

RUNEBOUND[®]



UNBREAKABLE BONDS

COMPONENTS

2 PLASTIC FIGURES



2 HERO CARDS



Double-sided

60 ADVENTURE CARDS



37 COMBAT TOKENS



6 Enemy
(Mystic)

6 Enemy
(Savage)

6 Enemy
(Trickster)

10 PARTY SKILL CARDS



20 ASSET CARDS



30 SKILL CARDS



10 TWIST CARDS



6 Hero

12 Asset

1 Queen Ariad

3 ENVELOPE CARDS



4 COMBAT BOARDS



5 SCENARIO SHEETS



Double-sided

26 STORY CARDS



4 PREPARE TOKENS



6 "5" DAMAGE TOKENS



6 STORY TOKENS



Double-sided



INTRODUCTION

Unbreakable Bonds introduces cooperative and solo play to *Runebound*. Now you can undertake perilous adventures by yourself or while alongside other mighty heroes. In addition to the two new scenarios, three new scenario sheets allow you to play previously released competitive scenarios as solo or cooperative experiences. Take up your swords and band together to form unbreakable bonds!

INCORPORATING THIS EXPANSION

Runebound can now be played cooperatively and solo. Each of these new modes has several distinct rules. For all rules specific to cooperative and solo play, use the "Cooperative Rules" starting on page 4 in conjunction with the standard rules from the base game.

SETUP

Before playing your first game using *Unbreakable Bonds*, regardless of the type of game you are playing, complete the following steps to incorporate the expansion contents into those from the base game:

- ◆ Add the hero sheets and combat tokens to their supplies.
- ◆ Add the "Battle Pilgrim," "One with the Land," and "High Society" skill sets to the supply of skill cards. Any of these sets can be chosen as one of the six skill sets during setup.



Battle Pilgrim



One with the Land



High Society

- ◆ After creating the asset deck, shuffle the twist cards into the asset deck.
- ◆ **Cooperative or solo game only:** Place the combat boards and their corresponding enemy token sets within easy reach of all players.
- ◆ **Cooperative game only:** After creating the skill deck, shuffle the 10 party skill cards into the skill deck and place the envelope cards near the game board.

SOLO RULES

When playing solo, follow all of the normal cooperative rules with two exceptions: do not shuffle the party skill cards into the skill deck and do not use the envelope cards. Additionally, when you draw an adventure, skill, or asset card that refers to another hero, discard it and draw a replacement.

NEW CONCEPTS

Unbreakable Bonds introduces several new concepts that are used in competitive, cooperative, and solo games.

PREPARE ACTION

The **PREPARE ACTION** allows you to save an action for a future turn. When you take a prepare action, place a prepare token on your hero sheet. On a future turn, you can spend a prepare token to take 1 additional action during that turn. You cannot have more than 1 prepare token on your hero sheet.



Prepare Token

ENEMY TOKENS

New enemy tokens increase the variety of combat encounters. Each enemy has a primary trait: *Warrior*, *Mystic*, *Savage*, or *Trickster*. You cast the corresponding set of tokens when fighting as that enemy. The enemy combat tokens that appear in the base game make up the token set for the *Warrior* trait. This expansion contains a six-token set for the *Mystic* trait (purple), the *Savage* trait (red), and the *Trickster* trait (green).



Warrior
Token



Mystic
Token



Savage
Token



Trickster
Token

TWISTS



TWISTS are a new type of asset that are shuffled into the asset deck. Whenever a twist is drawn, the player shopping in that city resolves it and then discards it before drawing a replacement asset.


- ◆ If a twist card is drawn during setup, set it aside and continue to deal asset cards to set up the markets. Once the markets are ready, shuffle all drawn twists back into the asset deck.
- ◆ If an asset is removed from a city outside of a shop action and a twist is drawn, discard the twist and draw another card from the asset deck.
- ◆ If a player draws multiple twists in a row while shopping, he or she resolves each one.



Twist Card

PLAYER NUMBER

Some new game effects refer to the number of players in a game, which is represented by the  icon. When you see  in text, replace it with the number of players in your game.

Note: If a player is eliminated,  does not change.

COOPERATIVE RULES

This section provides rules for playing a cooperative game.

TRADING

During a cooperative game, **BARTERING** is prohibited. Instead, heroes may **TRADE** items of **equal value**, based on the gold cost of the items. This does not require an action.

