. dash



fig 14. rest

FACTIONS

Each faction in Token Terrors has several key pieces of information on their Talent Card. Certain Token Terrors will utilize these keywords in different ways.



1

3

4

5



6

1

3

2

1. The **Faction Name**, such as Elves, Soldiers, or Wyverns.
2. Two unique **Token Talents**, which grant each faction specialized additional commands.
3. A **Battle Style** (Melee or Ranged), which affects how far away the Token can battle and retaliate (Battle, page 9).
4. A **Rarity**, such as Typical, Tyrannical, or Titanic which indicates both the tokens size and how many slots the Token uses up in your army.
5. A **Type**, such as Fiend, Human, or Animal. This is the family of creatures from which the Faction originates.
6. The **Reserves Zone** for keeping additional Tokens which replace destroyed Tokens during your reinforcement step.

Here are the laws that each faction follows for their Token Talents:

- Each use of a Talent costs one command unless otherwise noted.
- You may use each of a Token's Talents only once per turn.
- Some Talents provide persistent effects, denoted by reading the Token. The effect ends when the Token battles, is refreshed or gets destroyed.
- If a Talent conflicts with a base rule, the Talent takes precedence.

TOKEN TERRORS SEASON 1: PRIMEVAL

GOBLINS — MELEE | TYPICAL | FIEND

Goblins are versatile damage grenades waiting to be unleashed. They are great for taking out multiple enemies in a single turn with unexpected attacks but often end up being destroyed in the process.

ENABLE: Another Goblin performs up to 2 commands except for Talents.

INCITE: The next time this Goblin battles this turn it gets +1 threat for each surrounding enemy (in addition to adjacent friendly Goblins).

SOLDIERS — MELEE | TYPICAL | HUMAN

Soldiers work best as a 3 man squad, keeping in lockstep as they encroach on enemies, controlling pockets of the Battleground as they find their moment to attack.

MARCH: Move up to 2 other Soldiers up to 2 spaces each.

PHALANX: Ready this Soldier. While Readied this way If this Soldier battles or retaliates, it gets +1 Threat for each friendly surrounding Soldier (in addition to adjacent friendly soldiers)

ZOMBIES — MELEE | TYPICAL | UNDYING

Zombies are slow-moving, disposable attackers that create obstacles on both sides of the battle. If used wisely, they can be tide turning late-game upsetters as they refuse to die and just keep coming back for more.

UNDEAD: Ready this Zombie. While readied this way, if this Zombie is destroyed, Rest it instead. (it can still take its full threat value in damage again before being destroyed)

INFECT:  Until the end of this turn, this Zombie can battle friendly Tokens. If this Zombie destroys any Token, return 1 Zombie from your Cemetery to your Reserves.

WYVERNS — RANGED | TYPICAL | ANIMAL

Wyverns are lethal lone hunters who can cover lots of ground, strike from a distance, then escape to safety. Wait for stragglers then swoop in and attack!

TAKE FLIGHT: Move this Wyvern exactly 3 spaces.

RUSH: The next time this Wyvern battles this turn it has a range of 3.

ELVES — RANGED | TYPICAL | FEY

Elves are skilled range fighters who work best in teams of 2. Lie in wait for your enemies to take a wrong step then loose an arrow from afar as you maintain defensive strength.

TEAMWORK: Move another Elf up to 3 spaces.

SHARPSHOOTER: The next time this Elf battles this turn it battles diagonally at range 2.

FLYING MACHINES — RANGED | TYPICAL | MACHINE

Flying Machines are strongest when they outnumber their enemies. Draft 6 Flying machines, build until you have a large squadron then swarm and attack while maintaining a tough defense.

BUILD:  Add a Flying Machine from your Reserves to any space surrounding this Flying Machine. (This can allow you to have more than 5 Tokens on the Battleground)

SWARM: Move this and all other friendly Flying Machines 1 space each.

