# ASSAULT
OF THE
GIANTS

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INTRODUCTION

*Annam the All-Father, the eldest and greatest of the giant gods,
has shattered the ancient caste system of the giants known as the **ordning**,
which throws all giantkind into chaos. Now any giant with ambition
can challenge the hierarchy, and no giant knows its place...*

Assault of the Giants™ allows 3 - 6 players to command armies of giants as they wage war throughout northwest Faerûn. Each player represents a different giant race (hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants), each with a different agenda. The players command their giants as they assault the small folks' villages and cities in order to score points and secure important resources such as food, artifacts, ore, and runes.

OBJECT OF THE GAME

Each race of giants seeks to secure the most **Ordning Points (OP)** by defeating enemy giants and completing **Event Cards** related to their race's epic storyline. By the end of the game, the giant race that has earned the most Ordning Points is recognized as the new leader of the ordning and wins the game!
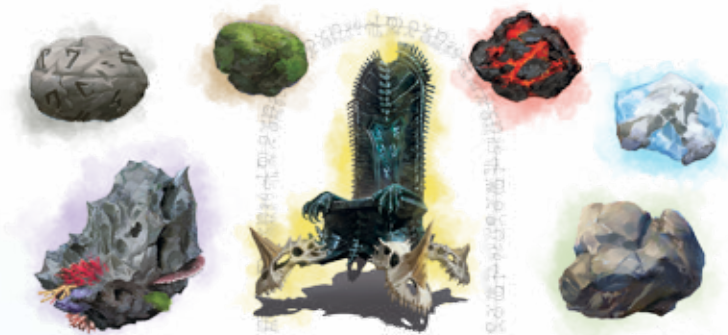
The Giants

Once the ordning is undone, each giant race seeks to stand at the top of the new hierarchy. Because each giant race has a different view of how giants achieve greatness, each race has a unique goal to pursue in the game.

Storm Giants

King Hekaton of the storm giants has been imprisoned, and his wife, **Queen Neri**, has been murdered, both by the evil machinations of the blue dragon, **Iymrith**. Hekaton's youngest daughter, **Princess Serissa**, assumes the throne in the undersea fortress of **Maelstrom** and seeks desperately to restore order to giantkind. She wishes to pursue her mother's goal of making peace with the small folk of Faerûn, including the humans, elves, dwarves, and halflings who live there. Serissa hopes that after she makes alliances with the cities of Faerûn, the greatest heroes of the land will help her rescue her father and then turn the tables on Iymrith by assaulting the blue dragon in her desert lair.

Cloud Giants

Countess Sansuri of the cloud giants is a powerful spellcaster who seeks to acquire a legendary trove of dragon magic. She hopes to use the power of these artifacts to overthrow Princess Serissa and secure the cloud giants' place at the top of the ordning.

To this end, Sansuri has decreed that her floating castle, **Lyn Armaal**, shall depart its usual place above the **Evermoors** and seek out the hidden dragon treasure. And she will allow nothing to stand in the way of her lofty ambitions!

Fire Giants

Duke Zalto of the fire giants yearns to wreak vengeance on the dragons who have plagued the races of giantkind for untold ages. To this end, Zalto has occupied the ancient forges of **Ironslag** in the Ice Spires, and he hopes to light the forges by stealing the fire primordial **Maegera** from the dwarves of **Gauntlgrym**.

Zalto then plans to heat the forges of Ironslag to rebuild an ancient dragon-slaying titan known as the **Vonindod**. By using the mighty titan to destroy the giants' ancestral dragon enemies, Zalto hopes to prove his worth as the new leader of the ordning.

Frost Giants

Jarl Storvald of the frost giants seeks a powerful artifact called the *Ring of Winter*, known to the Frost Giants as the "Ice That Never Melts." Storvald has reclaimed the iceberg fortress of **Svardborg** and is sending his frost giant warriors out to raid the Sword Coast in search of clues as to the powerful artifact's whereabouts.

Once he has acquired the ring, Storvald plans to blanket the world in snow and ice to prove the frost giants' rightful place at the head of the ordning.

Stone Giants

Thane Kayalithica of the stone giants believes that the civilizations of the small folk who live above her underground home in **Deadstone Cleft** are part of a delusional dream. She believes that this terrible nightmare must be scoured from the face of Toril if the stone giants are to see the world as it truly exists.

Kayalithica commands her stone giant forces to leave Deadstone Cleft and ravage the cities of the small folk, hoping to restore the reality of the lost giant kingdom of Ostoria. This, she believes, will prove the stone giants' rightful place at the top of the ordning.

