

Forge War

Game Overview

The wild lands are growing dangerous. The king has called upon all able-bodied men to fight back the ever-deepening darkness, and you, as the leader of a fledgling adventurer's guild, are tasked with gathering resources, forging weapons and slaying epic monsters of the wilderness to earn you riches and prestige with the king.

Players will spend rounds gathering metals and precious gems from the mines, which they will then use in conjunction with designs purchased at the market to forge powerful weapons. These weapons will be wielded by a player's personal pool of adventurers to complete quests, which earn prestige points, as well as more money and resources which can be invested back into the player's expanding guild.

The simple game consists of 7 rounds and the epic game consists of 3 stages with 6 rounds each. There are 3 phases in a round (mine, market and quest). The game accommodates 2-4 players.

Components

1 game board

37 double-sided interlocking mine pieces:

- 6 stage 1 central hex grids (orange, black and green)
- 6 stage 1 hex borders (orange, black and green)
- 6 stage 2 central hex grids (orange, black, blue, green and red)
- 6 stage 2 hex borders (orange, black, blue, green and red)
- 6 stage 3 central hex grids (orange, black, blue, green, red and white)
- 6 stage 3 hex borders (orange, black, blue, green, red and white)
- 1 central hex tile

180 resource cubes:

- 40 copper cubes (orange)
- 40 iron cubes (black)
- 40 mithril cubes (blue)
- 20 emerald cubes (green)
- 20 ruby cubes (red)
- 20 diamond cubes (white)

20 quest tracker tokens

4 player mats

40 adventurer tiles

48 champion title tokens

101 market cards

76 quest cards:

- 20 green stage 1 quests (including 2 removed for the simple game)
- 9 yellow stage 1 quests (simple game)
- 20 grey stage 2 quests (epic game)
- 12 red stage 3 quests (epic game)
- 12 yellow stage 3 quests (epic game)

8 starting player cards:

- 4 "Copper Sword" designs
- 4 "Copper Dagger" designs

12 slashing (axe) tokens

12 piercing (spear) tokens

12 crushing (mace) tokens

20 "+1" attack tokens

8 "Started Quest" tokens

15 bonus tiles

16 "100 prestige" tokens

36 1 gold tokens

16 5 gold tokens

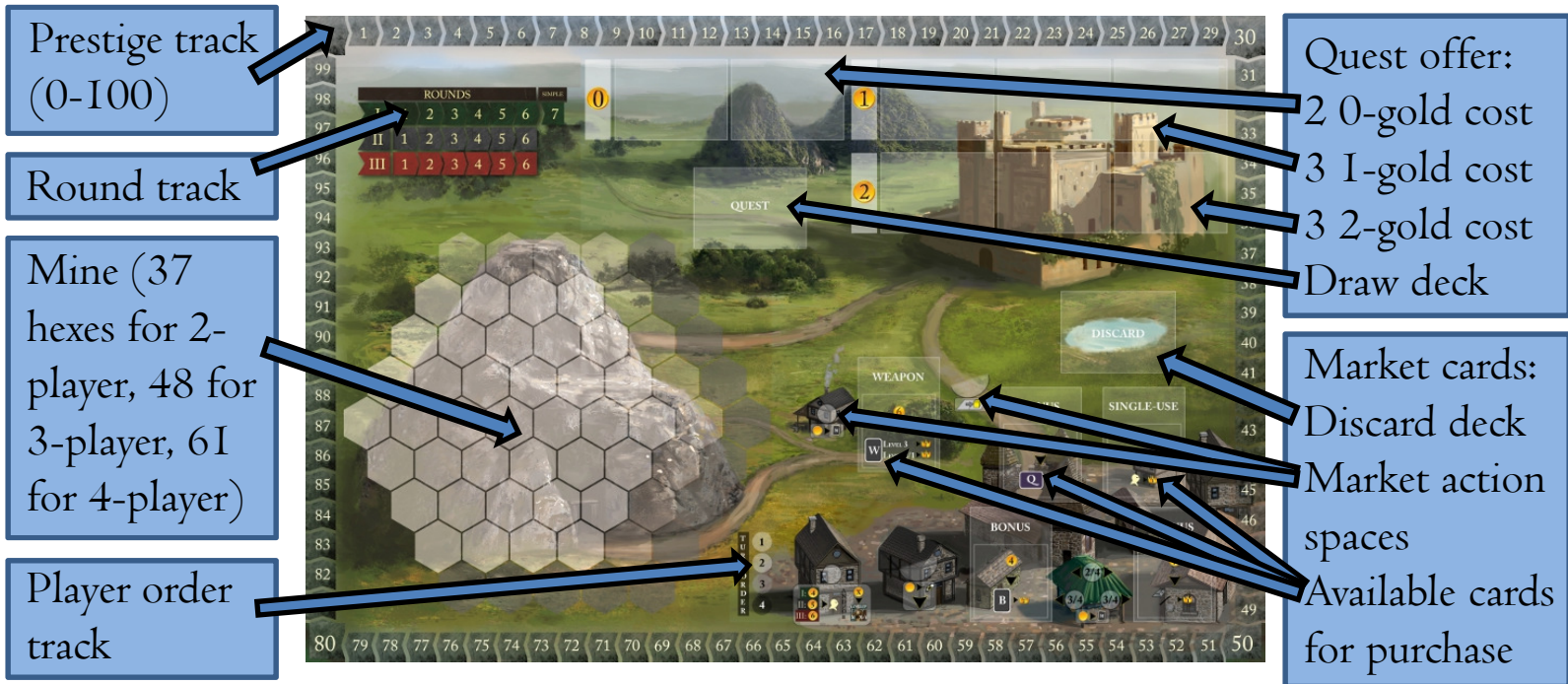
3 wooden meeples in each player color

5 wooden disk markers in each color

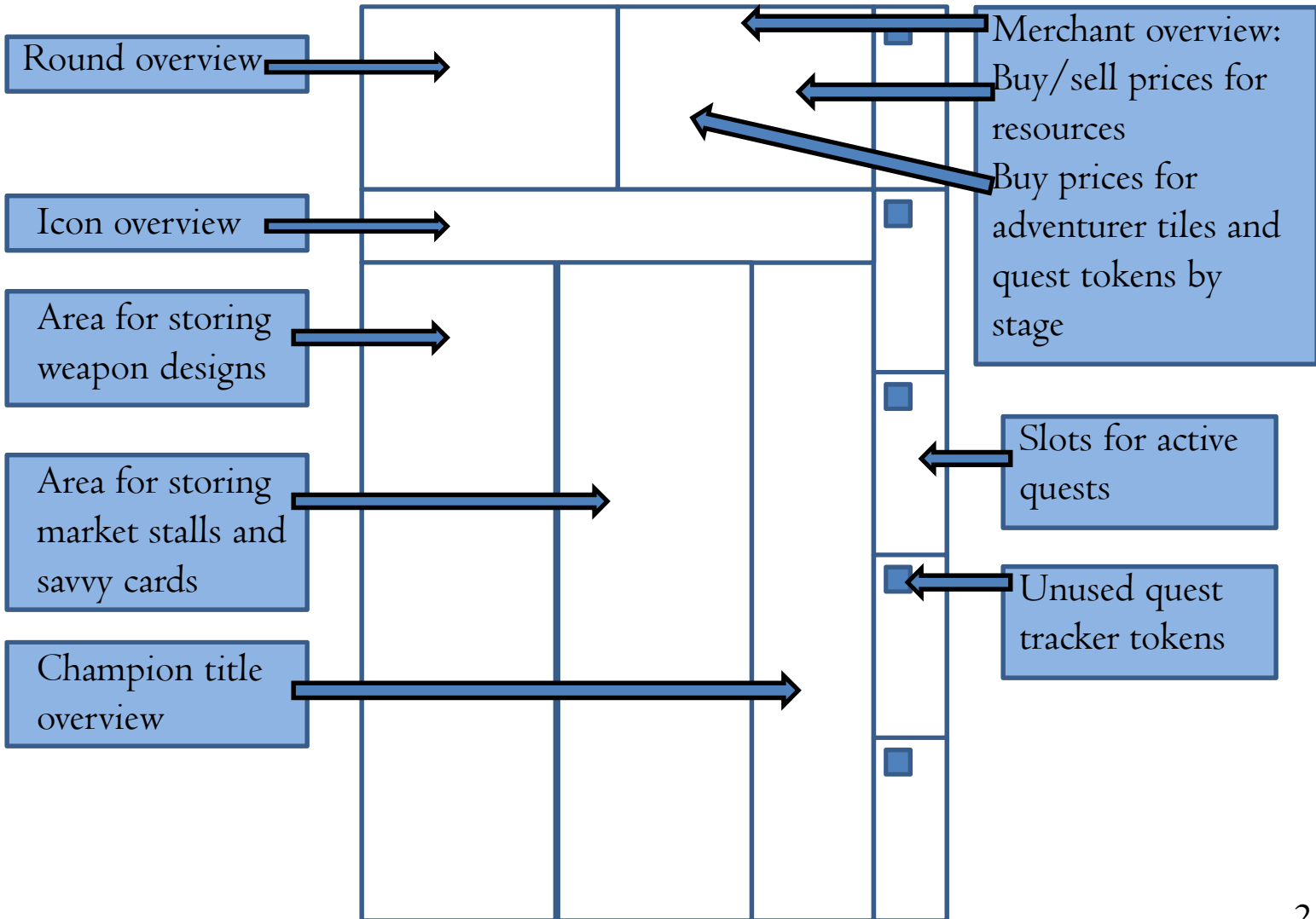
15 wooden worker cubes in each color

16 starting wealth cards

Game Board



Player Mat (not yet designed)



Basic Game

Setup and mechanics will be described for playing the simple game. Extra mechanics for the epic game will be clearly marked as such.

Setup

Players should collect the following in front of them:

- 1 of each of the 4 starting player cards
- 3 adventurer tiles with level I tokens (**4 adventurer tiles in epic game**)
- **Epic game only:** A set of 12 champion title tokens
- 3 overseer meeple of their color, set to the side
- 5 disk markers of their color, set to the side
- 5 quest tracker tokens
- 4 randomized starting wealth cards



O U V F E C B R T D S P

Players should place one of the disk markers of their color on the 0 spot of the scoring track.

Place a resource cube on stage I, round I of the round track.

Randomly determine player order and place 1 disk marker of each player color in the corresponding spot.



Epic game only (optional): Shuffle the 15 bonus tiles and randomly place one tile face-up on top of the last 3 rounds of stage I, place two tiles face-up covering the first 3 and last 3 rounds of stage 2 and do the same for stage 3. Note that bonus tiles are **optional** and should only be used by experienced players and only in the epic game. In addition, if bonus tiles *are* being used, players should start with one fewer adventurer (3 total).

Find the 20 green stage I quest cards and remove the 2 quests marked with a “*” (“Investigate the Kidnappings” and “The Cursed Keep”). Find the 9 yellow stage I quest cards (different from the stage 3 yellow quest cards). Shuffle both of these decks separately and then place both decks on the quest draw space with the green deck on top.

Epic game only : Don't remove the “*” quests from the green deck. Instead of including the yellow stage I quests, include the grey stage 2, red stage 3 and yellow stage 3 quests shuffled separately and stacked in the order of green, grey, red and yellow.

Find the green stage I market cards and separate them by type (denoted on back) and shuffle each stack. Place the weapon deck on the weapon space. Separate the bonus deck into two equal stacks (six cards each) and place them on the two bonus spaces, then do the same for the single-use cards. In addition, place the 4 public starting weapon designs (copper spear, copper mace, copper axe and iron sword) in a row below the market section of the game board.



Draw 8 stage I quest cards off the top of the deck, placing the first 5 in top row of the quest offer and the next 3 in second row.



Quest draw deck

Take all of the resources cubes separated by color, as well as the extra adventurer tiles, level markers and gold tokens and place them to the side of the board. This is the **supply**.

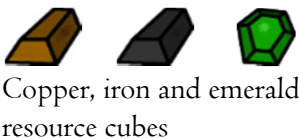


Randomly pick a side of each of the 6 stage I central hex grids and assemble them together with the single central hex to form a 4-length hexagonal array of hexes. Then surround this assembly with a ring of 6 stage I hex borders alternating in length so that they lock together. In a 4-player game, these border tiles should all be hex-side up. With 3 players, 3 contiguous border tiles (2 long and 1 short) should all be flipped to hex-side down. In a 2-player game, all border tiles should be flipped to hex-side down.

At this point, all players should select 2 of their 4 starting wealth cards and collect the bonuses on those 2 tiles. Players place all resources, tokens and adventurers in front of them. This is their **pool**.



Gold tokens



Copper, iron and emerald resource cubes



Level I adventurer tile



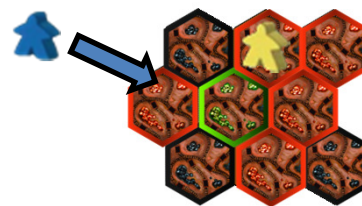
Level up I adventurer



Place a claim token on the specified public design (see page 8)

While two level-up bonuses can be used on a single adventurer, **the maximum starting level for an adventurer is 3.**

Going in player order, players take turns placing one of their overseer meeples on any available unoccupied hex of the mine until all 3 overseers for each player are placed.