SWAMPLINS — MELEE | TYPICAL | FIEND

Swamplins are unpredictable, surge point generating assailants. Their aggressive nature feeds an all or nothing approach, using every last command you can, setting up each turn with 2 Surge in the chamber.

SPEAR SKEWER: Until the end of this turn when this Swamplin battles you may treat is as a ranged attacker.

KICKSTART (TRAIT): When you rest a Swamplin if you have 0 Surge Points, gain 2 Surge Points.

Ozzy's Soldier is **Fresh**, so Ozzy attempts to **Evade**. Normally a roll of 4, 5 or 6 would successfully evade this ranged attack but because this ranged attack is a **Sure Shot**, Ozzy must roll a 6 in order to evade. Ozzy rolls the evasion die and gets a 6! Ozzy's Soldier evades the attack and must be moved 1 to 3 spaces. Ozzy moves the defending Soldier 2 spaces up and one over, ending their evasion movement in a space **surrounding** Wren's active Wyvern (fig 18).

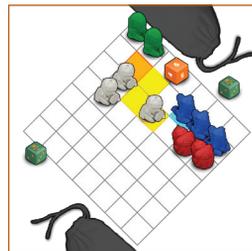


fig 18

With all 3 of their starting commands spent and no Surge Points, Wren can issue no more commands this turn. Sensing that the Wyvern will likely be **Destroyed** during Ozzy's upcoming turn, Wren makes the most of things and decides to **Rest** their active Wyvern and gain 1 Surge Point (fig 19). Since Wren has 5 Tokens on the Battleground they skip their **Reinforce** step and pass the turn to Ozzy.

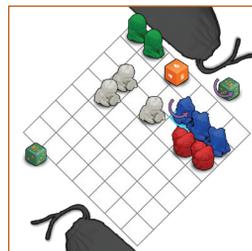


fig 19

It's Ozzy's turn. With 3 starting commands, 1 Surge Point and no Tokens to Refresh, Ozzy activates the Soldier that just evaded Wren's Range attack (fig 20). Ozzy's first command is the Soldiers Token Talent **March**, allowing Ozzy to move two other friendly Soldiers up to 2 spaces each. Ozzy moves these Soldiers into spaces adjacent to the activated Soldier giving each of the Soldiers moved by March +1 Threat making them Threat 2 and increasing the active Soldiers Threat to 3.

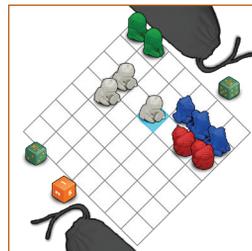


fig 20

Ozzy's 2nd and 3rd commands are both spent to **Blindside** Wrens resting Wyvern dealing 3 melee damage diagonally (fig 21). Melee attacks cannot be evaded so Wren's Wyvern is Destroyed and is placed in the Cemetery Bag. Because Wren's Wyvern only retaliates up to 2 spaces away in a straight line, Ozzy's Soldier takes no return damage.

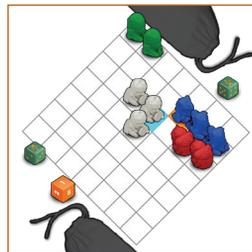


fig 21

Ozzy then spends their single Surge Point to issue the Soldiers other Token talent, **Phalanx**. Ozzy turns their active Soldier 90 degrees to the right to Ready the active Soldier (fig 22). This indicates that this Soldier gets +1 Threat for each Surrounding **friendly** Soldier (giving it +2 Threat), increasing the readied Soldiers Threat to 5. The effect of this Talent lasts until that Soldier Battles, is Refreshed or is Destroyed. Ozzy could rest the active Soldier if they chose since Ozzy completed 3 or more commands this turn but that would negate the defensive advantage of Phalanx, so Ozzy passes the turn back to Wren.

