

NOVICE SCENARIO

We have worked hard to create a game which can be a great experience for many different people.

For that reason we have 3 rulesets:

1. First ruleset is called the Novice ruleset because it is the easiest to learn and has in depth explanations of terms usually well known by experienced players of tactical combat games, dudes on map games or wargames. Also the games are much shorter to play. That makes the Novice ruleset perfect if you want to introduce someone to the hobby, prepare someone for the heavier game with more advanced rules. It is also perfect for experienced gamers who want to **lower the luck** factor to the minimum and don't have time for a longer game.

Novice ruleset takes you through the rules by playing two scenarios, the novice scenario and the advanced scenario.

In the novice scenario you learn the basics such as building construction, unit movement, line of sight and combat

In the Advanced scenario we introduce the heroes, aether stone mines, the spin dial and we give more information about unit abilities, random encounters etc.

MULTIVERSE WAR

Game by Jasen Lakic

Art by Stanislav Sherbakov & Maciej Janik

2-4 Players 90-240 minutes

Multiverse War is a 4X, area control/character progression/wargame where players conscript armies, recruit powerful heroes, explore the new lands and battle for better strategic positions to secure more space for development.

Storyline

The Stone Portal was found on land disputed by two great empires. We all heard the legends about the Portal and incredible riches in lands beyond it. Hunger for power pushed both leaders to conscript huge armies, find allies and head for the Portal, trying to control it. After an extended war it became clear there was no other choice but to cooperate and share the Portal's secrets. Each leader still made plans of his own, each leader dreamed of having the Stone Portal only for himself because, knowledge is power after all. You are a Viceroy chosen by the Emperor, may he live forever, to explore the lands beyond the Stone Portal and expand the borders of the Empire. Lead the first expedition into the unknown, show that you are worthy of your Emperor's trust!

Game object

On your turn, you collect revenue, construct buildings or hex improvements and recruit armies or powerful heroes. You explore the new lands, find treasures, unexpected allies or dangerous foes.

Usually the game starts with fast exploration, followed by tension and battles around the aether stone mines or important terrain features. As players conquer more land by constructing military buildings and connecting roads, they increase their army production and then it's all about who will make better tactical choices in combat or strategic decisions.

Victory conditions

1. Complete the Stone Portal
(capture&hold the aether stone mines found on the map)
2. Destroy the opponent's founding settlement
3. Build all 4 of your fortresses
4. Reach the elite status with 4 different military units
5. Dig up scrolls (number of scrolls needed depends of the number of territories in game)
* 9 territories=7 scrolls needed * 11 = 9 scrolls needed *
* more than 11=10 scrolls needed *
6. Win by having more victory points upon reaching a previously agreed turn limit

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- faction components
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- Unit info, unit trumping, battle track
- Buildings
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- Movement
- Builders, roads, bridges
- Advanced scenario start, heroes
- Adventure encounters
- Rules for 2v2 games, decoys
- Recommended setup for 3&4 players

2	AP:	Action points
3	S:	Strength
4,5	HP:	Health
6	DMG:	Damage
7	HEX:	1 hexagonal tile on board element
8	LOS:	Line of Sight (default is 2 hexes)
9	LVL:	Level
10	VP:	Victory points
11	TRUMP:	Trumping unit hits first in combat
12	TACTICAL:	Number of unit special abilities you can use per turn
13		
14		
15		

