

IN IMPACTUM VERITAS

KHARNAGE

HELL YEARGHH!



RULES

GOAL OF THE GAME

You are the Warchief of your nation!

Your mission is to conquer a highly strategic hill. To do that, you must win the highest number of Domination point at the end of the game.

Crush, destroy, squash your opponent armies to win Domination points! Make Kharnage to win more points! After the 4th round, only ONE Warchief will be able to build his summer house on the bones of the opponent armies.



SETUP

1. Domination cards and Kharnage token are sorted into 4 decks: 1 skull, 3 skulls, 5 skulls and Kharnage coin.



Front

Back

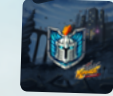
2. Each player chooses one army and takes the cards linked to their army. Then, each player shuffles his Unit deck (Reserve), places their «0» Battle card near the center of the game area (let some empty space to represent the Hill where destroyed Units will go at the end of the turn), sets aside their General(s) (Battle card showing a Unit) and shuffles their Battle cards.

3. Each player draws an amount of Units from their Reserve matching

Front



Back



Unit

Battle cards

General

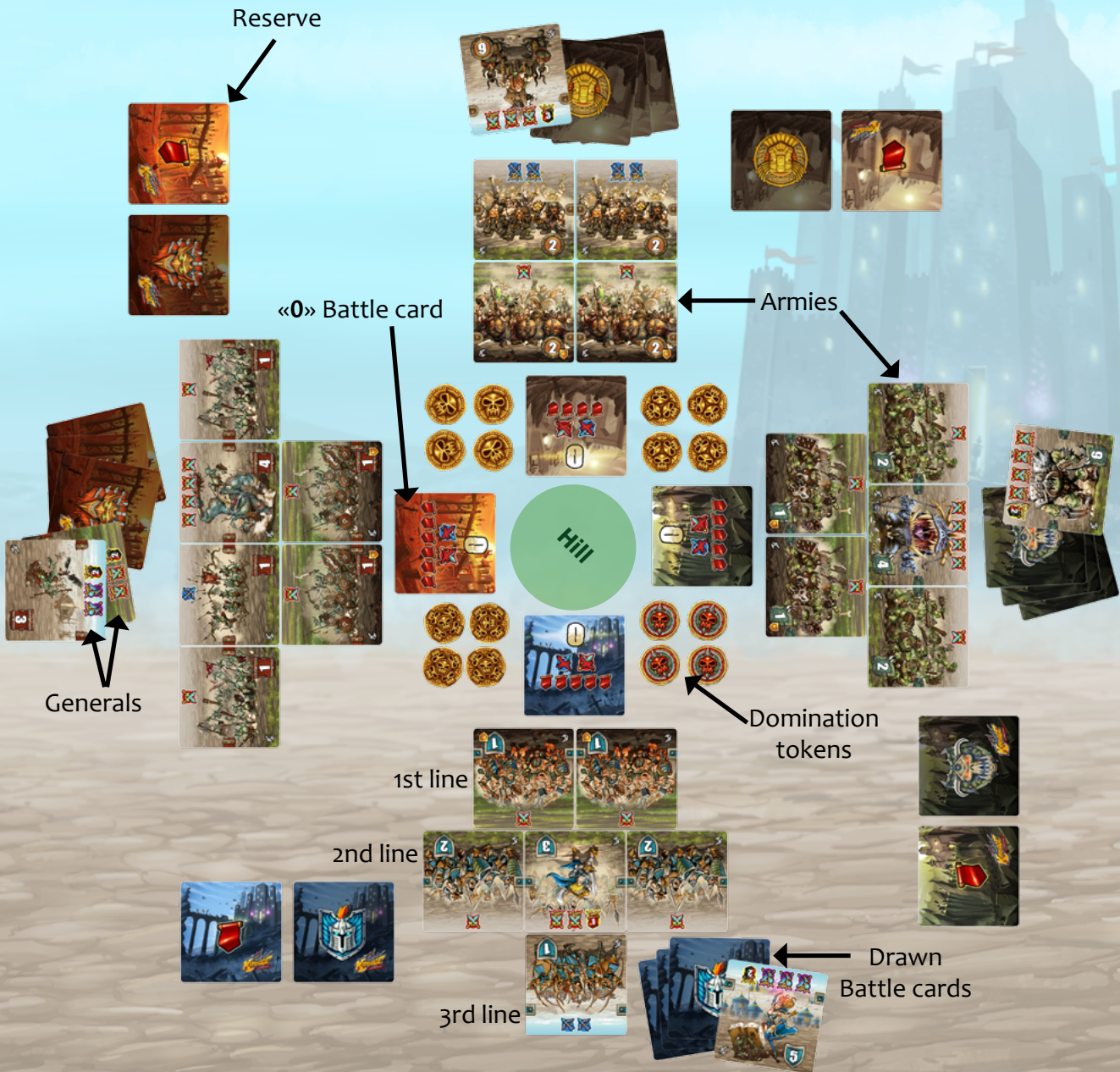
the amount of Reinforcement flags present on their «0» Battle card, one after the other, without looking at them, stacking them on top of each other. Then, each player places them one after the other in their Army by following the **Placement** rules (see p.4).