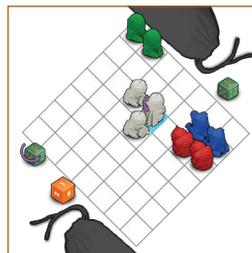


fig 22

It's Wren's Turn. Wren has 4 Tokens on the Battleground and 0 Surge Points. Wren skips their Refresh step because all their Tokens are Fresh. Wren, wanting to get their Goblins out of harm's way and also generate more Surge Points, mounts a retreat. Wren activates a Goblin, then using all 3 starting commands, moves it 3 times consecutively, moving into a new space each time (fig 23). This completes a **Dash** that earns Wren 1 Surge Point.

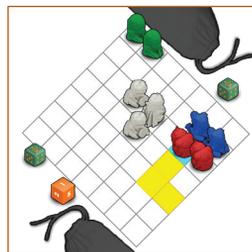


fig 23

GLOSSARY

ACTIVATE/ACTIVE: Activated Tokens are the Token players select to command during their turn and must complete 3 or more commands before it may be rested.

ANOTHER/OTHER: The term Other or Another refers to friendly Tokens that are NOT the token you activated at the start of your turn.

ADJACENT: The spaces above, below, left, and right of a given space. Diagonal spaces are not adjacent.

BATTLEGROUND BOARD: The 7x7 grid of spaces where Token Terrors battles take place.

BLINDSIDE: When a player uses 2 commands to have a melee Token battle an enemy in a diagonally-aligned space (touching one corner of the space the active Token occupies). A Blindside doesn't provoke retaliation from the defending token.

CEMETERY BAG: The bag where your Tokens go when destroyed. Each player has one.

COMMAND: A unit of actions that an activated Token must use. Players begin each turn with 3 commands and must issue all of them before resting their active token. Additional commands can be issued after using your 3 starting commands by spending Surge points.

COMMAND COST INSIGNIA  : A symbol stating the number of commands you must use in order to issue certain talents. For example,  means that you must use 3 commands to activate this Talent. If a Talent has no Command Cost insignia, it costs 1 command.

DASH: During your turn, when your activated Token completes 3 consecutive move commands, moving into a new space each time (no backtracking). When a player does this they instantly earn 1 Surge Point.

ENEMY: A Token controlled by your opponent.

FRESH: A Token facing away from its controller. Fresh Tokens are available to be activated during a player's turn, can be the target of talents, return damage when attacked, and can evade ranged attacks.

FRIENDLY: A Token controlled by you. Friendly Tokens cannot battle each other unless otherwise noted.

READIED: A Token turned 90 degrees to the controller's right. A Token that's Readied indicates that the Token has an effect or ability that persists until it either completes a certain command, battles, is Refreshed or Destroyed. Tokens become Readied by being Enraged, or by being the recipient or target of certain Token Talents. A Token that is already in the Ready state cannot be Readied again. Readied Tokens are not Fresh and therefore cannot evade. Readied Tokens do retaliate and can be the target of Token Talents.

REFRESH: At the start of your turn you may turn any Resting or Readied Tokens away from you to indicate they are now Fresh and available to be activated.

REINFORCE: At the end of your turn, if you have 4 or fewer Tokens on the Battleground, take any Tokens from your Reserves (if any) and place them on any empty edge spaces on the Battlegrounds board until you have 5 Tokens on the Battleground.

RESERVES: The Tokens in the Reserves zone of the players' Talent cards. Tokens in the Reserves enter the battleground at the end of your turn during your Reinforce step and replace Tokens destroyed in battle.

REST/RESTING/RESTED: A Token turned to face its controller. Players can Rest their Token at the end of its activation during their turn after completing 3 or more commands. A resting Token cannot be activated, but can be the target of talents, and can retaliate when attacked. Resting Tokens may become fresh at the start of each player's turn. Resting a Token earns its controller 1 Surge Point. If a Token should become rested as the result of a Token Talent during a player's turn, that activation ends and they move to their Reinforce step.

SPACE: A unit of measurement equal to one grid square on the Battleground that a Token occupies.

SURROUNDING: All spaces adjacent to a space and diagonal (touching corners) to it.