Hill Giants

Chief Guh of the hill giants believes that a giant's size is the only quality that defines its greatness. And so Guh has married all the male hill giants of her tribe in **Grudd Haug** and commands her new husbands to bring her food. Lots and lots of food!

Guh plans to stuff herself so fully that she will become the largest giant in the world. This will prove once and for all that the hill giants deserve to stand, or perhaps sit, at the top of the ordning.

COMPONENTS

Game Board (1)

The game board represents the Savage Frontier of Northwest Faerûn. The map is divided into **16 Regions**, including the **6 Starting Regions** of the giant races, and **10 Small Folk Regions**.

Story Note: The giants do not actually own these entire regions, but for gameplay purposes, these are the areas of the Savage Frontier that are closest to the homes of the main giant protagonists of our story.

Each Starting Region is marked with a round icon that represents the race of giants who dominate that Region. Each Small Folk Region is marked with a square icon that designates it as a neutral area where the giants may freely roam and plunder at the start of the game.

Unit Tokens (80)

The bulk of the giant forces are represented on the board by round **Unit Tokens**. Each giant race features two different Unit Tokens: a cheaper **regular unit** and a more powerful **elite unit**. Each Unit Token has a healthy side and a wounded side.

A unit's **Strength Value** determines the number of dice it adds to the combat roll during battle.

A unit's **Fortitude Value** determines how much damage it can sustain in battle before being discarded. If a unit receives less damage than its Fortitude, it is flipped over to its wounded side. A wounded unit that receives any amount of damage in the future is discarded, although it still reduces the damage total by its current Fortitude Value.

A unit's **Ordning Value** determines how many **Recruit Points** it costs to bring into play, and also determines how many **Ordning Points** it is worth when defeated.
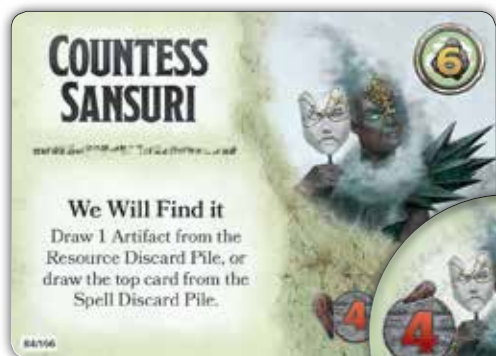
Leader Cards (7) & Leader Tokens (7)

The leaders of each giant race are represented on the board by round **Leader Tokens**, which are slightly larger than normal Unit Tokens. Each Leader also has a special **Leader Card** that displays the Leader's special ability, which can be activated by the appropriate Command Card (see page 5).

When a Leader Token is wounded and flipped face down, its corresponding Leader Card is also flipped face down. A Leader's special ability is never active while he or she is wounded.

Healthy Unit   **Wounded Unit**

Strength Value   **Fortitude Value**

Ordning Value

COUNTESS SANSURI

We Will Find it

Draw 1 Artifact from the Resource Discard Pile, or draw the top card from the Spell Discard Pile.

Champion Cards (7) & Champion Figures (12)

Each giant race features 2 Champions that are represented on the board by **Champion Figures**. Because both Champions of the same race share the same statistics, a single **Champion Card** displays both of their abilities.

Note: A player may never have both of their own Champion Figures in the same region at the same time.

Champions never receive the "wounded" status under any circumstance, even if they receive less damage than their Fortitude Values. A Champion is never affected in battle unless it receives enough damage to equal its Fortitude Value, in which case it is defeated and removed from the board. However, a Champion must always be the first unit in battle to be assigned damage.

Unlike the other giant races, the Storm Giants feature two different Champions, each represented by a unique figure and a unique card. The second Storm Giant Champion represents King Hekaton, who enters play only if he is liberated from captivity.

Giantslayer Cards (3) & Giantslayer Figures (3)

There are three giantslayers who roam the land hunting giants, either separately or as a team. These three stalwart heroes of the small folk are nicknamed "Hook," "Line," and "Sinker." When you play the "Rest" Command, you get to control the giantslayers as they move around the board and assault neighboring giants.

The giantslayers are represented on the board by individual **Giantslayer Figures**. Each giantslayer also has a corresponding **Giantslayer Card** that lists his or her statistics and special combat powers. The Giantslayer Card is flipped face down if the giantslayer ever becomes wounded.