*Precision : No skill can be used during the setup excepted the **Chief** skill and the **Large unit** skill.*

4. Each player draws the first 3 Battle cards of their deck.

The Kharnage can start...



BATTLE CARD



Initiative

Reinforcement

Attack(s)

Power

ROUND ORDER

Each player chooses one Battle card from his hand and place it, face down on the top of the «0» Battle card (or the one played during the previous round). Once all cards are placed, all players reveal their Battle cards simultaneously.

The player with the **lowest initiative** (number) is the active player, he begins and resolves **his entire Battle card**, then the player with the next lowest initiative becomes the active player and resolves his entire Battle card, so on until all players have played.

Domination cards are distributed to the players, then they draw a new Battle card and begin a new round.

The game ends after the 4th round.

UNIT



Armor

Placement

Skills

PLACEMENT

When a player places a Unit in his Army, the illustration must **face the Hill** and the symbols facing the player. The Unit must be placed in the line that corresponds to their **Placement**:

- the 1st line on the front (closest to the Hill)
- the 2nd line behind the 1st lines
- the 3rd line behind the 2nd lines (closest to their player).

Hill



Player

1st line

2nd line

3rd line

Example:

This Unit must be placed in 2nd line. Placements in transparency are for 1st line and 3rd line.

FIGHT!

Battle card actions (Reinforcement, Attack, Power) are solved starting from the top to the bottom.

REINFORCEMENT



The active player draws an amount of Units from his Reserve matching the amount of Reinforcement flags present on his Battle card, **one after the other, without looking at them, stacking them on top of each other.**



The bicolor Reinforcement flag shows you that you are **allowed to replace the last Unit you have to draw by your General** (or one of your Generals if the active player has more than one).

The reinforcement Units are placed on after the other in his Army, respecting the **Placement** rule (see p.4).

Precision : the General is the last drawn Unit if the active player chooses it. So, it is the first Unit to be placed in the Army. The General can be placed only by the bicolor Reinforcement flag of the Battle card.

ATTACKS



Assault



Shooting

The Battle card shows what kind of attack to perform.

If two kinds of attack are present on the Battle card, they are solved **one after the other**, starting by the attack on the left. These attacks, even if they are similar, **are not combined.**

The active player adds all of his combat points, among his Units present on his Army, bearing the corresponding symbol (Assault or Shooting).

1 symbol = 1 combat point



*Precision: **Magic Missiles** skill adds 1 combat point everytime, whether the attack is, Assault or Shooting.*

ATTACK RANGE

Assaults may be directed only against players' Armies located **to the left and/or the right** of the active player. If one of the players located to the left or the right has no Units in front of him, the active player can attack **the next player.**

Shootings can target **any Army** present on the battlefield.

During an attack, the active player can attack up to 2 Armies (see **Split your attack**).

ATTACK RESOLUTION

The active player **MUST** use his combat points to destroy the Units in his opponent's Armies.

To destroy a Unit, the active player must:

- choose a Unit in the **closest non-empty line to the Hill.**
- have at least **as many combat points** as the Armor value of the targeted Unit.

The destroyed Unit is **collected** by the active player until the end of the round.

The active player's combat point amount is **reduced** by the Armor value of the destroyed Unit.

As long as the active player has combat points, he can continue to destroy Units in the Army he attacks.

Unused combat points are lost.

Attack the opponent armies, use your combat points, skills and powers is mandatory, unless otherwise specified.

SPLIT YOUR ATTACK

Combat points can be splitted **equally** among two players, respecting the attack range rules. They are **rounded up.**

For example: 7 combat points = 4 for the army on the left and 4 for the army on the right.



KHARNAGE!

If a player wipes out **ALL** of the Units from an opponent army, he achieves a Kharnage. He must yell «KHARNAGE!», loud and clear, and stomp the table and the poor destroyed Units. He then takes a Kharnage token.

The other players must cheer him by yelling «YEAH!», if not, they lose a Kharnage token (if they have one.)

Each Kharnage token will bring 1 Domination point at the end of the game.

Optional rules: you don't have to yell. Be merciful with the other players and your neighbours. Do as you wish.

END OF ROUND

As soon as all players resolved their Battle card, the round ends. Each player counts the amount of Unit **cards** (including all cards of Large units) they destroyed during the round.

The player with the largest count of destroyed Unit cards takes the highest Domination token (5 skulls), then the next second largest takes the 3 skulls Domination token and the third largest the 1 skull Domination token. Other players don't get anything for the round.

Players discard the destroyed Units on the Hill, with back side up.

In 2-players game, the 1 skull Domination tokens are not used.

In the event of a draw, the player who played the **lowest** initiative card takes the Domination token.

LAST TURN

When the last Battle card is drawn, this is the beginning of the last turn. Therefore, players won't draw new Battle cards during this last turn.

END OF GAME

At the end of the game, the player with the most Domination points wins the battle for the Hill.

Each skull = 1 Domination point
Each Kharnage = 1 Domination point

In the event of a draw, the player with the most Kharnage tokens wins. If there's still a draw, the player who played the lowest last Battle card initiative wins the game.



