

RUINATION

BLOOD SWORN

RULE BOOK



OVERVIEW

New leaders have risen through the ranks taking control of their respective factions. Dangerous bands of nomad tribes roam the wasteland. Old technologies have been scavenged from the ruins of the old world. The post-post-apocalypse has never been more apocalyptic. ***Ruination: Blood Sworn*** builds upon the base that was first introduced in ***Ruination*** adding more asymmetry to each of the factions and expanding on existing mechanics to bring more variety to your game.

The contents of this expansion is designed to integrate with the base game as easily as possible. The ***Blood Sworn*** Action card and Exile card decks completely replace the base game Action and Exile cards. With the exception of the advantage cards listed below, the advantage cards can be added to the base game advantage card decks.

Replace the following base game advantage cards with the advantage cards found in this expansion:

Black Arrows	Elder Blade
Slag Armor	Eternal Oath
Horde Advisor	Heir to Carnage

CREDITS AND THANKS

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COMPONENT SUMMARY

42 action cards (14 in each of 3 types)
30 nomad event cards (10 in each of 3 types)
36 horde cards
16 alternate nomad tokens
16 alternate exile reference cards
8 grunts miniatures (2 per faction)
6 Tier 1 advantage cards
7 Tier 2 advantage cards
5 Tier 3 advantage cards
4 starting bonus tiles
4 defense battle board markers
4 chieftain miniatures (1 per faction)
4 chieftain tactics cards
1 glory die
1 Khan's Fury token
1 rule book



KHAN'S FURY TOKEN



DEFENSE TOKEN



CHIEFTAIN TACTICS CARDS



NOMAD EVENT CARDS



HORDE CARDS



ALTERNATE EXILE CARDS

SETUP

Unless otherwise noted in this rule book, the content found in this expansion can be freely added to the base ***Ruination*** content. To fully integrate the ***Ruination: Blood Sworn*** expansion into your base ***Ruination*** game modify the setup instructions found in the core rules in the following ways.

Game Area Setup Changes

1. During step 2, when creating the action card deck, use the action card deck included with Blood Sworn. Additionally, include 1 nomad event card for each player in the game.

2. During step 4, use the alternate exile deck included with Blood Sworn. If the The World that Was expansion is not being included remove the following exile cards from the deck: Burkit, Serik, Vee-Vee, Yao

3. During step 6, use the new double sided Khan's Fury token.

Player Area Setup Changes

1. During step 2, players should place their chieftain reference card and deck of horde cards to the right of their horde board.

2. During step 3, players should include their chieftain miniature among their other miniatures which can be identified by its square base.

Start of Game Setup Changes

1. During step 1, include the 4 new starting bonus tiles among the 8 starting bonus tiles found in the base game.

2. Replace step 4 with the following:

   Starting with the player revealing the highest-numbered bonus tile, and proceeding in descending order to the player revealing the lowest-numbered bonus tile, each player does the following:
   - Choose an unoccupied territory with a single bastion token. Recruit 1 grunt to that territory and each adjacent territory.
   - Gain 1 resource of each type available in the chosen territories, by moving the corresponding resource tracker tokens to the first space of the resource track at the top of their horde board so that players are starting with 1 of each resouce in their home region.
   - Reveal their remaining facedown bonus tile and gain the indicated bonus.
   - Gain 1 blessing token.
   - Gain 1 horde card.

3. During step 6, use the new nomad tokens included with Blood Sworn instead of the base game nomad tokens.

End of Game

Blood Sworn now requires 2 different end of game conditions to be met before triggering the end of the game. When the first triggering condition is met, flip the Khan's Fury token from the 1 side to the 2 side indicating that the first game end condition has been met. Once the second end of game condition is met the end of game is resolved as described in the core rules.



NEW CONCEPTS

Favored, Glorious, and the Glory Track

Blood Sworn introduces the concept of the **Favored** and **Glorious** player, this simply means that a player is furthest relative to their enemies on the respective favor and glory tracks. Some effects will reference these qualities however the most direct effect is that the Favored player rolls the favor die in each combat they are a part of, and the Glorious player rolls the glory die in each combat they are a part of. If more than one player is tied for the Favored or Glorious player, no player is considered to be Favored or Glorious. A player can be both Favored and Glorious simultaneously.