Glossary

Faction specific components

building tokens



combat cards



unit stickers

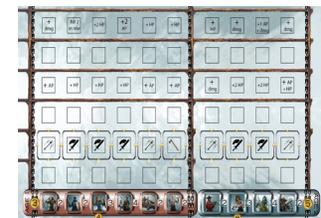


unit blocks

quick reference sheet



player boards



unit battle track

Game components

2 x 10-sided dies



1 x 6-sided die



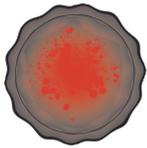
5 x building cards



18 x unit cards



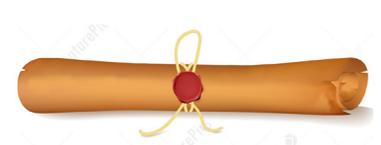
30 x wound tokens



8 x freeze/slow tokens



24 x encounter cards



6 x secret missions

72 tracking cubes



40 x gold tokens



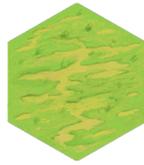
1 x event dial

1 x stone portal track

6 x aether mine hexes



10 x chop/plant hexes



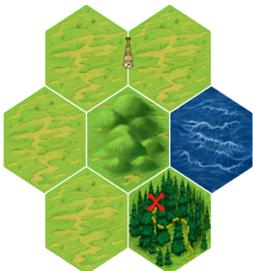
30 x road hexes



18 x encounter hexes



18 x territories



4 x cities



6 x hero sheets



Ability tokens

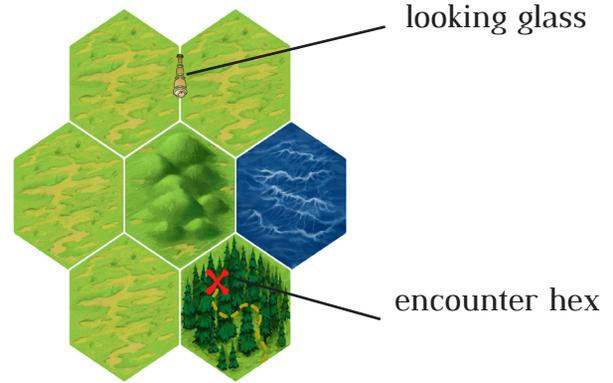


Game setup

1. Shuffle the neutral territories and place them face down (recommended configuration on page 15).
2. Place your cities as indicated, place unit cards on one side of the board and buildings on the other side.
3. Take your unit strength chart, your unit battle record sheet, your unit rack and all building tokens.
4. Choose ANY three bronze age units and set them within your first settlement territory (it occupies 5 hexes). It's recommended to start with 1 Builder, A MUST FOR THE NOVICE GAME SCENARIO.
5. Everything else should be set up as on image bellow. Hero sheets are shuffled, placed face down next to the board and only the top one is revealed. When a player wants to buy a hero he can buy the top one or pay one gold to place the revealed one to the bottom of hero deck.

Map exploration

- Each time you spend an action point with your unit to reveal the adjacent territory, you roll a D6. The side with a looking glass is number 1 and it goes up to 6 in a clockwise direction.
- If there is an encounter hex on it, as in the bellow example, you put an encounter token on it.



Novice game scenario & ruleset

Players already experienced with wargames or tactical combat games can go to veteran ruleset now

Changes from the veteran ruleset

Do not use strength charts on quick reference sheet

Combat dice is used for encounters and few abilities

Unit abilities on quick reference are for veteran ruleset

1. All units have 4 hit points
2. All melee units do 2 damage
3. Heavy armor trait reduces melee damage taken to 1
4. All ranged units deal 1 damage
5. Ranged units attacking from hill/building do 2 damage
6. Ranged units attacking a forest always do 1 damage
7. Mounted units deal 1 damage to buildings
8. All buildings have +2 hit points (check the info cards)
9. Hero abilities cost no action points
10. Combat cards are not used

Components with novice side

*Use the side with  for novice scenario *

Combat dice are NOT used for regular combat

hero sheets



unit cards



unit battle track



Turn order



Revenue: collect revenue from your starting settlement and all buildings

Build: construct buildings, hex improvements, recruit hero, military or civilian units

Action: move all units you wish to or rest the damaged units you wish to heal, use their abilities

6

Starting the game

First turn:

1. Revenue phase: In first turn players start with 9 gold
2. Build phase (can only build units or hero at start)
3. Action phase: moving all your starting units (revealing the neighboring territories since all map is unexplored)

MAP EXPLORATION:

To reveal an unexplored territory you must have a unit adjacent to it and spend 1 action point to reveal it. You flip the territory face up, roll a dice and turn the side with that number towards the explorer's unit side.

You can see the action point cost to enter any terrain by one unit on your quick reference sheet. (page 7)

Each unit has AP (action points). You can see your unit's AP on unit cards or on unit icons on the battle track, equally you can see the unit cost on the battle track.

