



EXAMPLE OF PLAY



Harbringers
of the Forest

VS

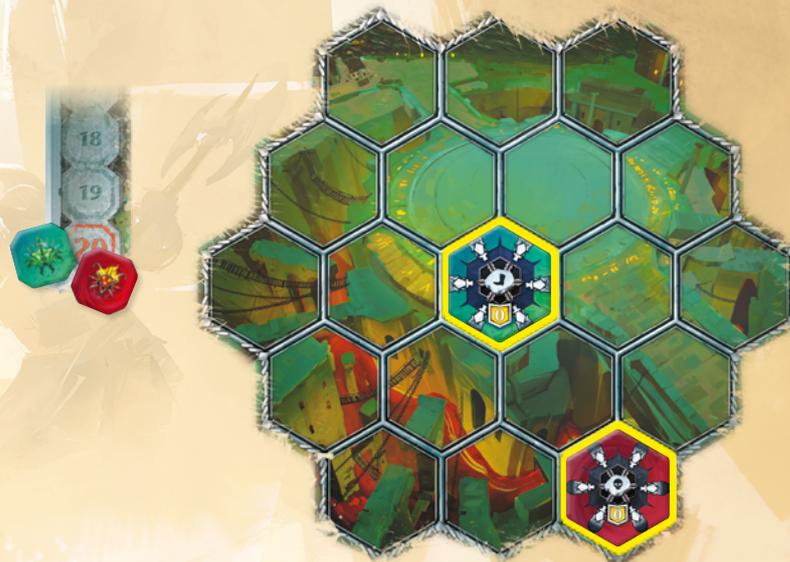


Lords
of the Abyss

GAME SETUP

Harbringers of the Forest player goes first. She places her Banner on the central hex to be able to maximize the potential of the Banner's special Feature – each own adjacent tile will be able to use Maneuver Feature. This will help her to be able to react to her opponent's actions.

Player controlling Lords of the Abyss places his Banner in the corner, taking a good defensive position.



Turn 1 (Harbringers of the Forest)

TILES DRAWN



Tiles drawn: Rune of Minor Acceleration (it is the first turn of the game, the first player draws one tile and doesn't have to discard anything).

She places the Rune between both Banners, blocking the hex where her opponent could place a tile later, additionally the Rune affects her own Banner, increasing its Initiative by 1. This is marked by covering the Banner's „0” Initiative with a Initiative marker showing „1”.





EXAMPLE OF PLAY

Turn 2 (Lords of the Abyss)

TILES DRAWN



Tiles drawn: Rune of Regeneration and the Wraith Champion (it is the second turn of the game, the second player draws two tiles and doesn't have to discard anything).

The Lords of the Abyss player decides to place his tiles adjacent to his Banner – thus protecting it from Melee attacks. Additionally, Rune of Regeneration may regenerate Wounds from one attack against the Banner. The Wraith isn't doing much harm now, but because of his Teleport Feature, both players are aware that his position may move.



Turn 3 (Harbringers of the Forest)

TILES DRAWN



Tiles drawn: Champions Spark and Wurm, Move Order (discarded).

It is a third turn, from now on each player draws 3 tiles and discards one of them before playing the other two.

Harbringers' player wants to increase her presence on the board and discards the Move Order tile.

Next, she uses the Banner's special Feature, which gives adjacent owned tiles the Maneuver Feature, and moves the Rune of Minor Acceleration to the left, making space for the Wurm Champion. Wurm has attacks in every direction, so it is dangerous to every adjacent Lords of the Abyss tiles. Spark has a Range attack so it is placed behind the Harbringers' Banner – Ranged attacks strike the first opponent tile in a straight path (in this case - the opponent's Banner).





EXAMPLE OF PLAY

Turn 4 (Lords of the Abyss)

TILES DRAWN



Tiles drawn: Champions Mygalomorph and Nightmare, Battle Order (discarded).

Since the situation on the board is in favor of the opponent, the Lords of the Abyss player decides to discard the Battle Order tile.