Start of Round

Replenish market cards:

- Reveal the top card of each of the five market decks by turning them face-up. If a normal iron weapon design is drawn from the weapon deck (iron spear, iron mace or iron axe) [or a normal mithril weapon in stage 2 of the epic game], place it below the board with the public weapon designs and reveal a new weapon card (repeating the same process if another normal weapon design is drawn). In the first round of the game or a new stage, this happens **before choosing starting wealth cards or placing overseers.**

Replenish quest offer (**not done on first round**):

- Move all cards in the quest offer as far forward as possible, leaving no open positions between them (pushing cards in the second row into empty first row spots), then deal a quest card from the quest draw deck to each empty position at the back of the offer. If the quest deck of one color is depleted, continue dealing cards from the next color.

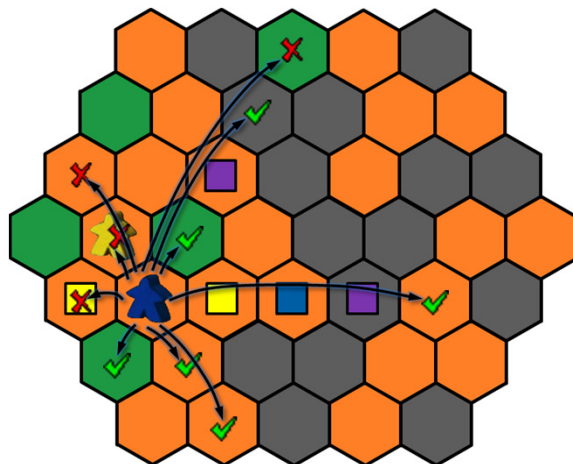


Players will now begin playing a round. They will first **move overseers in the mine** to collect resources, **rearrange player order** based on their positions in the mine, then head to the market to **perform one market action**. Lastly they will enter the castle to **accept quests** from the king and **manage their existing quests**. They can also interact with the merchant and their own market stalls at any time during a round, though this will be covered in the “Market Phase” section.

Mine Phase

In player order, every player may move a **single** overseer meeple of **their color** in the mine once, with the purpose of **collecting resources by generating workers**. After each player has made a movement in the mine, the first player in the player order **may make a second overseer movement, however doing so will lock them into last place in the turn order for the following round** (see page 6). The following restrictions apply to overseer movement:

- Overseers can move in straight lines across the grid through any number of empty hexes.
- Overseers can only end their movement on an unoccupied hex.
- Overseers can move through any number of contiguous workers (regardless of color), but must end their movement on the next unoccupied hex.
- Overseers **cannot** move through other overseers.



After the movement of an overseer, workers (colored wooden cubes) are generated based on the following:

- The hex on which the overseer started generates a worker of the same color as the overseer.
- Any workers the overseer moved through that were colored differently than the overseer change to the color of the overseer.
- Any workers the overseer moved through that were the same color as the overseer are overworked and defect to another player. The worker changes its color to the color of the player who has the fewest number of workers on the board, not counting the active player. In case of a tie, the worker changes to the color of the tied player who is earlier in the current player order. These changes are determined individually in the order in which the workers were passed over by the overseer.

After the worker generation is resolved, all workers spawned and passed over by the overseer generate one resource cube of the same type as the hex they occupy and give it to the player of their current color. [Note: workers only provide resources to a player when they are generated or passed over by an overseer. They **do not** generate resources every round.]

It is not mandatory to take an overseer movement each round. A player can choose to pass instead.

Strikes

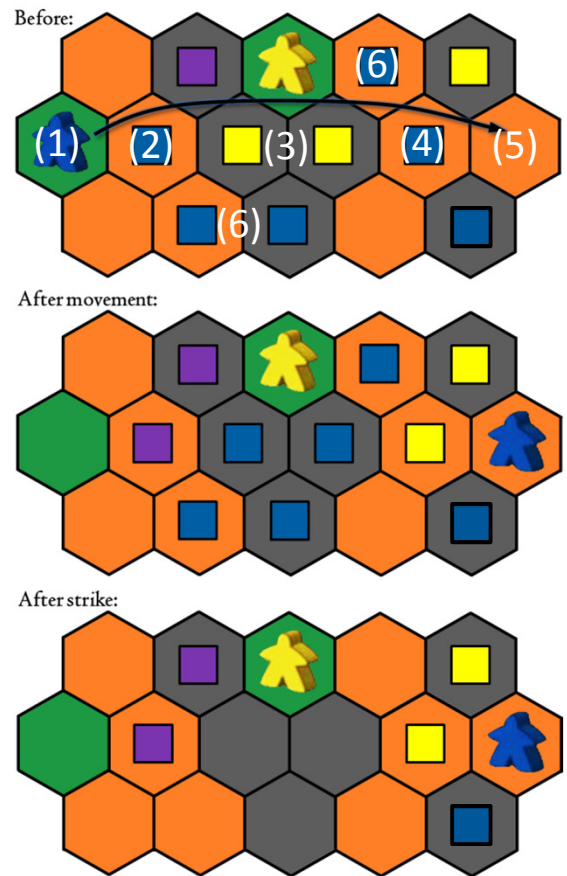
After resources are produced, check the mine for contiguous groups of 5 or more workers of the same color. These groups of same-colored workers go on strike and are removed from the board. Players must check for strike after **any** changes are made to the mine (i.e. overseer movements or worker movements).

Example: For blue's overseer movement, he moves his overseer to the right, jumping over four workers (2 blue and 2 yellow). First, he generates a worker on the space the overseer leaves (1). He then passes over his own worker (2). Out of his opponents, purple has the fewest workers on the board (1 to yellow's 3), so that blue worker becomes purple. The overseer then passes over 2 yellow workers and turns them blue (3). He now passes over another blue worker (4), but now there are 2 purple workers [1+1] and 1 yellow worker [3-2], so the last blue worker becomes yellow. He then must end his move on the next unoccupied space (5). Blue gets 2 iron and 1 emerald for this move. Yellow and purple both get a copper. Lastly, the 2 yellow workers that became blue (3) now form a group of 5 blue workers with the blue workers above and below them (6), which is enough for a strike, so these 5 workers are removed.

Rearrange player order

At the end of each mine phase, player order is rearranged based on the number of workers in the mine. Tally the number of workers each player currently owns in the mine. Whoever has the fewest workers is now first player, the player with the next fewest is second and so on. If there is a tie, the order for those tied relative to each other becomes **opposite** of what it was previously. **Exception:** if the first player in the mine phase took an extra overseer movement, they are automatically locked into last place in the order determination and are not considered when determining the other players' order.

Example: Continuing the previous example, if the player order started as green, purple, yellow, blue, then blue was the last to move and green declines to take an extra movement, so it is time to determine player order. Green has the fewest workers (0), so he remains in first, with blue in second with 1. Purple and yellow are tied with 2 workers each, so their order switches relative to each other from what it was previously. If green had taken an extra movement, they would be move to last place no matter how many workers were produced.