- ✦ Trading can only happen between two heroes who share the same hex.
- ✦ A hero can give another hero gold to make up the cost difference between two items, or even buy an item from another player outright.
- ✦ Additionally, once per turn, you may give 1 gold, 1 skill card from your hand, 1 quest, or 1 rumor to a hero in your hex.

ENVELOPES

ENVELOPES are a way to give gold, quests, or skills to your fellow heroes when you are not sharing the same hex. Once per turn, when you are in a city or town, you can take an available envelope card, place 1 gold, 1 skill card from your hand, 1 quest, or 1 rumor onto it, and hand it to a hero of your choosing. When that hero is next in a city or town, he or she may open the envelope to receive its contents and return the envelope to the supply.

- ✦ Sending or opening an envelope does not require an action.
- ✦ You cannot send an envelope if there are no envelope cards in the supply.
- ✦ If an event card has the “Rumor” label, you can use an envelope to send that event to another hero; he or she must resolve the card as a rumor.
- ✦ A player cannot place a skill onto an envelope during a training action before discarding down to his or her hand size.

PARTIES

On your turn, before or after any action, you can offer to form a **PARTY** with one or more heroes who are in the same hex as you. Up to four heroes can be in the same party. All heroes in a party move together. You do not have to spend any extra terrain dice to move the party; if you move, all other heroes in the party move with you.

- ✦ Any hero can leave a party between actions, no matter whose turn it is. To join (or rejoin) an existing party, you simply need to be in the same hex as the party and declare that you are joining before or after any hero's action.
- ✦ If a hero chooses to leave a 2-person party, that party is disbanded.
- ✦ If you are delayed or defeated while in a party, you are automatically removed from the party. Until you become undelayed or heal, you cannot rejoin the party.

PARTY SKILLS

Party skills allow a party of heroes to achieve more while together. Party skills are learned like regular skills. When learning a party skill, any hero in the game can pay trophies to learn it, and multiple heroes can split the total cost of a party skill among them. The hero playing the card from his or her

hand is not required to contribute to paying the cost. Learned party skills should be placed in a common area next to the board.

- ✦ Learned party skills stay in play even if no heroes are currently in a party; the moment a new party is formed, the heroes in the party gain access to any previously learned party skills.
- ✦ There is no limit to the number of party skills you can have, and multiple parties (two parties of two heroes each in a 4-player game) can make use of the same party skills.



Party Skill Card

COMBAT BOARDS

Combat boards are used during cooperative and solo play to resolve the enemy tokens. Like the new combat tokens, each board corresponds to one of the four primary traits of each enemy: *Warrior*, *Mystic*, *Savage*, or *Trickster*.

Each combat round, you or another player will cast the enemy tokens that match the enemy's trait. Then you place them on that trait's combat board, matching the symbols with the corresponding spaces on the board.

Initiative is determined as normal. If there is a tie for initiative, the hero takes the first combat action.

Whenever it is the enemy's turn to take a combat action, resolve the next space on the combat board that contains a token (from top to bottom), following its instructions. Resolve all of the tokens in that space.

Note: See “Spending Surges” on page 5 for how to place tokens on and resolve the \mathcal{M} space.

If you are unable to resolve a symbol (such as \mathcal{D} having nothing to double) or the symbol would have no effect (such as a \mathcal{N} ability that does nothing), then skip that symbol and go to the next space instead. On your next turn, check to see if the unresolved symbol can now be resolved.

Once there are no more spaces that can be resolved, the enemy passes, and cannot perform any additional combat actions that round.




Each combat board features an ability under the board's title. This ability is always resolved when fighting that type of enemy.






Note: For a detailed look at how the combat boards are used, see the “Combat Example” sidebar on page 6.













Mystic Combat Board with Tokens





SPENDING SURGES

Each  space has three sections to help you with organization. Rather than spend all of the  symbols as one action, you should spend as many as it takes to trigger the most expensive  ability on the enemy **that has not been triggered this combat round.**

Example: You cast for the enemy and get two 1  results. If the enemy has a 2  ability, then stack both tokens in the 2  section. When it comes time to resolve surge abilities, both  tokens will be spent to trigger the 2  ability.







