



The Phases of a Turn



1. Deployment phase

1. Reset the supply pile (remove all supply tokens from supply pile).
2. Determine your supply total. Your supply total is equal to the sum of the number of cities that you control and the number of towns that you control. A town is considered to be in your control if you are the only player to have a unit within a short-span of that town.
3. Add a number of supply tokens equal to your supply total.
4. Deploy units at cities, and perform deployment phase abilities (in any order):
 - Deploy a unit at a city by removing a number of supply tokens equal to the cost of the unit and placing that unit within one span of the city. You may only create units at cities, and you may not create more than one unit per city, and you cannot create a unit if you do not have enough supply tokens for that unit. As with movement, a unit's deployment path may not cross impassible terrain.
 - Perform deployment phase abilities. As with movement phase and attack phase abilities, you may not perform deployment phase abilities on your opponents turn.

2. Movement phase

Initiate movements and perform movement phase actions (in any order):

- Initiate a move by choosing a unit with the *Leader* trait. As with attacking, you may not initiate movement with any unit other than a leader. All friendly units within a medium-span of the initiator may now move. The length of their move is determined by their "Move" attribute. A move value of "3" permits a unit to move up to one long-span away; a move value of "2" permits a unit to move up to one medium-span away; and a move value of "1" permits a unit to move up to one short-span away. As with deploying, a unit's path may not cross impassible terrain.
- Perform movement phase abilities. As with deployment phase and attack phase abilities, you may not perform movement phase abilities on your opponent's turn.

You may make any number of moves up to your move limit. By default, your move limit is 1.

3. Attack Phase (which contains the Battle Phase)

Initiate battles and perform attack phase actions (in any order):

- Initiate a battle by choosing a unit with the *Leader* trait. As with moving, you may not initiate a battle with any unit other than a leader. All units within a span of the initiator are considered to be engaged in the battle. Immediately after you initiate a battle, you enter a Battle Phase, and Attack Phase abilities may no longer be performed. Once the Battle Phase ends, you enter the Attack phase once more, and you may perform Attack Phase abilities and, if the attack limit permits, initiate more battles.
- Perform attack phase abilities. As with deployment phase and movement phase abilities, you may not perform attack phase abilities on your opponent's turn.

You may initiate any number of battles up to your attack limit. By default, your attack limit is 1.

- Battle Phase

1. Perform Battle Phase abilities. Unlike deployment phase, movement phase, or attack phase abilities, Battle Phase abilities can be activated regardless of in whose turn the battle occurs. The attacking player is given the first opportunity to perform a Battle Phase ability. The attacking player may activate an ability or pass, in which case the defending player is presented the same choice. This cycle continues until both players consecutively pass. One highly important Battle Phase ability is granted to the defending player's units with the *Leader* trait. It engages all units within a span of that leader in the battle, but may only be used once.
2. Determine the outcome of the battle. This is done by adding up the attack values of units owned by the player who initiated the battle and comparing them to the sum of the defense values of the opposing units. Whichever side by is higher is declared the victor in that battle. The victor then proceeds to count up the total damage of his units. The loser must then assign the damage values to his units and structures, killing those units that reach 0 HP.

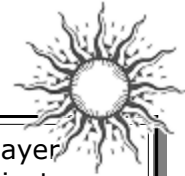
You must perform Battle Phase abilities before you determine the outcome of the battle.

During the Battle Phase, the only units that are active and usable are those that are engaged in that battle. Any other units cannot use Battle Phase abilities, and cannot be referenced or affected by Battle Phase abilities.

If you are playing as a Shadow player, instead of conquering a city, you may choose to instead to raze it.



Starting Units and Cities



The starting locations are chosen for best distribution in a five player game. For smaller games, in some cases (such as Seanchan against Whitecloaks, or Shadow against Tar Valon) it might be best to adjust the starting cities, given that the new locations meet the approval of all players involved.

Dragonsworn

The Dragonsworn player begins the game with the city Tear and one angreal. The Dragonsworn player starts with one Dragon Reborn, two Maidens, one Aes Sedai, and one Aiel scout. These can be placed up to one span away from Tear, as if deployed by that city. The Dragonsworn player starts with no Madness tokens.

Shadow

The Shadow player begins the game with the city Maradon. The Shadow player starts with one Nae'blis, two Fists (twelve Trollocs and two Myrdraal), and one Draghkar. These can be placed up to one span away from Maradon, as if deployed by that city. The Shadow player starts with six Favor tokens.

Seanchan

(incomplete: the Seanchan faction is not available as of WoTC 0.1)

Tar Valon

(incomplete: the Tar Valon faction is not available as of WoTC 0.1)
The Tar Valon player begins the game with the city Tar Valon, and one angreal.

Children of Light

(incomplete: the Whitecloak faction is not available as of WoTC 0.1)
The Children of Light player begins the game with the city Amador.



Neutral Game Sheet

Flow of the Neutral Turn



0. Cities Attack

(for games with a Shadow player only)

Every neutral city initiates an attack against the Shadow player.

All non-borderlands cities have a total attack value equal to their maximum hit-points, and a total damage value of 1.

All borderlands cities have a total attack value of 10, and a total damage value of 1, to reflect their prowess at fighting the shadow.

1. Jealous Chosen Move

(for games with a Shadow player only)

If there are any Jealous Chosen on the board, they now move up to one long-span directly towards the Nae'blis, moving over—but not stopping on—untraversable terrain (mountains). If the Nae'blis is within one span, then they do not move.

2. Jealous Chosen Attack

(for games with a Shadow player only)

Each Jealous initiates an attack against the Shadow player. If no Shadow unit is within a span of the Jealous Chosen, then it will initiate an attack against factions in the following order: the Dragonsworn, Tar Valon, the Seanchan, the Children of the Light. If none of those factions are nearby, it will initiate an attack against all towns within a span, destroying them instantly. If there are no towns available to attack either, it will do nothing.

(3) (With Optional Variation) The Hunt for the Horn Continues

(only if the Horn of Valere has not yet been found)

Roll two six-sided dice. If the total value is either two or three, then the Horn of Valere has been found. Randomly select a neutral city. The first player to conquer that neutral city gets the Horn of Valere.

If there are no neutral cities, then the Horn is given to the next player to conquer any city.

Neutral Units and Structures

<p>Jealous Chosen</p> <p>HP: 4 Att: 14 Def: 14 Dam: +2</p> <p>Neutral. Leader. Channeler. Forsaken.</p> <p>If the Jealous Chosen is killed by its target player, that player may replace Jealous Chosen with either a Male Chosen or a Female Chosen.</p>	<p>Summoned Hero</p> <p>HP: 2 Att: 5 Def: 5 Dam: +1</p> <p>Neutral. Leader. Ta'averan.</p> <p>Summoned Hero dies at the end of the turn.</p>	<p>Neutral City</p> <p>HP: On card Att: 2 * HP Def: 2 * HP Dam: 0</p> <p>Neutral.</p> <p>If the city is a borderlands city it has a damage value of 1.</p>	<p>Neutral Town</p> <p>HP: 2 Att: 0 Def: 0 Dam: 0</p> <p>Neutral.</p> <p>At the end of every turn, every town's hit-points are restored to completion.</p>
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