Market Phase

In this phase, players can take a single action in the market section of the board that will give them some advantage in the game. Firstly, however, the various market cards the players can encounter will be explained.

(1)	(2)	(3)	(4)	(5)

Market Cards

There are three types of market cards available for purchase during the market phase: **weapon design cards** (1, 2), **market bonus cards** (3, 4) and **single-use cards** (5).

All cards have the following:

- Name (**a**)
- The price in gold for which they can be purchased (**b**). [**Exception:** When playing the simple game, use the number in the green circle (**c**, if any) as the purchase price.]
- A prestige point value for owning or claiming the card (**d**), or, in the case of single-use cards, a reminder to throw away the card after purchase (**e**).

Weapon design cards:

- There are two types of weapon designs: **public weapon designs (1)** and **unique weapon designs (2)**, which are denoted with a star on the card (**f**), require gems to forge (**g**) and are worth more prestige points (**d**) than public weapon designs.
- Weapon designs are not weapons themselves, but allow the player to forge that weapon through the expenditure of resources. Once a player buys a unique weapon design card, they place it on their mat and it stays there for the rest of the game. In the case of public weapon designs, buying into the card means placing a colored cube marker on the card. Once a player owns a weapon design, they can forge as many of that weapon as they are able. The necessary resources required to forge the weapon (**h**) are listed on the left side of the card, and the power of the weapon (**i**) and weapon type (**j**, if any) are listed on the right side.
- Weapon types consist of: **slashing** (axe symbol); **piercing** (spear symbol); and **crushing** (mace symbol).
- A player can only have a **single** marker on any one public weapon design.
- Weapons forged are given to adventurers embarking on quests (see page 10), though adventurers can only wield weapons if they meet the level requirement (**k**, see page 10).

Market bonus cards:

- There are two types of market bonus cards: **market stalls (3)**, which allow players to exchange different types of resources, and **market savvy (4)**, which gives the player some permanent benefit in the market.
- Like unique weapon designs, purchased market bonus cards go on a player's mat and remain there for the remainder of the game, providing a permanent bonus.
- **Market stalls:** these cards allow the player who owns them to exchange the number of one type of resource shown for the number of the other type of resource shown **once each round**. [**Exception: Trader's Savvy** can allow a player to use a market stall multiple times in a round (see below).] This exchange can go either way. For instance, card (3) shows one ruby on the left (**l**) and two iron on the right (**m**). This means that once each round (including the round it was purchased), the player who owns the card can exchange one ruby for two iron or two iron for one ruby with the supply. This action can be performed **at any time** during a round, even after receiving quest rewards (see page 12) or resolving bonus tiles (see page 14), or during another player's turn. Once a player uses a specific market stall in a round, they can rotate the stall card to the side as a reminder that they cannot use it again until next round. A player can only own a **single** copy of any given market stall exchange.
- **Market savvy:** there are four types of savvy cards:
 - **Buyer's Savvy** increases the number of resources the player can buy from the merchant each round by one (see page 9).
 - **Seller's Savvy** increases the amount of gold the player gains from selling a resource to the merchant by one (see page 9).
 - **Trader's Savvy** allows the player to use **one** of their market stalls one extra time each round.
 - **Adventurer's Savvy** allows a player to move up a quest an extra step when they take the road action (see page 8).
 - Unlike market stalls, players can own **multiple** copies of the market savvy cards.

Single-use cards (**5**):

- Single-use cards give the player who purchases them bonus resources or other benefits that are taken **immediately**.
- When the card is purchased and the benefit is received, the card is then **removed from the game** (set to the side of the board) instead of being placed on the player's mat. The symbol in the bottom right corner of the card (**g**) is a reminder of this. **Do not** discard the purchased card into the market discard deck (see page 8). If the card gave the purchaser an overseer or worker movement, players must check for strikes after the movement is made (see page 5).

Market Actions

In the market phase, players can take a **single** action in the market area of the board by placing one of their colored wooden disks on an action space. This occurs in player order, starting with the first player. There are two types of action spaces:

- Closed circles: only one player can place a disk on this space each round. When a player places a disk here, it blocks later players.
- Open circles: any number of players can place their disk on these spaces.

A player can take one of the following actions:

- **Blacksmith (1, closed):** Purchase the face-up unique weapon design (a).
- **Bazaar (2, closed):** Purchase a face-up bonus (b) or single-use (c) card. In the 2-player game, there is only one space that gives access to all four cards. In a 3- or 4-player game, there are two spaces – one for the two bonus cards and one for the two single-use cards.
- **Barracks (3, closed):** Perform **one or both** of the following actions: **hire** a new level I adventurer for 4 gold (d) and **level up** one of the adventurers in your supply (e). The cost of the level up is equal to the current level of the adventurer (leveling from 1 to 2 costs one gold, leveling from 2 to 3 costs two gold and so on). If both actions are taken, the adventurer leveled up **cannot be the one just purchased**. In the epic game, the cost of hiring an adventurer is dependent on the current stage. The cost is four gold in stage 1, five gold in stage 2 and six gold in stage 3.
- **Clerk (4, open):** Claim one of the public weapon designs displayed below the board (f) by placing a colored worker cube on the card. When a player claims a card, they must pay the price listed on the card to the bank, **plus pay one gold to each player who has already claimed the design**.
- **Road (5, open):** Rush a single quest by moving its quest tracker up one step (see page 9). This action is free. If this movement would move the quest tracker to a new leg and thus completing the current leg, the physical rewards for the completed leg are received at this time (see page 12). The Road action **cannot** be used to **complete** a quest. Note that the **adventurer's savvy** card allows a player to move the quest forward an additional step for each of these cards they possess. For instance, if a player had two adventurer's savvy cards, they could take the road action space to rush a single quest forward three steps. Combined with the single step that quests progress on their own each round, this would result in the quest progressing four steps total in a single round.



It is not mandatory to take an action each round. A player can choose to pass, in which case **they receive one gold from the bank**.

Once all players have taken a single action or passed, the market phase is over and any unpurchased face-up cards still on the board are moved to the market discard deck (g). All player disks played on the board are also returned to the players.

Special case: On the last turn of the game, there will be no market cards left to purchase. The market phase still happens as normal except that players can now use their action disks on the blacksmith (1) and bazaar (2) action spaces to claim extra end game bonus points by paying the cost noted on the space. Once the action disk is placed, the purchase is signified by placing a colored worker cube on the empty card space. These bonuses are tallied at the end of the game:

- The blacksmith bonus (h) gives a player 2 prestige for each unique weapon design they own and 1 prestige for each public weapon design they have claimed. Prestige is not awarded for the starting copper dagger and copper sword designs.
- The top left bazaar (i) bonus gives a player 1 prestige for each quest they have fully completed.
- The top right bazaar bonus (j) gives a player 1 prestige for each adventurer they have employed.
- The bottom left bazaar bonus (k) gives a player 2 prestige for each permanent market bonus card they own.
- The bottom right bazaar bonus (l) gives a player 1 prestige for each leftover resource in their supply.