- ✦ If the  ability that would be triggered would have no effect (i.e., nothing changes in the game state other than the removal of the  tokens), but there is another  ability that has not been triggered by the enemy that would have an effect, then trigger that other  ability instead by spending the required number of . If no  abilities would have any effect, then do not spend any  symbols; instead, resolve the tokens on the next space on the combat board. If there are no other tokens on the combat board, the enemy passes.
- ✦ If the enemy has more than one  ability that costs the same number of  symbols, resolve from the bottom of the card to the top. Each enemy can still only trigger each  ability **once** per combat round.

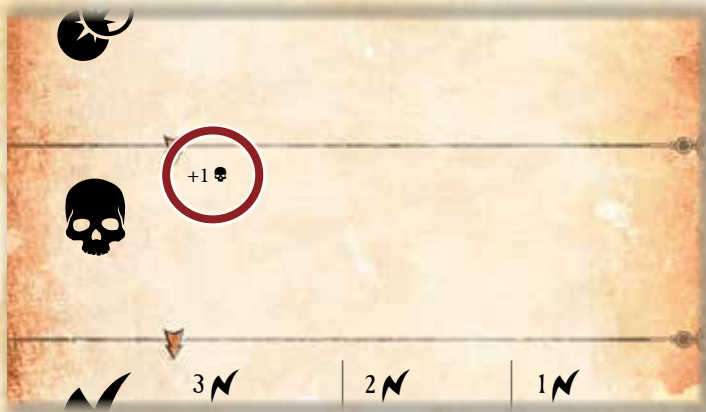
AGILITY ABILITIES



There are some enemy abilities that do not require  symbols, but instead require . Resolve these abilities using the  ability text on the enemy card rather than the instructions on the  space of the combat board.

+ SYMBOLS








Some spaces increase the value of a symbol (+). This is only added if there are one or more tokens with that symbol being resolved, and it is added to the combined value of those tokens.

Example: The  space on the warrior combat board has "+1  listed next to it. If there are no  tokens in the  space, then the "+1  is ignored. If there were two tokens showing 1 , then the enemy would deal 3 damage instead of 2.









The warrior combat board has +1  in the  space.

SHIELDS



 symbols are always spent at the first opportunity **in response to taking damage.** If an enemy casts both a  symbol and a , the  symbol is always spent as a  to block damage first, and then the  is used. (The complete rules for the  symbol can be found on page 7.)

MOVING TOKENS


If a token is recast or flipped to a different symbol, move it to the corresponding space on the board. If a token on top of a  is removed, the  token returns to its original space. If a  token is placed on top of a , move the stack to the section of the  board that matches the new  total.

ENEMY CHOICES

If an enemy ever has an optional ability on it, it triggers that ability whenever possible.

Example: Orc Brigand reads "This enemy may spend 1  to prevent its foe from flipping a token." If the Orc Brigand ever has 1  when his foe attempts to flip a token, Orc Brigand spends it to prevent the flip.

Sometimes, during the resolution of an enemy ability, a choice has to be made. Make the choice in such a way as to be most detrimental to the hero, as best as you can. If you do not feel like you can be unbiased enough when making a choice, instead of choosing, deal 2 damage to your hero in place of the effect.

Example: The Relentless ability on the Undead Horde reads "Recast any spent token." It would be in your best interest to recast one of your own, of course, and you are worried that your hero will not be able to survive the combat. As such, you feel recasting the Horde's spent token that shows  would be most detrimental to you.

CAUGHT IN A WEB

If you own the *Caught in a Web* scenario pack, you can use the "Caught in a Web" scenario sheet found in this expansion to play with that scenario in a cooperative or solo game of *Runebound*. If you do not own the *Caught in a Web* scenario pack, do not include the "Caught in a Web" scenario sheet when choosing a scenario.



COMBAT EXAMPLE

Eliam engages in combat with a Sorcerer. The Sorcerer has the Mystic trait.



Eliam takes his combat tokens and casts them. Another player takes the mystic combat tokens and casts them for the Sorcerer.



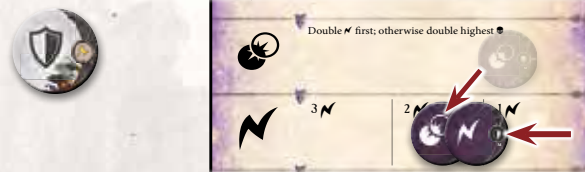
The Sorcerer player places the enemy combat tokens on their corresponding spaces of the mystic combat board. The hero wins initiative ties, so Eliam takes the first combat action.