When playing with ***Blood Sworn*** the spaces on the glory track have slightly different effects compared to the ***Ruination*** base game. Spaces 2 and 6 allow the player to draw horde cards rather than recruit to their home territory. Spaces 4, 8, and 11 allow the player to score 1VP for each bastion in territories where they have units.



The favor die provides defense, resources, and VP.





Gain 1 defense



Gain 1 strength



Gain 1 VP

Defense

Defense is a new icon that appears on cards and dice that act as the inverse to casualties in battles. At the start of a battle players set their defense token on the casualty track at the same time as they set their strength and casualties. At the end of a battle before resolving casualties, both players reduce the casualties their enemy is dealing equal to the amount of defense they have.







Chieftains and Chieftain Upgrades

Each horde in ***Blood Sworn*** has a new unit, the chieftain. A chieftain has a recruit cost of 1 and counts as another type of unit when counting the number of battle dice rolled in combat. When a player assigns a special result (★) as a battle action, if their chieftain is present in the battle they can use the tactic bonuses on their chieftain's card in the same manner as they would tactic bonuses on their horde board. Unlike exiles, If a chieftain is killed in a battle the figure is returned to the player's supply and can be recruited again in the future.





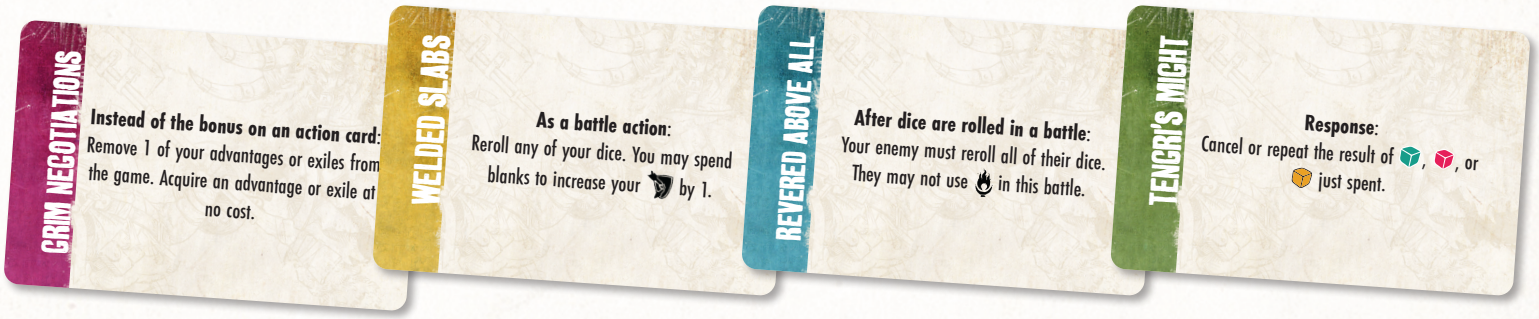


The ***Blood Sworn*** action decks include a new set of action cards collectively referred to as chieftain upgrades, denoted by the double chevron icon below the action icon in the top left corner. These are resolved in the same manner as other action cards, however instead of being discarded after being resolved they are attached to the player's chieftain reference card. Chieftain upgrade cards grant permanent bonuses to the chieftain for the duration of the game. If a chieftain is killed or removed from board they retain their upgrade cards.

Horde Cards

Each horde in ***Blood Sworn*** has a deck of horde cards that provide powerful one time abilities unique to each horde. Horde card abilities are preceeded by bold text that describes the exact time that a card can be played. If more than one player want to play a horde card with the same timing, the active player decides the order in which they resolve.





Advanced Nomads and Nomad Events



Blood Sworn has streamlined the nomad tokens from the base game. When playing with the advanced nomads players no longer need to resolve a back and forth battles against them as they did in the base game, instead nomads have a fixed strength and casualty value that players must overcome. If at the end of a battle the player's strenght is greater than or equal to the printed strength of the nomad token, they gain the reward printed on the token. After resolving the battle, win or lose, the nomad token is returned to the supply. When a player fights a nomad token, they can take battle actions as they would in a battle against another player, however they can ONLY roll battle dice.

Some nomad tokens have a tent icon to the right of their name, this icon indicates that it is an enduring nomad. Enduring nomads are not removed from the board after a battle if they are not defeated.