The Merchant

Players can buy **one** resource from the merchant **once each round** and sell **one** resource to the merchant **once each round** for the gold prices listed (1). For instance, a player can sell an emerald (green) for two gold and buy a mithril (blue) for 5 gold. [Exception: each **Buyer's Savvy** card allows a player to buy an extra resource from the merchant each round and each **Seller's Savvy** card increases the listed sell prices by one gold.]

If a player has trouble remembering whether they have interacted with the merchant in a given round, they can place markers on the card (4) to signify a buy (2) and sell (3) interaction.

Though interaction with the merchant is covered here in the market phase, a player can interact with the merchant **at any time during a round**, even after receiving quest rewards (see page 12) or resolving bonus tiles (see page 14), or during another player's turn.



Quest Phase

In this phase, players will go through three distinct actions: **quest acquisition**, **quest management** and **quest rewards**. Firstly, however, the dynamics of the quest cards and adventurers will be explained.

Quest Cards

A quest card consists of a title (1) and a series of boxes to represent the progression of the quest.

- A single box on the quest card represents a quest **step** (2). All active quests will advance one step during the **quest rewards** action (see page 11).
- The number in a quest step box is the step **difficulty** (3). A player must match the difficulty of the quest's current step with equipped adventurer weapons during the **quest management** action (see page 11) or the quest will be failed.
- Some quest steps also contain a symbol behind the difficulty. This is the **required weapon type** (4) for the step. If the player does not have at least one equipped adventurer weapon of the same type applied to the quest during that step, the quest difficulty is **increased by 3**. If there are multiple weapon types in a step, the difficulty is increased for **each** weapon type not matched.
- A single row of steps represents a quest **leg** (5). The difficulty and required weapon types of each step in a single leg is always the same. Rewards are sometimes given for completing a quest leg and are always given for completing the final leg of a quest.
- Any **rewards** (6) given for completing a quest leg are listed to the right of the last step box. The darker area in which the rewards are listed is **not a step**. These rewards are received during the **quest rewards** action (see page 12).



Adventurer Tiles

Adventurer tiles represent the hired adventurers you have at your disposal to send out on quests. These tiles are two sided, showing a male on one side and a female on the other. This difference is purely aesthetic and a player can flip a tile according to their preference.

Adventurer levels are denoted by a marker placed into the slot at the top of the tile. Every adventurer a player acquires, either through single-use market card purchases, barracks purchases, quest rewards or starting wealth cards always starts at level I. Adventurers can gain levels by completing the final leg of a quest (see page 12), through the purchase of the **Adventurer Training** single-use market card, using the barracks action space or claiming specific starting wealth cards. When an adventurer levels up, remove the current level marker and replace it with a new one.

Players apply adventurers to a quest during the quest management action (see page 11) by forging a weapon for them and then placing the adventurer tile to the right of the active quest. A weapon is forged and then equipped by an adventurer by transferring the necessary resources from a player's pool onto the adventurer tile. For instance, if a player were forging a copper sword, they would place two copper from their pool onto the adventurer tile. Once a weapon is forged it **cannot** be transferred to another adventurer or converted back into raw resources. If there is confusion about which weapon type an adventurer has equipped when a player has multiple weapon designs that require the same resources, the weapon type tokens can be used.

Adventurers are restricted in their weapon use based on their level. These restrictions are noted on the weapon design cards:

- Level 1 adventurers can only use swords and daggers.
- Level 2 adventurers can use any public weapon (sword, dagger, axe, mace or spear).
- Level 3 and 4 adventurers are the only adventurers that can use unique weapons, denoted by a star on the design card.

Other rules for applying adventurers to quests:

- Adventurers have no inherent power. An adventurer **must** be equipped with a weapon to be applied to a quest.
- Adventurers can only equip one weapon at a time (shields count as weapons).
- A player can change the weapon of an adventurer applied to a quest, but any resources used to create the adventurer's initial weapon are lost and returned to the supply.
- Adventurers can be removed from one quest to be applied to another quest, but the adventurer will lose any weapon they were equipped with (resources returned to the supply) and must be given a new weapon.

Champions (epic game only)

The maximum level an adventurer can reach is 4. In the epic game, when an adventurer advances from level 3 to level 4, they become a champion and gain a champion title. Remove the normal level marker from the adventurer tile and insert a champion title marker. Titles offer various perks to the player when the player uses that champion for a quest. There are 12 titles and each player can only have one champion with each title.

Titles:

- ⓪ **Opportunistic** – The player immediately receives an extra 2 prestige points every time they complete a leg of a quest that this champion is applied to.
- ⓤ **Unrelenting** – This champion applies an extra +1 attack power to his equipped weapon every time the player completes a leg of a quest that this champion is applied to. This bonus is denoted by adding “+1” attack tokens to the adventurer. [**Note:** this advantage is applied to his weapon, so when he loses that weapon – because it is switched or he is moved to another quest – the attack power bonus is lost, as well.]
- Ⓥ **Valorous** – The player receives an extra 4 prestige points when the champion fully completes a quest. Full completion of a quest necessitates that the champion is applied to the quest from the first step to the last. Players can use “Started Quest” tokens to remember this.
- ⓕ **Fortuitous** – The player receives an extra 3 gold when the champion fully completes a quest (see above).



- E** **Expeditious** – When a player starts a quest and applies this champion to the quest, the quest can be started on the second or third **step** instead of the first. Any physical rewards or champion/weapon bonuses given for completing the first leg (i.e. Unrelenting) are not received. This champion's ability can only be used a subsequent time once the quest on which it was last used is completed or failed. If the quest is failed on the round it is taken, no prestige points are awarded.
- C** **Charming** – When a player starts a quest and applies this champion to the quest, the player receives 1 gold from the supply instead of paying the acquisition cost (see below). This champion's ability can only be used a subsequent time once the quest on which it was last used is completed or failed.
- R** **Rending** – This champion applies slashing (axe) type to any weapon he equips.
- B** **Brutish** – This champion applies crushing (mace) type to any weapon he equips.
- T** **Thrusting** – This champion applies piercing (spear) type to any weapon he equips.
- D** **Dendritic** – This champion applies an extra +2 attack power to any weapon containing an emerald that he equips.
- S** **Sanguine** – This champion applies an extra +2 attack power to any weapon containing a ruby that he equips.
- P** **Purified** – This champion applies an extra +3 attack power to any weapon containing a diamond that he equips.