SURE SHOT: Players controlling Tokens who attack at Range may spend a command to make the range attack a “Sure Shot”. A Sure Shot Range attack is only evaded if the defending token’s controller has an evasion roll with an outcome of 6.

SURGE POINTS: You can spend any number of Surge Points to complete extra commands with your activated Token on your turn at a cost of 1 Surge Point equaling 1 additional Command. These are tracked on a player’s Surge Die and gained when players Rest or Dash.

THREAT: The score that is compared when one Token battles another to determine which survives. Tokens start with varying Threat based on their rarity/size and increase its Threat by 1 for each adjacent friendly Token of the same faction.

TALENT: A special ability unique to a Token’s faction.

TOKEN TRAITS: Traits are inherent, passive Token Talents that don’t require players to spend commands or Surge Points. Traits happen passively or when triggered by a condition.

TYPICAL TOKEN: A typical Token occupies 1 space, has a starting Threat of 1 and uses 1 slot of the 10 available in your army.

TYRANNICAL TOKEN: A Tyrannical Token occupies 2 spaces, has a starting Threat of 2 and uses 2 slots of the 10 available in your army. If a Token Tyrant is in your army there cannot be a duplicate of that Tyrant in the Battle controlled by either player.

TITANIC TOKEN: A Titanic Token occupies 4 spaces, has a starting Threat of 4, uses 4 slots of the 10 available in your army and has 3 Token Talents instead of only 2. If there is a Token Titan in your army there cannot be a duplicate of that Titan controlled by either player.



PSSSST! If it is advanced techniques you seek, look no further! On Terra conflict and battle are as absolute and unhalting as its rushing waters, its craggy skyline, its lush and foreboding forests, and its blustering icy winds. Throughout the ages, as these battles raged, deep-seated hatred has been sewn but oddly so too have unlikely and strange alliances.

Those who reside in the Tower Library have long upheld an oath to observe and record the history of Terra dating back to ancient times. Most of these aged tomes are safely stored in the Tower Library but many of the book's passages have been torn out and either destroyed or hidden away. These forbidden passages tell tales of long-forgotten alliances as well as intense hate-filled feuds.

Should you discover one of these passages of Warlord, indeed do covet them for these pages may hold the secret to destroying your rival or uniting your forces as one.

TERRIBLE TACTICS & GRUESOME GRUDGES

Terrible Tactics and Grudge cards are double-sided cards with a story on one side and new and exciting rules on the other side. Tactics rely on the Tactics tile when in play while Grudge cards are passively active provided the 1 of each of the feuding factions are on the Battleground.

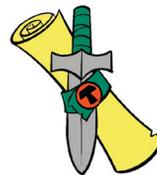


TERRIBLE TACTICS

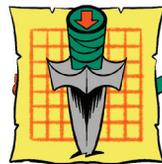
Tactics are paired with the Terrible Tactics Tile. A 2-sided tile that's neutral on one side and active on the other. The Tile is placed neutral side up in the center space of the battleground. This tile will denote which player does or doesn't have use of their Tactics ability, also known as having "Mastery of Tactics".

When in the neutral state no player has Mastery of Tactics. If a player has Mastery of Tactics, their opponent does not (i.e. only one player may have Mastery of Tactics at any given time).

There are three ways to gain mastery of Terrible Tactics:



Neutral



Active

CAPTURE – If a player moves an active Token on top of or over the Tactics Tile, they now have Mastery of Tactics. If the Tactics Tile is in the neutral state, flip it to the active side and point the planted blade towards yourself. A token that remains on top of the Tactics Tile prevents either of the other methods of claiming Mastery of tactics for as long as they occupy that space and cover the tile.

SLAUGHTER – If a player kills 2 enemies in the same turn they gain Mastery of Tactics but only if the Tactics Tile is already active and your opponent doesn't currently occupy the Tactics Tile.

BRIBE – If you spend all 3 of your starting commands plus 1 Surge point you may claim Mastery of Tactics but only if the Tactics Tile is already active and your opponent doesn't currently occupy the Tactics Tile.