Exploration encounters

Each time you explore an event tile draw an encounter card

- If successful you apply the reward and put the card in the discard pile
- If you are unsuccessful you put the card in the discard pile and return your unit to the hex you came from.
- Once the encounter deck is finished, take the discard pile and shuffle the cards again into a new encounter deck

Story

Kuma

As your soldiers prepare for ambushing enemy troops a mother bear, out of fear for her cub, attacks them

Resolution

If you no supporting units: take 2 DMG, run back
If at least 1 supporting unit, fight the mother bear:
Roll more than 7 = take 2 DMG, run back
Roll 7 or less = you kill the bear and take pity upon its cub. You adopt it and small Kuma grows into a ferocious and loyal companion.

Reward

Place a bear unit on any adjacent hex, gain 1 XP
Bear cannot move in the same turn you got him

Unit veterancy, upgrades

Each unit in the game gains battle experience by killing oponent units or destroying buildings. Each time you advance by 1 for killing an enemy or destroying a building.

All military units unlock their special ability after 2 kills.

All units from that class recieve a bonus upon reaching Veteran rank and Elite rank

unit class rank unit class bonus

unit cost action points unique unit cost

unit special ability

Unit types, attributes

Each unit is defined by it's type, attack and attributes

Unit types:

Infantry : all units moving on foot

Mounted units : all units on a horse

Siege weapons : all mechanical devices used in battle

Attack types:

Melee (hand to hand) Ranged (shoot from distance)

Attributes:

Heavy armor : reduces damage in melee combat by 1

Highly agile : ranged attacker rolls the combat die

-roll 5 or lower = you hit the highly agile target

-roll over 5 = you miss the highly agile target

Rock, paper, scissors mechanism

Battle initiative

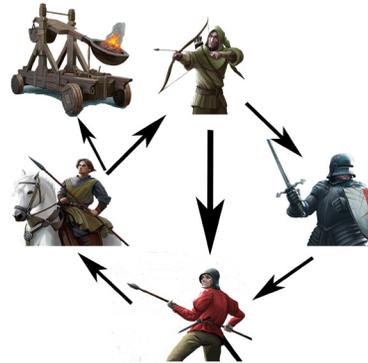
In combat the attacker always has battle initiative, unless he is being trumped (countered) by defender.

Examples:

If a Heavy Swordsman attacks a Bowman, that Bowman will shoot first considering his strength at adjacent range, then the Swordsman will hit him if he stays alive.

If a Horseman is attacking a ranged unit he will always hit first because he counters all ranged units

If a Pikeman attacks a Heavy Swordsman, the defender will have battle initiative and inflict damage first.



- All unit stats/abilities are written on the cards.
- Cards are used only as reference cards.
- Units can be upgraded only in friendly territory. (In your buildings or in hexes adjacent to them).

Cost: 6

Attack type: Melee

Special ability: Cleave: 5 strength (3 dice)
You swing your axe wide, hitting 3 adjacent units in front of you

Action points: 3

Second turn:

1. Revenue phase for turn 2 follows: Starting settlement gives you by default 5 gold per turn so that's your income at the moment

2. Build phase: Conscript another unit for your army. Military unit is recommended when you play on a small map.

3. Action phase: Move all units, now you could probably move your builder in the position to construct a building and increase your revenue.

Possible actions:

Move = your unit must start and end your turn in unoccupied hex (with no other units in it)

Rest = you can decide to take no actions with a unit for this turn. In case your unit is damaged, to show you want to rest it just turn the unit face down if you did no actions with it this turn. Next turn at start of your action phase you remove the wounds token from your unit.

You must start a melee attack or explore events/territories from an unoccupied hex.

ATTACKING OR EXPLORING AN ENCOUNTER ALWAYS ENDS YOUR UNIT'S ACTION PHASE, UNLESS SPECIFIED BY A UNIT SPECIAL ABILITY.

ONLY BUILDER CAN OCCUPY THE SAME HEX AS ANOTHER MILITARY UNIT



Mission one: build Barracks!