Combat Action #1: The text on the combat board indicates that the Sorcerer's ✨ will copy Eliam's ♠ if Eliam uses his ⚡ to attack directly, so he uses his Twin Blades ability to remove 2 of his ⚡ tokens to deal 3 ⚡ that cannot be blocked.

The Sorcerer places 3 damage tokens on his enemy card.

Combat Action #2: The Sorcerer resolves the spaces of the combat board from top to bottom. He does not have any ♠ tokens, so he moves on to the ♣ space. The text indicates he must double N first, so he stacks his N on top of the ♣, doubling it. He then moves the stack to the 2 N space of the combat board, as it is now worth 2 N.



Combat Action #3: Eliam has only his ♠ remaining, so he must pass.

Combat Action #4: Continuing to resolve the board from top to bottom, the Sorcerer spends his stacked N to trigger his Blast ability, which deals 3 ♠. In response, Eliam spends his ♠ to block 1 of the ♠ and takes 2 damage.



Combat Action #5: Eliam has no tokens left and passes. The Sorcerer now takes another action. The text on the ✨ space of the combat board indicates that the Sorcerer must use ✨ to copy his highest ♠ token, so he copies ♠ and deals 1 damage to Eliam.



Combat Action #6: The Sorcerer resolves the final space of the combat board by spending both ♠ to deal 2 damage to Eliam.



The round is now over. If Eliam decides to stay in the battle, he and his foe will recast all of their tokens and begin a new round of combat, with the Sorcerer again resolving the combat board from top to bottom.

CIVILIZED HEX

Some game effects in this expansion refer to a CIVILIZED hex. A hex is considered civilized when it contains a city, a town, a stronghold, or a shrine.

EXPANSION ICON

Some cards found in this expansion are marked with the *Unbreakable Bonds* expansion icon to distinguish these components from those found in the base game and other expansions. Cards not marked with the expansion icon are instead marked with their scenario art. Skill cards and party skill cards are marked with their own unique skill set icons.



CHARGE ⚡

Charge is a type of damage that appears on combat tokens. As a combat action, a combatant can spend X ⚡ to deal X unblockable damage to his or her foe. During a combat round, after a combatant has spent ⚡, that combatant cannot block damage.

TACTICS ✨

Tactics is a combat symbol that can be spent to copy other symbols in play. As a combat action, a player can spend one ✨ 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 ✨ 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 ✨ follows these restrictions:

- ✨ 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.

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THE RED DEATH



A strange sickness spreads throughout the land. Some say it came from the harsh wastes of the frozen north, carried with the thawing snow. Others say that it was borne by great ships from Al-Kalim and Lorimor all the way up the Flametail River. It is even said that the Elves of the Aymhelin, to the south, concocted the disease as a means of punishing the ever-bickering barons. But most fear that it came from the east, from the Ru Darklands and the demonic inhabitants therein.

Whatever the truth, the sickness has spread far and wide with a swift and terrible speed. It boils the flesh, peels the skin, and turns the eyes of the infected crimson. Many who fall sick wish they were dead, for at least then their suffering would end. For many, their wish is granted. It is called “The Red Death,” and it takes old and young, strong and weak, rich and poor. Home-brewed remedies and quackery are peddled on the streets of every town and city, until the dead begin to outnumber the living. Unless some cure is found, the population of Terrinoth will be reduced to ash and bone.

THE LOCUST SWARM

The Uthuk Y’llan are a race twisted by their unholy alliance with the demonic realm. They have not been seen in Terrinoth since the First Darkness, when a horde led by Llovar Rotonu rampaged across the kingdoms of Elves, Dwarves, and Men. They came from the Darklands, where their foul touch withered what was once lush and green. They did the same to the lands they conquered, turning them into blackened wastes, slaughtering or taking prisoner any who came across their path. It was only the heroism of Timmorran Lokander that saved the world, when he slew Llovar at the Battle of the Locusts. The Uthuk faded into memory, and the memory diminished into legend.

But the Darklands stir once more, and Uthuk warbands venture forth from the Black Citadel to bring nightmares to life. Woe betide anyone who falls beneath the grisly slice of the Uthuk’s curved blades, but a worse fate awaits those who are taken alive. Can the heroes of today live up to the greatness of the past, or will Terrinoth itself fall into legend, granting Llovar his final revenge?