Once a player has Mastery Of Tactics, they rotate the point of the planted blade towards themself to indicate this.

Once Mastery is claimed, the player may move their Token off the Tactics Tile and still retain Mastery, but this leaves the Tactics Tile open to be Captured, Slaughtered, or Bribed away by the opposing player. When another player gains Mastery of Tactics, that player then turns the planted blade point towards themself to not only stop the use of Tactics by their opponent but master tactics themselves, effectively stealing it.

If a player claims Mastery of Tactics but they do not control the two specified factions that share a tactic, the Tactics Tile is turned back to its neutral side (rolled up scroll) and no one has Mastery of Tactics.

The Player that has Mastery of Tactics flips over and reveals their Terrible Tactics card indicating that their Tactic is now active. When a tactic is made inactive it's flipped back over to the Terrible Tales side of the card to indicate this.



Inactive Terrible Tales side (left image) and active Terrible Tactics side (right image)

Tactics cards display text on the backside that features Terrible Tales about the shared history between two specific factions. The face-up side (revealed when you have Mastery of Tactics) features art and mutually beneficial Tactics Rules that your paired factions can utilize – provided that the player has met these prerequisites:

- The player controls the two featured factions and has at least 1 unit from each faction on the Battleground.
- Has Mastery of Tactics.

Mastery of Tactics can change hands numerous times throughout the Battle and the Tactics Tile never leaves the center space.

CHALLENGES

Each Terrible Tactic and Grudge card is sealed inside a challenge envelope within the “War Chest” tuck box. Each seal features an insignia that corresponds to 1 of the 12 proceeding challenges listed in the next section. Complete a challenge during a Battlegrounds clash to reveal the Tactic you desire!



Note: Terrible Tactics and Grudge cards are for advanced players. Though you may choose to open them and add them to your game without completing the challenges first I urge you highly to complete the challenges and EARN the sacred knowledge of Tactics and Grudges like a true Warlord!

TERRIBLE TACTICS CHALLENGES



ELVES & SOLDIERS

“The Alliance of Elves and Men”

CHALLENGE!! – Reveal this Tactic if you win 2 games with at least 1 Soldier and 1 Elf on the Battleground.

TRACK YOUR PROGRESS



ELVES AND ZOMBIES

“Corpse Cover”

CHALLENGE!! – Reveal this Tactic if you win a game with at least 1 Elf and 1 Zombie on the Battleground and have successfully performed the Zombie’s talent INFECT two or more times.”

TRACK YOUR PROGRESS



SOLDIERS & FLYING MACHINES

“Field Command”

CHALLENGE!! – Reveal this Tactic if you Win 3 games using only Soldiers and Flying Machines

TRACK YOUR PROGRESS



GOBLINS & FLYING MACHINES

“Tampered Tech”

CHALLENGE!! – Reveal this Tactic if you Win a game and were able to get 6 Flying Machines onto the Battleground at once and have at least 1 Goblin and 1 Flying Machine left on the Battleground.

TRACK YOUR PROGRESS





GOBLINS & WYVERNS

“Death from Above”

CHALLENGE!! – Reveal this Tactic if you win a game with no less than 1 Goblin and 1 Wyvern remaining on the Battleground.

TRACK YOUR PROGRESS



WYVERNS & ???

“Big Bad Bird Bait”

CHALLENGE!! – Reveal this Tactic if you Win a game where you were able to complete 12 move commands with a Wyvern in a single turn.

TRACK YOUR PROGRESS



SWAMPLINS & GOBLINS

“Goblin War Frenzy”

CHALLENGE!! – Reveal this Tactic if you win a game with 1 or more Swamplins and 1 or more Goblings on the Battleground.

TRACK YOUR PROGRESS



SWAMPLINS & ???

“Treacherous Scum”

CHALLENGE!! – Reveal this Tactic if you Win the game with 3 or more Swamplins remaining.