Designer's note: *don't forget to protect your builder! He is a civilian unit.(cannot fight, he has 1 health) Your Settlement occupies 5 hexes, marked by the dashed blue line.*

Third turn:

1. Revenue phase: It's still 5 gold

2. Build phase: Build Barracks if your Builder is at least on the 3rd hex from the Settlement (gain +2 gold/turn from Barracks). All buildings except Guard Towers must be built at least on 3rd hex from your Settlement or another building (can be further).
****Cannot build in hexes adjacent to an unexplored hex or an unexplored encounter****

3. Action: Move all your units if you wish to

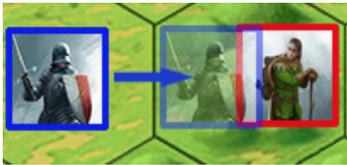
cost  **Academy**  revenue



Enables recruitment of... *Required for recruitment of Knights*

Buils all Mounted units
Must be at least 3 hexes away from other buildings/cities

HP   HP/turn



Attack move:
if you want to move into a hex occupied by an enemy unit (melee units attack).

Swap move (2 units swap positions):
it is possible if both of your units have action points to complete their movement.



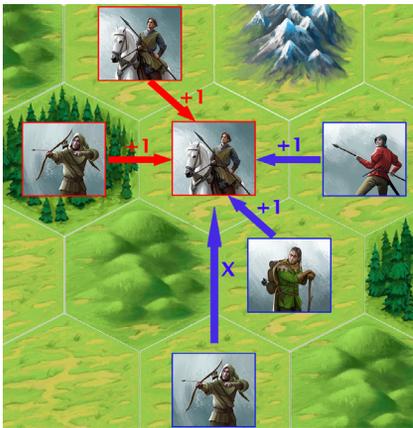
Shoot:

- Attacking with a ranged unit, always costs 1 AP
- All ranged infantry units have 2 range
- All siege weapons have 3 range and they need to set up prior to firing (setting up costs 1 action point)



Combat moral, flanking

- Battlefield is the hex in which the combat takes place (in melee combat it is always the defender's hex)
- If any side has 2 more allied units in hexes adjacent to the battlefield, the opposing side is considered as flanked and it has a reduced chance to hit in combat.
- The flanked unit rolls the combat die:
-if the roll is 5 or less = the unit hits
-if the roll is more than 5 = the unit misses



This example:

If the blue player here attacks the red player, nobody has overwhelming majority to gain a flanking bonus so the battle plays out as usual. No dice are rolled.

Mission three: gain enough battle experience to unlock the ability for one unit!

Designer's note: *Building more units of the same type will enable you to make more kills and speed up that unit type evolution on the unit battle record sheet.*

*****Use tracking cubes on your unit battle record sheet to keep track of your unit evolution.*****

- Advance for one on your unit's battle record track each time you kill an enemy unit or a building with that unit.
- Once you reach special ability with any unit, you can use the unit's ability described on it's info card.
- (YOU CAN USE SPECIAL ABILITY WITH MAXIMUM 2 UNITS AT START).
- Each player starts with 2 ability tokens. Each time you reach Elite rank with a military unit, you gain 1 more ability token to be used during your turn.

Bonus missions:

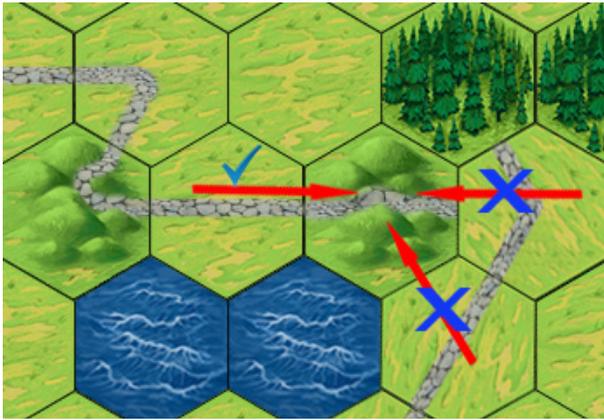
1. **Connect 2 buildings to your settlement with roads/bridges!**
2. **Build 2 Guard Towers**
3. **Build 1 Fortress**
4. **Reach Elite rank with one unit**