Next, he places Mygalomorph between Rune of Minor Acceleration and the Spark Champion, planning to get rid of the pesky Rune during the Battle and also eliminate the Spark before its attack. But for this plan to work, he has to net the opponent's Banner using the Nightmare. He places Nightmare next to his opponent's Banner to disable it using the Net Feature. From now on, the Harbringers of the Forest Banner does not give Maneuver Feature to adjacent tiles owned by his opponent, can not move, and does not attack during the Battle.



Turn 5 (Harbringers of the Forest)

TILES DRAWN



Tiles drawn: Morlock Champion, Rune of the Regeneration (discarded) and Rune of Double Attack

Rune of Regeneration is the least useful in this situation and is discarded.

The Harbringers of the Forest player places Morlock facing the Mygalomorph to eliminate him at the start of the Battle. The Rune of Double Attack is placed adjacent to the Spark, facing also the hex behind the Spark to allow another Champion in the future to use its Feature.





EXAMPLE OF PLAY

Turn 6 (Lords of the Abyss)

TILES DRAWN



Tiles drawn: Champions Chaos and Spike (discarded), Rune of Regeneration.

Spike was discarded – higher Initiative of Chaos tipped the balance in his favour.

Time has come to use the Wraith's Teleport Feature. The Lords of the Abyss player teleports him to a safe hex behind Spark's back. In the hex Wraith teleported from, he places the Rune of Disarmament, disabling the opponent's most dangerous Champion – Wurm. Lastly, he places Chaos adjacent to the Harbringers' Banner in order to attack it during the upcoming Battle.



Turn 7 (Harbringers of the Forest)

TILES DRAWN



Tiles drawn: Rune of Regeneration and Rune of Minor Acceleration (discarded), Precise Shot Order.

After short consideration, the player decides to discard the Rune of Minor Acceleration.

She plays the Precise Shot Order to get rid of the Rune of Disarmament (Disarmament marker is discarded together with the Rune). In its hex she places the Rune of Regeneration.





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Turn 8 (Lords of the Abyss)

TILES DRAWN



Tiles drawn: Rune of Minor Acceleration (discarded), Push Order and Battle Order.

The Lords of the Abyss player sees an opportunity to resolve a Battle and decides to discard the Rune of Minor Acceleration.

He starts with playing the Push Back Order – his Banner pushes back the Rune of Regeneration. As there is only one free Hex, on which the Rune can be pushed back, the Harbringers of the Forest player doesn't have any choice and has to move it there. Next, noticing that the Nightmare would be eliminated by the Wyrms during the Battle, he teleports it to the hex adjacent to the Morlock (using its Teleport Feature) – freeing the Banner from the Net, but netting the Morlock. This gives the Mygalomorph a chance to attack during the Battle. Speaking of the Battle – at the end of his turn, the player uses **the Battle Order!**



BATTLE

Highest Initiative on the board is 3 – Champions Wyrms (thanks to the Rune of Minor Acceleration) and Mygalomorph (which wasn't eliminated by the Morlock due to the Nightmare's Net). Mygalomorph eliminates both the Spark, before it gets to attack in the Initiative Phase 2 and the Rune of Minor Acceleration. The Rune still affects connected tiles until the end of the phase, so Wyrms still has an increased Initiative and attacks for the first time dealing 1 Wound to the Banner eliminating the Rune of Regeneration – the Rune cannot protect the Banner from the attack. At the end of the Initiative phase, the Initiative markers from the Banner and Wyrms are discarded – the Rune of Minor Acceleration effect stops.

REMOVED FROM THE BOARD:



INITIATIVE PHASE





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INITIATIVE PHASE



BATTLE c.d.



This is the last Initiative phase – Banners attack the adjacent tiles belonging to the opponent. Harbringer Banner eliminates the Mygalomorph and Chaos Champions (Armor doesn't protect against the Melee attacks) and the Abyss Banner eliminates the Wyrms.

REMOVED FROM THE BOARD:



Turn 9 (Harbringers of the Forest)

This is the board overview after the end of the Battle. This battle was initiated at the end of the Harbringer's turn (Via playing a Battle Order). It is now the Lords of the Abyss player's turn. She draws 3 tiles, discards one of them, and the game continues...