Nomad events are a new card type that are added to the action decks during setup. At the end of a player's turn after all battles have been resolved if the top card of an action deck is a nomad event that event is immediately resolved to the fullest extent possible and then is removed from the game. There can only be 1 nomad event per turn, if after resolving a nomad event the next card in the deck is a nomad event, discard that card until a non-nomad event card is on top of the deck.

Alternate Exiles

Blood Sworn adds a full set of exile cards to replace the exile cards found in the base game. This alternate set of exiles add more variety to the icons provided as well as costs to acquire. Some exiles have an "or" cost that can be paid with one of two resources, when acquiring an exile with an OR cost the full cost must be paid with the chosen cost. For example the Batu exile card could be acquired for 4 meat OR 4 crops but not a combination of the two.



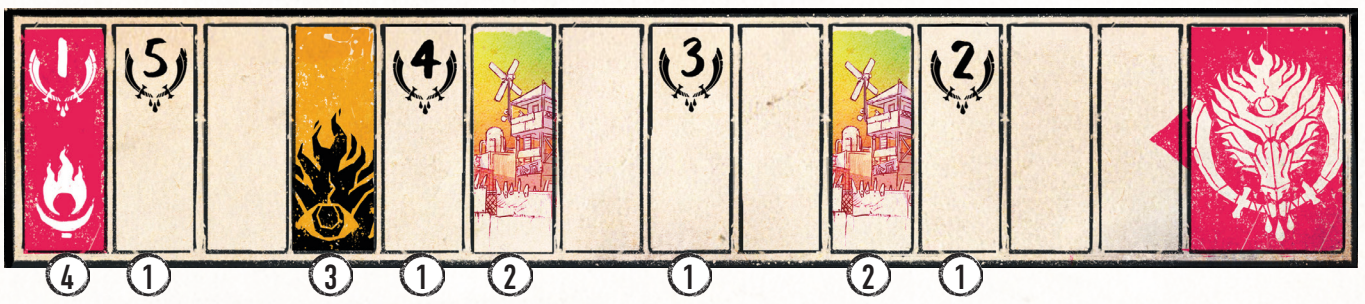
ICON REFERENCE



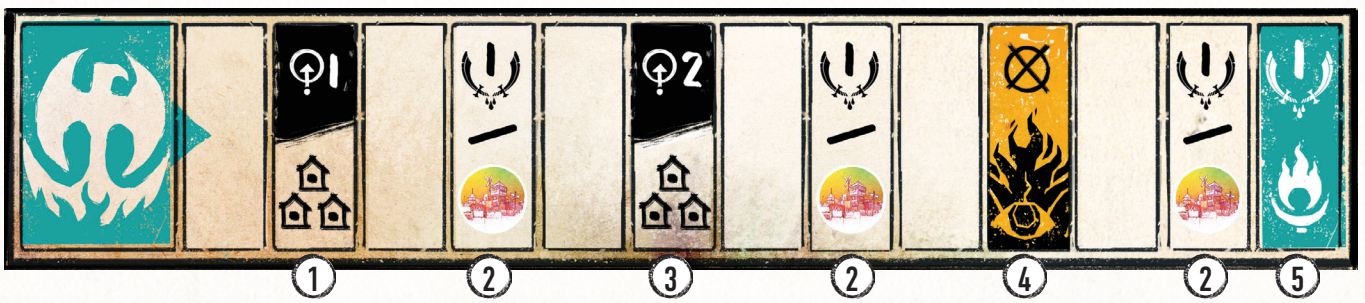
FAVOR AND GLORY BANNERS



FAVOR AND GLORY TRACKS



1. **VP:** Gain the indicated amount of VP.
2. **Bastions:** The **first** player to reach these spaces adds a bastion to a territory.
3. **Invoke the Khan's Fury:** The Khan's Fury is invoked.
4. **Blessings and VP:** Gain 1 VP and 1 blessing token for **each** space a player would advance.



1. **Gain 1 horde card:** Draw 1 horde card from your horde deck.
2. **Score Bastions:** The player who triggered this gains 1VP for each baston in territories they have units.
3. **Gain 2 horde cards, discard 1:** Draw 2 horde cards from your horde deck, then dicard 1 horde card from your hand of horde cards.
4. **Invoke the Khan's Fury and Acquire and Exile:** Acquire an exile at no cost. Invoke the Khan's Fury.
5. **Blessings and VP:** Gain 1 VP and 1 blessing token for **each** space a player would advance.