Quest Actions

Quest Acquisition:

During quest acquisition, players have the opportunity to pay gold to acquire a **single** new quest, putting it on a quest slot on their mat and placing a quest tracker marker on the first step of the quest. The acquisition cost of the quest is dependent on what section of the quest offer it is in – either 0 gold (first 2 quests), 1 gold (next 3 quests) or 2 gold (next 3 quests). Once a quest is acquired, it becomes **active**, and remains so until it is completed or failed.

It is not mandatory to take a quest each round. Players can pass on acquiring new quests and simply manage any active quests they are currently undertaking.

Quest acquisition occurs in player order, starting with the first player, but once a player acquires a quest or passes, they can continue with the other actions of the quest phase independent of the other players. This also means that the next player does not need to wait for the previous player to complete their entire quest phase before taking their own turn, but instead can immediately start quest acquisition once the previous player is done with quest acquisition.

Quest Management:

As soon as an individual player is finished with quest acquisition, they can begin quest management. It is during quest management that players must match the difficulty of the current step of all their active quests with equipped adventurer weapons. If the difficulty of a quest step is not matched or exceeded at this time, the quest is failed (see below).

In order to match the difficulty of the quest step, adventurers applied to the quest must be equipped with weapons whose total power is equal to or greater than the quest step, and if the quest step has a required weapon type, that must be matched by at least one of the weapons equipped by the adventurers as well or the quest difficulty is increased by 3. Adventurers can be applied to **any active quest** the player has, not just the quest the player acquired that round, and an adventurer applied to a quest remains on the quest with his equipped weapon until the player removes him or the quest is failed or completed.

Quest Failure:

If a quest step's difficulty is not matched by the end of quest management, that quest is failed and the following happens:

- All forged weapons equipped by adventurers on the quest are discarded and the resources are returned to the supply.
- Adventurers on the quest are returned to the player's pool (without receiving any levels, see page 13).
- The quest is discarded. Any physical rewards from previously completed legs are kept, and the player receives a number of prestige points equal to the prestige value listed in parentheses from the last successfully completed quest leg (if any). **Exception:** If a quest has been rushed by the Road action (see page 8) on the same round it is failed, a player would only receive prestige points based on where their marker was before rushing the quest.
- If the quest is failed on the same round it was taken, the player suffers a -3 prestige penalty for severely disappointing the king. I I

Example: The blue player acquired “Trouble in the Weird Woods” three rounds ago. At the time, he placed a level I adventurer on the quest with an iron sword (signified by 2 iron from his pool) to match the first leg’s difficulty of 3. Three rounds later, the quest has progressed to the final step, which has a difficulty of 8 and a slashing (axe) requirement. Blue puts another level I adventurer with an iron sword and a level



2 adventurer with a copper axe on the quest, since he owns those two weapon designs and the necessary resources. This satisfies the quest difficulty (3+3+2=8) and the required weapon type.

Quest Rewards:

Once all quest management is complete, players can begin the quest rewards action. It is at this time that all quests are advanced one step. If the last step of a leg (row) of a quest was reached last round, this means **completing** the current leg (row) and advancing the marker to the first step of the next leg (row) of the quest. If the marker is on the last step of the entire quest, this means moving the marker off of the quest and successfully **completing** it (see page 13). Otherwise, advancing a quest simply means the marker on the quest advances to the next step of its current leg.

Quest rewards are acquired whenever a player completes a leg of a quest, as long as there are awards listed. A quest leg is considered **completed** once a player moves the quest marker off of the leg and onto a new leg (or moving it off the quest if it is the last leg). At this time, the player may collect the rewards for that completed quest leg (if any). [Note: all quest rewards are received **after** all quest management is finished, such that a player cannot use the rewards from one quest to immediately help manage another quest in the same round, and they **cannot** use adventurers to complete a leg on one quest and then move those adventurers to satisfy the requirements of another quest.]

Quest rewards fall into 2 categories: **prestige points** and **physical rewards**, which are everything but prestige points.

Physical rewards:

- **Copper** (🟠), **iron** (⬛), **mithril** (🔵), **emerald** (🟢), **ruby** (🔴) and **diamond** (🔷) resources – players receive these resource cubes from the supply in the amount indicated.
- **Gold tokens** (🟡) – players receive these tokens from the supply in the amount indicated.
- **Adventurers** (🗨️) – players take an adventurer tile from the supply and put it in their adventurer pool. Adventurers always start at level I.
- **Overseer movement** (👤) – players may immediately move one overseer of their color, obeying the normal mine phase rules for doing so and distributing workers and resources as usual for a mine phase movement. Check for strikes after this movement.
- **Worker movement** (👷) – players may immediately pick up a worker of any color in the mine and remove it from the board or place it on any empty mine hex, keeping the same color of the worker. Players receive no resources for this action. Check for strikes after this movement.
- **Market cards** (📄) – players can look through the market discard deck and acquire a single card at no cost. [Note: players cannot take from the previously purchased single-use market cards which have been removed from the game.]

Normally, after quest acquisition, all players can simultaneously manage their quests and collect rewards to save time. However, if two or more players receive an overseer movement, worker movement or market card reward on the same round, those actions are resolved in the current player order.

Prestige points

When the player completes a quest leg that is **not** the final quest leg, they will see a prestige point value listed in parentheses. This value is **not** awarded to the player. This prestige value is only received in the event of failing a quest (see page II) as a consolation for not receiving the full point value of the quest. The only time a player receives a prestige point reward for completing a quest leg (barring champion or weapon bonuses) is when they complete the final leg of a quest. The prestige point value listed in the final quest leg is the **full prestige value** of the quest. If, by receiving prestige points, a player makes a full journey around the score track, they should claim a “100 prestige” token and continue moving around the track.

When a player **completes** the final leg of a quest, the entire quest is considered complete and a number of things happen:

- Players receive the full prestige value for the quest, as well as any other listed physical quest rewards for the last leg.
- Adventurers that were present for the completion of the quest have an opportunity to **level up**. Each adventurer can only gain one level per completed quest, and a player can distribute a number of levels to their adventurers equal to the number of legs (rows) of the quest.
- Adventurers are returned to a player’s pool to be used in subsequent rounds. All weapons they were using, however, are lost, and all resources are returned to the supply.
- The completed quest is removed from the player mat and put to the side, and the quest tracker token is returned to the player mat.

End of Round

Once all players have finished collecting quest rewards, move the round marker up one step to begin the next round. In addition, quests should be removed from the front-most quest slots on the board based on the following:

- 4-player game: the first slot is removed.
- 3-player game: the first two slots are removed.
- 2-player game: the first three slots are removed.

If these slots are already empty, no extra quest is taken to compensate.



In addition, at the end of the 6th round in the simple game, remove all green stage I quests from the quest offer, leaving only the gold quests.

