

# Wrath Of The Gods Reckoning Day

## Goal(s) of the Game

The goal of the game is to win, and there are three ways to gain victory:

1. Obtain a total of 20 victory points.
2. Kill every other opposing god (the players) on the board.
3. Gain ownership of all of the locations on the board.

## Game Set-Up

1. Each player chooses a god and uses their character card to keep track of their health and victory points
2. The game piece is used for movement around the board and each player places their game piece into an open borderspace of their choosing for the setup, two players cannot occupy the same space.
3. Each god's HP dial should be set to 25.
4. Each god's Victory Point dial should be set to 0.
5. Follower cards should be placed in stacks based on value and kept within reach of all players.
6. Location cards should also be placed where easily accessible by all players.
7. Faith can be placed in a pile anywhere that does not intervene with the board and is easily accessible by all players.

8. Shuffle both Relic and Event decks and place them in their corresponding sections on the board (The relic deck goes in "The Hoard" section and is placed in either one of the spots in a horizontal position).

9. Draw 3 cards from the relic deck and place them in 3 vertical spots face up. Discarded relics will be placed in the vacant horizontal spot face down.

10. The vacant spot under the Events is where discarded events go.

## Initiative

1. The first player may be decided by a die roll, or any other method of choice. From there, turn order rotates in a clockwise direction.
2. Every god receives 5 followers at the beginning of the game, and each god receives 1 faith and 1 follower at the beginning of their turn
3. At the beginning of their turn, every god gains their listed resource(s) from their locations.
4. Use active cards.
5. Gods may choose to purchase any of the relics from the horde at the beginning of their turn.
6. Movement: Gods can move 4 spaces per turn across the board with their game piece following the paths marked. The total number of movement spaces can vary with certain relics and events.
7. All actions end a god's turn immediately after the action is taken.

As an action Gods can initiate a siege or direct combat any time during their movement phase. A god that is on a location they own can bolster that location as an action. This allows them to add as many followers as they want to from their inventory into the defender slot of that location.

## Events

1. At the start of the game flip over an event card and place it face up in the event discard pile.
2. These cards modify how the game is played.
3. At the start of the next cycle flip over a new event card and place it over the old event card.
4. Only the active event card(s) affects the gameplay.

## Combat

1. Combat can only be initiated when your player token is in a location that is adjacent to whatever is being attacked.
2. The player attacking and the player being attacked both roll a D6.
3. In direct combat every three followers being used to attack or defend adds +1 to the dice roll.
4. The followers being used to attack or defend do not die during God combat.
5. In a successful god combat attack the difference in the rolls is how much the defending god takes. (ie. god A rolls 4 god B rolls 1, 3 damage is dealt)

6. If a god combat attack fails the attacker takes 1 damage.

7. You must use a minimum of one follower in a siege attack.

8. In siege combat every two followers being used to attack or defend adds +1 to your dice roll.

9. The loser of a siege loses all of the followers that were used in the attack.

10. If the attacking player in a siege is victorious they take control of the location and put all of their followers used in the attack on the defender slot of the newly obtained card.

11. If the defender in a siege is victorious they keep the location but still lose 1 defender at that location as a "casualty".

## Relics

1. Players can purchase and use relics at the start of their turn after collecting their resources.
2. The amount of faith that each relic costs is printed on each individual card.
3. The faith spent on relics is placed back in the faith pile to be drawn from.
4. All effects printed on the cards overwrite any written rules that they conflict with.
5. You may "reroll" the horde during the purchase phase of your turn placing all face up cards available in the horde in the discard and drawing 3 new relics to replace them. This costs 2 faith per reroll

## Structures

1. Players gain an additional two faith per turn for every temple that they possess.
2. Players gain an additional one follower per turn for every village that they possess.
3. The player who owns the capital gains one victory point when they take the location but also two for each turn that they own it.

## Special rules

1. You cannot end your turn on a space occupied by another player
2. On a tie in combat, reroll till there is a victory.
3. Uneven value relic card's prices, that are halved because of an event card are rounded up.
4. In the situation where the "Gaia Has Halted" card is drawn at the same time as another event card ignore the effects of the other card.
5. You cannot pass through or land on enemy structures but if you are on a structure that gets taken over you may move off of it on your next turn.
6. When someone is on a location anyone owns and you are within range to attack you may chose to attack either the player or location, but only one.

## Game Terminology

**God(s):** The player(s). Each god has their own card and game piece.

**Game Piece:** A physical token the game uses to keep track of each gods' location on the board. Every god has their own unique token.

**Health Points (HP):** the god's life force. If this reaches 0, you're taken out of the game. This is tracked with a dial on the gods' cards.

**Victory Points (VP):** an objective within the game that is one of three ways of winning. This is tracked with a dial on the gods' cards. A total of 20 victory points is needed for a win.

**Events:** A mechanic of the game that keeps the environment spontaneous by affecting the conditions of the game. These are represented through the use of cards.

**Relic:** Items in the game that are used to the gods' advantage. Relics are represented by the use of cards.

**The Hoard:** The relics that are available for purchase by the gods.

**Faith:** A resource within the game that is used to purchase relics from the hoard. Faith is represented through small, yellow cubes.

**Followers:** A resource within the game that is used in combat and self-defense against enemy god(s). Followers are represented through various cards (1's, 5's, and 10's).

**Bank:** The area which the follower cards are placed.

**Siege:** When a god initiates combat with an opposing god's territories using his/her followers'.

**Direct Combat:** When a god initiates combat directly to another god.