TRACK YOUR PROGRESS



WYVERNS & ZOMBIES

“Decayed Buffet”

CHALLENGE!! – Reveal this Tactic if you win a game with at least 1 or more Wyverns and 1 or more Zombies on the Battleground.

TRACK YOUR PROGRESS



GRUESOME GRUDGE CHALLENGES

Grudges are active if 2 players each control a faction that are sworn enemies. The effects are passive, provided each player controls each of the rival factions and at least one Token of each rival faction is on the Battleground. Like Terrible Tactics cards, Grudge cards have a Neutral and active side though it bears mentioning that the Terrible Tactics tile has no bearing on the status of the Grudge cards. If at any time either of the 2 factions that share a grudge is not on the Battleground, the Grudge is no longer active.



GOBLINS VS ELVES

“Haughty Hatred”

CHALLENGE!! – Reveal this Tactic if you have played 3 or more games where Goblings and Elves battle each other.

TRACK YOUR PROGRESS



ZOMBIES VS SOLDIERS

“Return to Dead”

CHALLENGE!! – Reveal this Tactic if you have played 3 or more games where Soldiers and Zombies battle each other.

TRACK YOUR PROGRESS



FLYING MACHINES VS WYVERNS

“Airborne Animosity”

CHALLENGE!! – Reveal this Tactic if you have completed 3 or more games where Wyverns and Flying Machines battle each other.

TRACK YOUR PROGRESS



THE WORLD OF TOKEN TERRORS

Welcome to Terra, a continent that is as deadly as it is diverse. From the southern tips of Terras' Spire Gate to the icosagon observation deck in the Tower Library on the northern bluffs, Terra is packed with lush jungles and forests, treacherous craggy mountains, towering cities, small hamlets, and secrets yet to be discovered.

ADJACENTOWNE: The second largest city on Terra. A neutral melting pot of art and culture.

ATHIRSTA: The burgeoning desert town filled with those who reject the laws of Terra. Outlaw magic thrives here.

BLIGHT SWAMP: The infamous Swampin tribes reside deep in this impenetrable bayou.

DIAGNELL: Home to magic worshippers and aspiring students.

DUN JUNGLE: Steamy, vine-covered jungle, surrounding the Blight Swamp, filled with poisonous plants prized by alchemists.

DUNE WASTES: Ancient ruins in a sea of shifting sand dunes, impossibly hot by day and sub-arctic by night.

EAST DEEP GROWTHE WOODS: Fractured Elven clans reign here. Goblins have hidden tunnels throughout this swath of land.

EAST MESSA MOUNTAINS: The largely deserted ancestral home of the Goblins and most fiends on Terra.

EERIE BOSK: A forest in eternal twilight littered with labyrinthine footpaths.

GUILDINGTON: Home of Terra's most skilled craftsmen, where magic is forbidden.

HELLA HELLA ISLAND: An active volcano too hot for creatures not of an infernal nature.

MT. WILD WIND: The mountain is the tallest geological feature on Terra and the cradle and former home of the Wyvern species.

NOK NOK DOCK: Southernmost dock on Terra created by shadowy syndicates.

NOK NOK VILLAGE: A pastoral village that produces many champions and would-be heroes.

PERIL PIER: A seedy shipping port and boatyard at the northern end of Terra.

SUBTERRA CAVE: Rumored to contain a vast, unexplored network connecting all of Terra.

THE AZURE CLIFFS: The fiercely-guarded home to the surviving Wyvern flock.

THE TOWER LIBRARY: The Wizard Academy, Library and High Council are contained in this massive observatory and lighthouse.

TERRAS' SPIRE GATE: A natural rock formation at the southern tip of Terra resembling fangs.