Victory condition: Be first to fulfill all missions

Designer's note: *check the next page for more info abbuilders and tile improvements*

Builders, roads and bridges

- Builders cannot be attacked if they are in the same hex as a military unit. They die if the unit is killed in melee fight.
- Builder can also build a road, reducing unit's movement speed to 1 on hexes like forest or a hill.
- Road cost=unit movement cost on that hex paid in gold.
- Each building or road constructed advances you on a builder experience track.
- Units gain 1 action point if they use all default action points for moving on the road. Default AP are marked on the unit cards & the unit battle track sheet (All buildings and Settlements are considered road hexes too).
- If your building is connected to your settlement by a road you improve your supply lines. (Gain +1 gold per turn for each revenue building connected to your settlement.)
- Bridge costs 2 gold to construct, player must hit it with a melee unit or with siege weapon twice to destroy it. Can be hit by melee units only if you are standing on the hex where the bridge entrances are.
- Movement across the bridge costs 1 action point.



Buildings:

- Settlement and Fortresses have 4 health and always repair 1 damage per turn. All other buildings have 3 HP and always repair 1 HP per turn.
- Buildings can be destroyed by units, particularly easily by siege weapons' extra damage. Units in a building cannot be attacked but if a building is destroyed all units inside die.
- If the building is attacked, unit inside retaliates against all attacks, following the usual combat rules.
- Each building and Fortress can make only 1 unit per turn. Settlement can build 5 units each turn (it controls 5 hexes).
- Buildings and Fortresses can be upgraded to tier 2 with a builder.

Valid and invalid roads:

Roads have to be continuous (placed both on the hex from which you move and the hex unto which you move). You can see in this example that even though there are roads on adjacent tiles (the 2 grasslands and the hill) both of those movements don't count as road movements because the road is interrupted. ALL BUILDINGS AND YOUR CITY COUNT AS ROADS AS WELL.

Playing with Aether Stone mines

- When you explore the map, put the Aether Stone mines exactly in the central hex of the central territories.
- Recommended number of mines is equal to the number of central territories. Check page 14 for map configurations.
- Make sure to you tokens with the terrain matching the central hex. If the central hex is water, use the grassland aether mine token. You can see Aether stone mines on page 14.
- You can also put any number of mines you agree upon with other players.
- This game is designed to give you freedom of choice and high replayability so be creative and have fun!

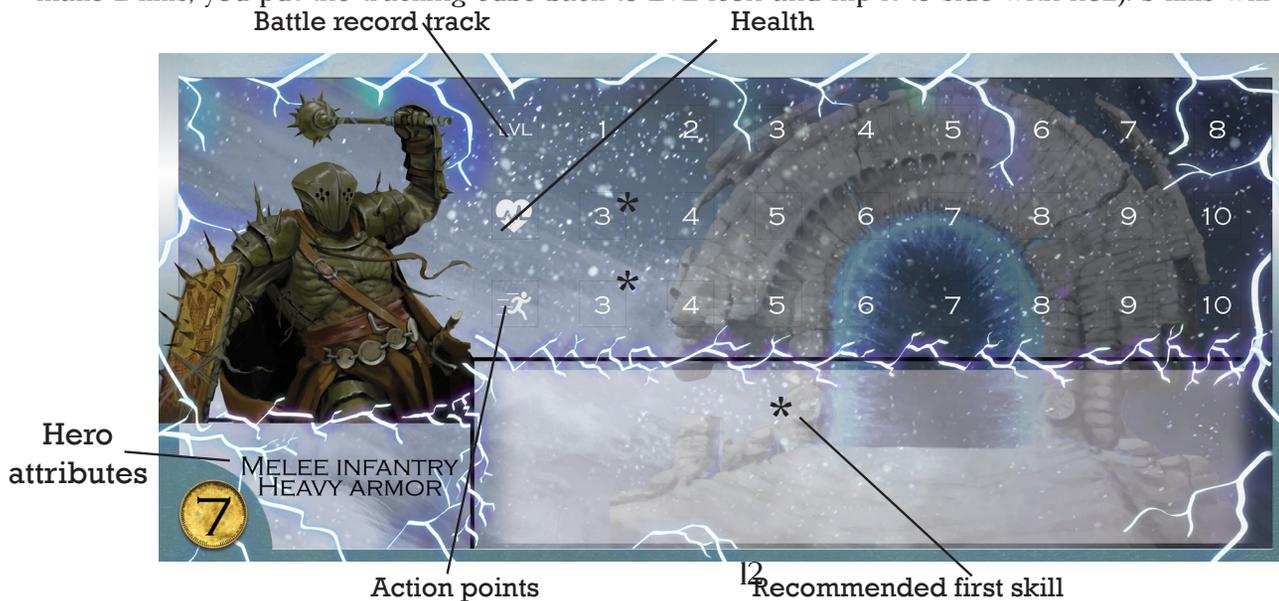
Advanced game, Mission one:

