RUNEBOUND®

COMPONENTS

1 PLASTIC FIGURE

1 HERO CARD

15 ADVENTURE CARDS

12 COMBAT TOKENS

3 Hero   9 Asset

20 ASSET CARDS

10 SKILL CARDS

THE GILDED BLADE

It is a time of celebration and commerce. Once each year, the merchants of Terrinoth bring their best efforts forward as they sell their wares across the land under the star-sign of the Gilded Blade.

The celebration brings out the most talented craftspeople and the slickest charlatans. Commoners and the nobility alike flock to street festivals to participate in contests and exchanges. Robbers abound to take advantage of the free-flowing gold and unwary crowds, while mercenaries thrive providing protection.

Even the heroes of Terrinoth participate in the Festival to find the most well-made goods and armaments to aid in their quests, or simply to find relaxation after their adventures. And perhaps, just perhaps, a bold adventurer could find the truth behind the legend of the Gilded Blade...

INCORPORATING THIS EXPANSION

Before playing your first game using *The Gilded Blade*, complete the following steps to incorporate the expansion contents into those from the base game:

➤ Add asset set D to the supply of asset cards. This set can be chosen as one of the three asset sets during setup.

➤ Add the "Power of Profit" skill set to the supply of skill cards. This set can be chosen as one of the six skill sets during setup.

    Power of Profit

➤ Add the adventure cards to the supply of non-scenario adventure cards (see "New Adventure Cards" for rules on using these cards during a scenario).

➤ Add the hero sheet and combat tokens to their supplies.

EXPANSION ICON

Most cards found in this expansion are marked with the *The Gilded Blade* expansion icon to distinguish these components from those found in the base game and other expansions. Skill cards are marked with their own unique skill set icon.

New Adventure Cards

This expansion includes 5 new non-scenario cards for each adventure deck. When assembling adventure decks during setup, shuffle all non-scenario cards for each type (combat, exploration, and social) together and then deal cards out from each of those into decks of 20 non-scenario adventure cards. Then, shuffle in the adventure cards associated with the chosen scenario. This will leave 30 cards in each adventure deck.

Asset and Skill Decks

During setup, players choose three asset sets to form the asset deck for the game. Then, players choose two 👊, two ☞, and two ◉ skill sets to form the skill deck for the game. If all players cannot agree on which sets should be chosen, players should instead randomly select the three asset sets, two 👊, two ☞, and two ◉ skill sets.

Tactics ✧

Tactics is a new combat symbol that can be spent to copy other symbols in play. As a combat action, a player can spend one ✧ symbol from his or her combat pool as a copy of a symbol showing on any other token in any combatant's combat pool.

Additionally, when a player is about to take damage, that player can spend one ✧ symbol from his or her combat pool as a copy of a symbol that would allow him or her to block or prevent that damage.

Finally, the spending of ✧ symbols follows these restrictions:

➤ Tactics cannot be spent in conjunction with other tokens. For example, a hero cannot spend ✧ as a copy of 🗡 while also spending 3 🗡 worth of other tokens. These must be done as separate combat actions.

➤ Since only enemies can spend 💀 and only heroes can spend 🗡 or ☀, a hero cannot spend ✧ to copy 💀 and an enemy cannot spend ✧ to copy 🗡 or ☀.

➤ Since the ✧ symbol is spent when it is used, it cannot be used to copy the effect of a ❦ symbol.

➤ When ✧ is spent to copy a symbol with a number modifying it (e.g., 2 🗡), the number is also copied.