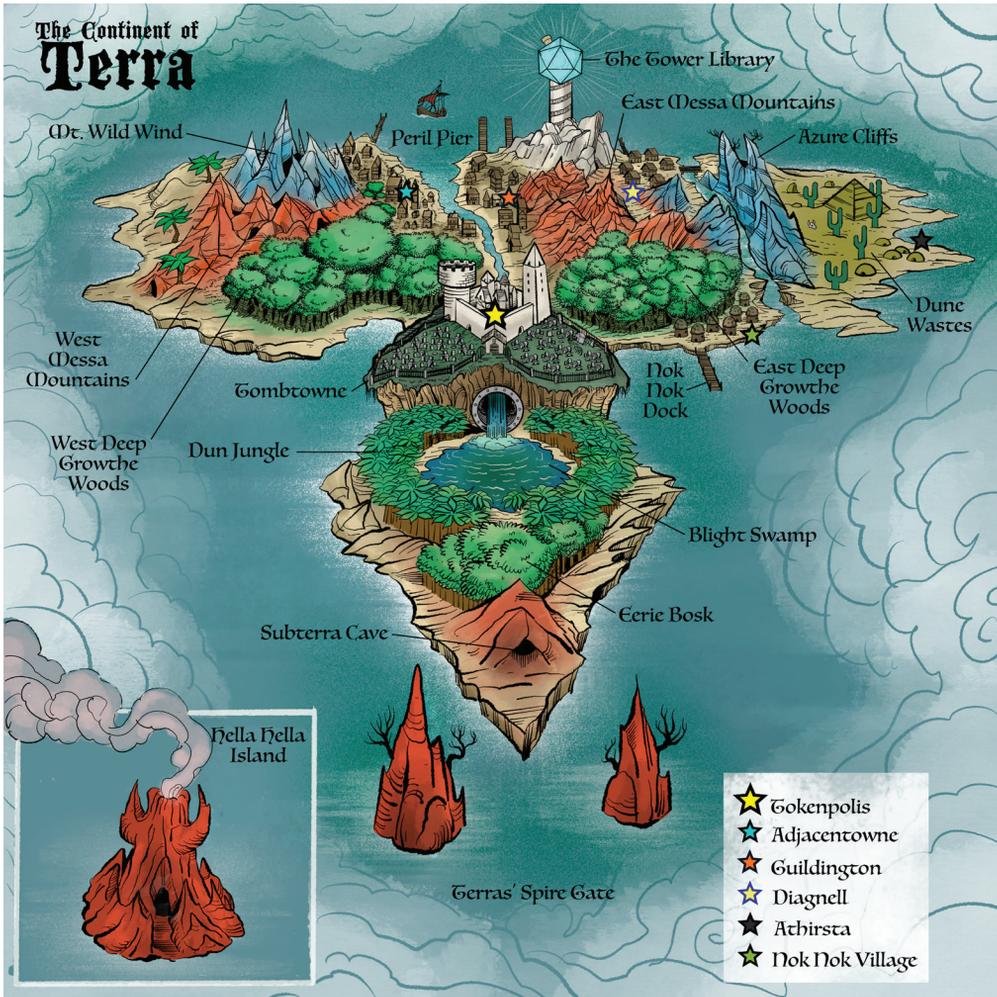
TOKENOPOLIS: The seat of power and capital city for all Humankind. Flanked by the Tower of Peace and the Battlement of Protection.

TOMBTOWNE: A sprawling necropolis, ghost, skeletons, and various other undead make this fast-growing mega-cemetery home.

WEST DEEP GROWTHE WOODS: Home to the current top-ranking Elves of the Fey world. Massive ancient trees including the Eon Life Tree.

WEST MESSA MOUNTAINS: The eternal stomping grounds of the Goblins and other lesser fiend-kind.

The Continent of Terra



Mr. Wild Wind

Peril Pier

The Gower Library

East Messa Mountains

Azure Cliffs

West Messa Mountains

Gombtowne

Nok Nok Dock

East Deep Growthe Woods

West Deep Growthe Woods

Dun Jungle

Blight Swamp

Subterra Cave

Eerie Bosk

Hella Hella Island

Terras' Spire Gate

- ★ Gokenpolis
- ★ Adjacentowne
- ★ Guildington
- ★ Diagnell
- ★ Achirsta
- ★ Nok Nok Village