TURN EXAMPLE

Each player chooses a Battle card and places it face down on the previously played Battle cards, then reveal them simultaneously:



The round order of play will be: Dwarf, Goblin, Human and Orc finally.

The Dwarf player is first to resolve his Battle card and draws:

- one Unit card without revealing it;
- one unit card without revealing it, stacking it over the first;
- his General which he stacks on top of the other 2 Unit cards he drew.

Precision: the player could have chosen to draw a third Unit card without revealing it instead of his General.

The Dwarf player reveals the first card (the General), places it in 3rd line (with illustration facing the Hill), resolves the skills associated with the skill **Elite**, from left to right.

The dwarf General has the **Chief 3** skill, so, the Dwarf player draws 3 Units from his Reserve, one by one, without revealing them and put them on the already drawn Units.

The dwarf General also has 3 times the **Sword** skill associated with **Elite** symbol. The Dwarf player will immediately resolve an Assault attack (**Sword** icons) with 3 combat points against one of the players next to him. He chooses the Goblin player to his left.

The Dwarf player must begin by destroying the Units belonging to the closest non-empty line to the Hill. He uses 2 combat points to destroy the 1st line Unit because this Unit has a **Armor** value of 1 and 1 **Shield** symbol that adds 1 to its **Armor** value per **Shield**. He uses his last combat point to destroy a 2nd line Unit with an **Armor** value of 1.



The player continues to reveal his Units, 1 by 1, by placing them and resolving skills linked with Elite skill.

Then, the Dwarf player resolves attacks linked to his Battle card, here one Assault and one Shooting.

The Dwarf Army is as follows:



x 9



x 5

For his assault, the Dwarf player can attack the player at his left (the goblin) or at his right (the human) with 9 combat point OR attack both of them with 5 combat points.

He chooses the second option, destroying Units in the human Army (3 for example) and destroying the last Goblin Unit (Armor value of 4). He yells «KHARNAGE!» Others shout «YEAH!» or lose 1 Kharnage token. He puts aside the destroyed Units, with the 2 Goblin Units previously destroyed.

He then resolves his Shooting attack with 5 combat points and succeeds at achieving a new Kharnage from the Orc army which had two Units.

The Dwarf player turn is over and it is now the turn of the Goblin player.

At the end of the round, each player counts their destroyed Units. The Dwarf player has a total of 8 destroyed Units: 2 with his General, 4 during his assault attack and 2 during his shooting attack.

Then, the Domination tokens are distributed and each player draws a new Battle card if it is not the last round.

SKILLS



Bow

+1 combat point per Bow symbol during a Shooting attack.



Chief

When a Unit with this skill is placed in your Army, draw as many Units from your Reserve as the number shown in this symbol.



Flight

After all the attacks of a Unit with this skill, this Unit is Absent until the end of the round.



Kamikaze

When a Unit with this skill is placed, immediately draw the top card of your Reserve and reveal it. Multiply that Unit's Armor value by the Armor of the Unit with Kamikaze skill (ignoring all shields on those 2 Units). Use the result as the combat points to immediately make a Shooting attack against one opponent Army. Discard the 2 Units on the Hill.

Example: Kamikaze's Armor (2) x Unit Armor (3) = 6 combat points.



Knight

During an Assault attack, you can discard ALL your Units with this skill to double the amount of Sword symbol present on these Units.



Large unit

When a Unit with this skill is placed, search immediately in the corresponding deck (the one with the same back) for the linked part(s).

The player who destroys this Unit set aside all the cards composing this Unit, each card counts as 1 destroyed Unit at the end of the round.



Magic missiles

+1 combat point per Magic missiles symbol whether during an Assault attack or during a Shooting attack.



Powder

During a Shooting attack, add +1 combat point per Unit with Bow skill in your Army.



Shield

+1 Armor value per Shield symbol to the Unit's Armor.



Stomp

During an Assault attack, before resolving it, you must destroy a Unit of your choice in the attacked Army in the line closest of the Hill.



Sword

+1 combat point per Sword symbol during an Assault attack.



Veteran

After all your attacks of this round, sum the Veteran value of all Units in your Army with this skill as combat point, and make an Assault attack against one opponent Army.



Web

After all the attacks (respecting the type) of a Unit with this skill, place 1 Web card on a Unit belonging to the attacked Army. The targeted Unit will then be Immobilized until the end of the round.



Elite

Players who place Unit with skills linked to Elite symbol must resolve these skills immediately.

When Elite skill is linked with Bow, Sword or Magic missiles skills, the active player must immediately make an attack, with a combat point value equal to the amount of Bow, Sword or Magic missiles symbols linked with Elite symbol. The attack is against one opponent Army, respecting the attack type.



KEYWORDS

Absent: when a Unit becomes Absent, its card is flipped and it is no longer considered part of its owner's Army. If all non-Absent Units of an Army are destroyed, it is a Kharnage. The card is flipped again at the end of the round.

Immobilized: when a Unit becomes Immobilized, it loses all their Unit skill symbols until the end of the round. Only its Armor remains. It cannot be the target of its owner's Battle card effects anymore.