You have learned troop movement, building construction, combat and line of sight. Now it is time to discover heroes!

Authors note: *Heroes become very powerful as they gain experience in combat but beware, their cost increases with their level! In a standard game it is favorable to get the hero early enough but you can win without it as well.*

Heroes:

- Heroes have a limit of 1 regular attack per turn and every special ability can be used only once per turn.
- Heroes gain experience when they kill enemy units. Use the hero battle record track to follow hero's progress.
- When you recruit a hero you get 8 skill points which you can distribute freely.
- Each HP and AP cost 1 skill point.
- Each ability costs 2 skill points to pick **AND ONE ACTION POINT TO USE**.
- If combat strength is not specified in the hero ability, all usual combat modifiers apply.
- Put one counter cube on 3 HP; one on 3 AP; one on any ability you can unlock at LVL 1
- In total that is 8 points used.
- Hero cost increases with his/her level. At level one his price is always 7 gold. For resurrecting a higher level Hero you pay in gold the amount equal to his current level multiplied by 4.
- Recommended hero starting skill setup marked by *.
- Level tracking cube is the only one with numbers, you start by putting it at LVL icon and number 1. Each kill will advance his experience by 1. Each new LVL requires the amounts of kills equal to it. (LVL 2 requires 2 kills, when you make 2 kills, you put the tracking cube back to LVL icon and flip it to side with no2). 3 kills will reach LVL3 etc



Permanent encounters

Permanent encounters are encounters which stay on the map until the end of the game and they are:

- Giant ant colony (acts like a building, 3 HP and +1/turn), has same height as a hill, does 1 DMG to all melee attackers
- Merchant caravan (travels the world in the direction of D6 roll, see event dial bellow)
- Sharpshooters competition (travels the world in the direction of D6 roll, see event dial bellow).
- The burning village (acts like a building, conquered when reduced to 0 HP)

Event dial

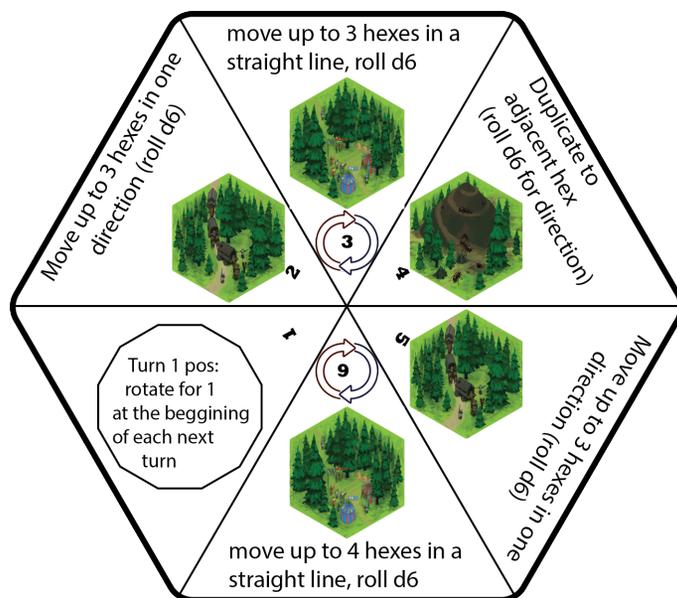
1. Rotate the event dial so that its side's orientation are the same as hexes orientation on the game board

2. Turn the dial to position 1

3. At the beginning of each turn you move the dial in clockwise direction and resolve the effects in that section

4. For putting up new encounter tokens roll a D10, put the tokens on the tiles with the number rolled.

Numbers indicate the event direction after a D6 roll



 Change the first player this turn.