End of Game

The simple game ends after the 7th round. [The epic game ends after the 6th round of 3rd stage.] If any player still has active quests, these quests are immediately failed and points are awarded as per a normal failure of a quest (the point value in parentheses from the last complete quest leg).

Once all prestige points from quests have been awarded, players also receive extra prestige points based on the following:

- +1 prestige point per level for each of the player’s adventurers, plus an extra point for each level 4 adventurer (making them worth 5 points instead of 4).
- The sum of the prestige point values of every market card owned by the player (this includes unique weapon designs, market bonus cards and claimed public weapon designs).
- Any bonus prestige from claimed blacksmith or bazaar bonus spaces (see page 8).
- Players also take any gold they have leftover and add the sell value (**not** including Seller’s Savvy bonuses) of all their leftover resources (unless those resources were already considered for the bottom right bazaar bonus). For every 4 gold, 1 bonus prestige is awarded.

The player with the most prestige at the end of the game is the winner. If there is a tie, the player who is earlier in the current player order is the winner.

Epic Game

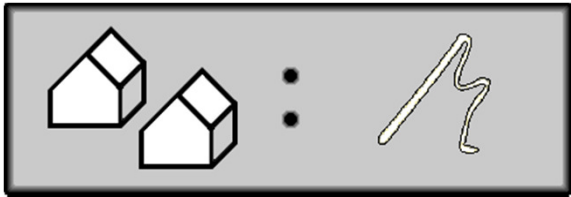
The main difference between the simple game and the epic game is length. The epic game spans over three stages of 6 rounds each instead of just 7 stage 1 rounds. At the end of every 6th round, the stage changes and these actions need to be taken:

- Remove all workers and overseers from the mine, then replace the hex grid assembly with hex tiles from the new stage and assemble them as described on page 4.
- Remove any quest cards in the quest offer still remaining from the previous stage (green quests at the start of stage 2 and grey quests at the start of stage 3). This happens after normal end of round quest removal. [Note: active quests in front of players from previous stages remain in play.]
- If there are any remaining face-down public weapon designs still in the weapon deck, place them face-up in the public weapon design area below the board. In addition, at the start of stage 2, place the mithril sword weapon design in the public area, as well.
- Take the deck of market cards for the upcoming stage, separate it by type and place the cards in their corresponding spaces just as in the initial setup. [Exception: each deck of weapon, bonus and single-use market cards will only consist of 5 cards in stage 3. There are more than 5 cards in the stage 3 weapon deck, so only deal 5 of the cards to the weapon space.]
- Going in the current player order, players take turns placing one of their overseers on any open hex of the new mine until all 3 overseers for each player are placed, just as in the beginning of the game. Then the start of the next round's mine phase begins following normal rules.

Bonus Tiles (optional)

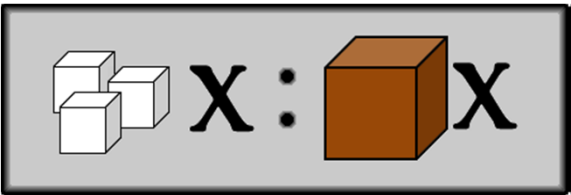
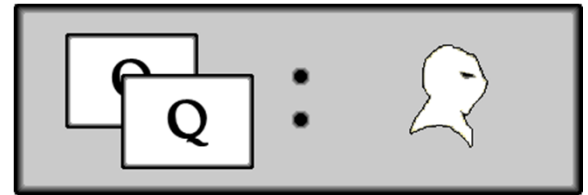
In the epic game, bonus tiles can also be added to increase game complexity. At the end of every third round (3, 6, etc.), after the quest phase but before any change of stage, a bonus tile will be encountered on the round track and should be resolved. After its resolution, remove the tile from the board and continue on with the next round.

Tiles provide bonuses as follows:



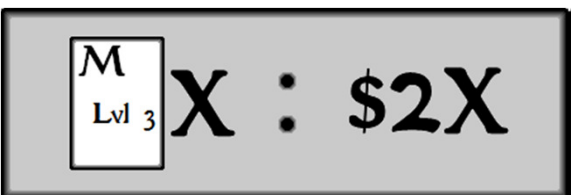
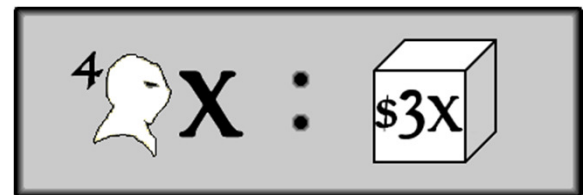
Industrious bonus: If a player has the exact number of workers in the mine that are depicted on the tile (2, 3 or 4), they can immediately make an extra overseer movement. All players check qualification for the bonus before the overseer movements are actually made, and the movements occur in player order.

Adventurous bonus: If a player has the exact number of active quests (not counting those completed on the preceding round) depicted on the tile (1, 2 or 3), they immediately gain an extra level I adventurer tile.



Stockpile bonus: For every 3 unused resources a player has stored in their pool (rounded down), they collect one free resource from the supply (orange: copper, black: iron, blue: mithril).

Decorated bonus: For every level 4 champion a player has, they immediately gain 2 gold (\$2X), 2 prestige points (X crown) or 3 gold to immediately spend on resources from the merchant (\$3X cube). This spending on resources uses the normal buy prices and is independent of the number of buys players normally have for the round. (Example: The blue player has 4 champions and so gains 12 gold to spend with the merchant. He buys a mithril (5 gold), a ruby (4 gold) and an iron (3 gold).) Any money not spent with these buys is lost.



Knowledge bonus: For every unique weapon design a player owns, they immediately gain 2 gold (\$2X), 2 prestige points (X crown) or 3 gold to immediately spend on resources from the merchant (\$3X cube). This spending on resources uses the normal buy prices and is independent of the number of buys players normally have for the round. Any money not spent with these buys is lost.

Differences between Simple and Epic Game

The following is a comprehensive list of differences between the simple and epic games. Please note it is **highly recommended** that first-time players should start with the simple game:

The simple game consists of 1 stage with 7 rounds.	The epic game consists of 3 stages with 6 rounds each.
In the simple game, “The Cursed Keep” and “Investigate the Kidnappings” quest cards are removed from the stage 1 quest deck and the yellow stage 1 quests are included at the bottom of the quest deck.	These two quests are included in the stage 1 quest deck in the epic game and the quest deck consists of green stage 1 quests, grey stage 2 quests, red stage 3 quests and the yellow stage 3 deck at the bottom.
The costs of some market cards are reduced in the simple game as denoted by a smaller green circle below the gold circle on the market cards.	The cost of market cards in the epic game is always the number in the gold circle.
The champion titles are not used in the simple game and the only purpose for getting an adventurer to level 4 is to gain more prestige.	Champion titles are used in the epic game and are awarded to adventurers when they attain level 4.
Players start with three adventurers in the simple game (plus any from starting wealth cards).	Players start with four adventurers (plus wealth cards) in the epic game.
Bonus tiles cannot be used in the simple game.	Bonus tiles can optionally be used in the epic game to add complexity, though, if they are used, reduce the number of starting adventurers to three.