Combat cards

Combat cards are played when a player announces his attack and **before the dice rolls**.

You add the card effect to your total strength or, **in case of the card in this example**, you apply the effect before the combat can take place.

You lost the fight 100% if you play a card without having the gold to pay the cost!

Historical quote: "I can make more generals but horses cost money." (Abraham Lincoln)

Card effect: Your Cavalry unit retreats 1 hex in the opposite direction, avoiding this battle.

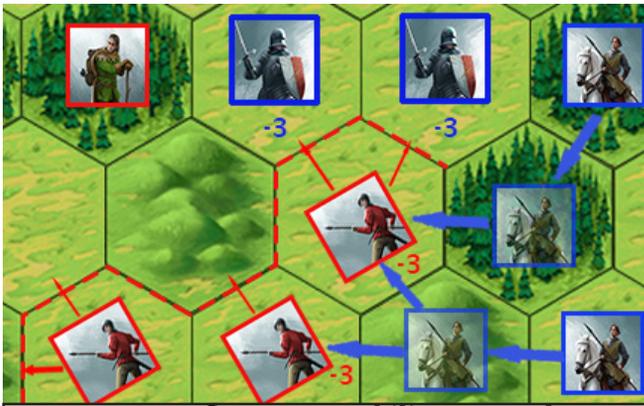
Card cost: 4

Eligible for use

Card effect can be here too

Their value

On opponent's turn



Spearman ability example:

Spearmen are very strong on flat terrain, where they can keep solid formation.

They are vulnerable when flanked, as is shown in this example.

Red-dashed sides show the effect of Pikeman's special ability. If he is attacked by enemy melee units from those directions, they will do -1 damage.

However, if Pikemen are attacked from any other side, they get -1 damage when retaliating.

Decoys

Wooden blocks with no unit sticker on them are decoys.

You can put 1 decoy per turn for free during your build phase. (can have maximum 2)

Decoys have 2 action points. They do not offer support to units exploring random encounters and cannot explore them.

As soon as your opponent reveals a decoy you must remove it from the board.

Designer's note: They can be an invaluable asset if properly used and put your opponent on the wrong foot. Keep them in forests or behind hills to give the impression of big army.

Each hero alive at the end of the turn limit game will give you victory points indicated in the table below.

Hero level	2	3	4	5	6	7	8
VPs	4	8	16	24	36	50	VICTORY!

Additional rules

Added rules for team games:

- All allied units support bonuses apply.
- A player can gift gold to his ally during the revenue phase.
- Two different players CAN use swap move with their units.
- If playing with Stone Portal construction victory condition, both players contribute to the construction of the same Portal.
- Conquest victory is when 1 player loses his Settlement
- Archeological victory is when both players combined dig up the needed scrolls
- Domination victory is achieved if both players combined have 6 Fortresses constructed (the game ends when that full turn is completed and all 6 Fortresses still stand)

Added rules for free for all (FFA) games:

1. Player order is in clockwise direction
2. In case you play an open game with diplomacy:
3. any treaties last for 3 turns only and no deals can be made with the same player in the next 3 turns after that.
4. gold can be traded or loaned during the revenue phase, with no limit to the nature of the deal

Turn limit game mod victory:

Players determine how many turns are being played at the start of the game. Once the last player completes the final turn you stop playing and count your victory points.

Constructing a building:

- Barracks: tier 1=2 VP, tier 2=4 VP
- Guard Towers: tier 1=2 VP, tier 2=4 VP,
- Academy: tier 1=3 VP, tier 2= 5 VP
- Siege Workshop: tier 1=4 VP, tier 2=6 VP,
- Fortress = 8 VP
- Destroying a building grants you their construction VP multiplied by 2: Tier 2 Academy destruction = 10 VPs
- Each accomplished mission gives you its reward in VP
- Each building connected by roads to the Settlement gives +2 VPs

Duel game



Alternate duel game



2vs2 team game



4 player free for all game