Tips

Pay attention to the number of adventurers you have in your pool and how many adventurers your active quests will require to complete. If you have two adventurers in your pool and two of your active quests will require the addition of an adventurer next round to satisfy the next leg, don't take another quest this round unless you're confident you can get more adventurers next turn.

Try to avoid placing workers in the corners of the mine. While you may think it is good that no other player can jump over your worker and get resources from it, it also means that that worker will sit there and increase your total worker count for the rest of the stage (hurting your placement in the player order) unless you're able to include it in a strike.

Pay attention to how many rounds are left in the game when acquiring some of the longer quests. If the number of steps in the quest is larger than the number of rounds left, you will need to use the road action to finish the quest by the end of the game or it will fail.

Lastly, despite the fantasy theme, this is a game of investment and management. You will find the most success when you have all your adventurers and resources working for you at all times to bring in more resources and other rewards. If you don't manage your quests appropriately, however, you can easily over-extend yourself and start failing quests, which results in a bad return on your investment. This game is all about finding the proper balance of your investments to maximize your returns without over-extending.

Solo Variant

Both basic and epic versions of Forge War can be played by a single player with some small variations.

Goal

The goal of the solo variant is to undertake a quest **every round** and complete **all** of them by the end of the game (no quest failure). If a player accomplishes this task, they can total their points and compare that to previous scores. A score of 125 is great for the basic game and a score of 500 is great for the epic game.

Setup

Setup occurs as normal with one player, however the mine is set up as in a 3-player game with 3 sets of different colored overseers (the player gets to choose all of the placements for these overseers) and 3 different colored player markers are placed on the player order track with the player's actual color in the third (last) position.

The player also receives one extra adventurer (4 total in the simple game, 5 total in the epic game [or 4 if using bonus tiles]).

In addition, players must build the quest deck to match their desired difficulty.

Simple game:

12 of the 18 green stage 1 quest cards will be used in the solo variant. For a very easy game, remove the 6 hardest quests from the deck. For a medium game, remove the 2 hardest and 4 easiest quests. For a difficult game, remove the 6 easiest quests. For a random game, remove 6 random quests.

The six hardest quests, from hardest to easiest are: *The Fish King Blockades the Dock*, *Subdue the Restless Graveyard*, *Trouble in the Weird Woods*, *Explore the Mystic Cave*, *Negotiate with Harpy Marauders* and *Slimes in the Sewer*.

The six easiest quests, from hardest to easiest are: *Arena Games* (2), *Quell the Tavern Brawl* (2) and *Rats in the Cellar* (2).

The gold stage 1 quest deck will only contain the following 4 cards: *Sentient Crystal Invasion*, *The Grumblesaur Wants to Play*, *In Pursuit of the Vampire* and *Break the Mummy's Curse*.

Epic game:

Build the stage 1 and 2 decks in the same way as in the basic game by removing 8 of the 20 available to arrive at a deck of 12. For the stage 1 deck, you can include *The Cursed Keep* and *Investigate the Kidnappings* if you want the hardest deck possible, or these would be the first to be removed to make an easier deck. The next easiest quest to be removed to make room for these two hardest quests would be *Vampire Bats in the Belfry* (2).

For the stage 2 deck, the eight hardest quests, from hardest to easiest are: *The Endless Dungeon*, *A Tower to the Stars*, *The Grumblesaur Wants to Play*, *The Fissure of Doom*, *Break the Mummy's Curse*, *Enraged Forest Spirit*, *Nobleman's Bodyguard* and *In Pursuit of the Vampire*.

The eight easiest quests, from hardest to easiest are: *Fairy Mischief* (2), *Disperse the Dark Coven* (2), *Royal Tournament* (2) and *Trolls under the Bridge* (2).

For the stage 3 red quest deck, 4 cards will be removed so that 8 cards remain.

The four hardest quests, from hardest to easiest are: *The Multi-Headed Hydra*, *Placate the Fires of Mount Horn*, *The Dwarves Dug too Deep* and *The Archmage's Golem Army*.

The four easiest quests, from hardest to easiest are: *The Mountain Comes Alive*, *Otherworldly Visitors* and *The Swamp of Suffering* (2).

The stage 3 gold quest deck will contain the following five cards: *The Storm Knight's Challenge* (2), *Return of the Vampire*, *Close the Nether Gate* and *Rise of the Skeletal Beast*.

Randomize these decks and stack them in order as usual. Instead of dealing out the deck to all 8 quest slots, only deal out two to the two 0 cost slots.

Mine Phase

The mine will consist of 2 "automated" players in addition to the actual player. In player order, the player will make movements for each automated player in addition to his own movements.

When making movements for the automated players, the player must obey the following rules.

- An automated player will always prioritize jumping over as many workers that are not of his color as possible.
- If an automated player has a choice between 2 or more moves that jump over the same number of workers not of his color, he will take the move that jumps over the fewest number of workers of his own color.
- If an automated player has a choice between 2 or more moves that jump over the same number of workers not of his color and the same number of workers of his own color, the player can choose which of the moves to make.
- The player can move his own overseers however they wish.
- If any player, automated or not, jumps over their own workers, those workers are removed from the board instead of being switched to another color.
- Automated players don't actually collect resources, they just generate workers. Only the player's own overseer movements generate resources.
- Automated players don't get a second movement for being first in turn order, but the real player does.

At the end of every mine phase, instead of resolving turn order like normal, move the marker that is first in turn order to the end of the turn order. This turn order only effects the next round's mine phase.

Market Phase

The market phase is exactly the same as the 2-player normal game (only one available bazaar action) except that the player gets to take **two** actions instead of one. The player can pass as their first action to gain one gold and still use their second action.

Quest Phase

The phase is exactly the same as the normal game with the caveat that the player must take a quest every round. If the player fails to do so or fails a quest they are currently undertaking, they lose and the game is over.

In addition, quests replenish differently. Quests are never removed from the quest offer (unless transitioning between stages in an epic game, see below). At the end of a round, all quests are pushed to the right in the opposite direction as in the normal game until the two 0 cost spots are clear. Then at the beginning of the round, 2 new quests from the top of the quest deck are dealt into these two spots.



End of Stage

When transitioning between stages, remove all overseers and workers from the mine and upgrade it as normal. Then the player can place all of their overseers and the automated overseers however they wish in the new mine.

In addition, as in the normal game, all quests in the quest offer from the previous stage are removed, leaving the quest offer completely empty before two new quests from the new stage are dealt into the two 0 cost spots.