Command Cards (54)

Throughout the game, you will control your giants through the use of **Command Cards**. During your first turn, you will choose one of your nine Command Cards and place it face up on the table, and then follow its instructions. On your next turn, you will choose a second Command Card and place it face up on the table to the immediate right of the first Command Card. This continues each turn until you play your "Rest" Command, which allows you to draw all of your Command Cards back into your hand.

Each Command Card features two or three parts, all of which trigger in order from top to bottom when the card is played. The bottom part of each Command Card features a special ability that is usually dependent on the number of Command Cards that you have played on the table so far. Read the special card symbol shown at right as "For each Command Card to the left of this card, do the following."

*For example, the Recruit Card above allows the hill giants to spend 2 Recruit Points **plus** 1 additional Recruit Point for each Command Card sitting on the table to the left of the Recruit Card when it is played. So if you play the Recruit Command as your first command, you will only receive 2 Recruit Points since there will be no other cards to the left of it. But if you wait several turns, you will have more Recruit Points to spend since there will be several cards on the table to the left of the Recruit Card.*

Event Cards (19)

The storyline of the game is manifested through the completion of **Event Cards**. Each giant race has 1 - 3 exclusive Event Cards that they can complete during the game. Each race starts with its special Event Cards in a face up stack, and must claim the Events in a set order.

There are also nine universal Event Cards that enter the game randomly. These blue Event Cards are placed face up in the Event Draft Area until they are claimed. Any giant race can complete one of these Events if they meet the requirements. The requirements usually involve having a giant at a specific region on the board, as well as spending the proper **Rune** Resource Card (see "Resource Cards" below).

Resource Cards (48)

Giants can use the Plunder and Trade Commands to acquire **Resource Cards**. These Resource Cards are kept face up on the table in your Resource Area so that other players are aware of what you have collected and can plan accordingly.

Rune Cards are a special type of Resource that come in 3 varieties (see below). Players need to spend specific types of Runes in order to claim Event Cards.

Enemy	**Journey**	**Blood**

Spell Cards (18)

Giants can use the Magic Command to acquire **Spell Cards**. Each Spell Card contains two different spells: a basic spell that can be cast on its own, and an advanced spell that must be cast in conjunction with an Artifact Resource Card.

Combat Dice (12)

During battles, players roll a number of **combat dice** equal to their units' combined Strength Values, to a maximum of 7 dice. There are 6 standard grey combat dice, and 1 special combat die for each giant race. When rolling combat dice, a player always includes their special combat die as one of their dice.

For example, a player rolling 7 dice would roll their special combat die + all 6 standard grey combat dice. A player rolling only 1 die would simply roll their special combat die and no standard grey dice.

Giant Race Tokens (6)

Players place **Giant Race Tokens** on the table in front of themselves to mark which giant race they are playing. These tokens are also used to determine which giant races are being portrayed as NPCs (non-player characters) when there are fewer than 6 players.

Standard Combat Dice

Special Combat Dice

Lyn Armaal Token (1)

Lyn Armaal is the floating castle of Countess Sansuri of the cloud giants. The cloud giant player can move the castle from region to region during the game, allowing the cloud giants to be recruited at many different places throughout the game world.

Event Tokens (3)

Event Tokens are placed on the game board to signify the regions that are currently being targeted by the Event Cards in the Event Draft Area. This will help players quickly recognize which regions to enter to complete these Event Cards.

Story Markers (30)

As commands are given and events are completed, the storyline of Assault of the Giants unfolds. Players place **Story Markers** on the game board to indicate that certain key actions have taken place. For example, the stone giants may have ravaged the dwellings in the Dessarin Valley, the frost giants may have raided Icewind Dale, and the benevolent Storm Giants may have made an alliance with the city of Waterdeep.

Once placed, a Story Marker can never be removed from the board, even if another Story Marker is placed in the same region. It is possible for a single region to be the site of many different Story Markers.

Combat Tokens (4)

During a battle, after you roll the combat dice and modify your **combat totals**, you must record your totals on the **Combat Table** that is located on the lower left corner of the game board. The attacker uses the **red combat tokens** to record their total hits and blocks, and the defender uses the **blue combat tokens** for the same purpose.

Ordning Point Tokens (72)

Players receive **Ordning Point Tokens** for defeating enemy giants, claiming Event Cards, and playing unique commands (such as feeding Chief Guh). The number of Ordning Points (OP) available at the start of the game depends on the number of players. The depletion of these tokens signals the **Endgame** (see page 20). Once obtained, Ordning Point Tokens are flipped face down so that players do not have an exact count of how many points have been earned by each player. Players may examine their own Ordning Point Tokens at any time.

Story Goal Cards (6)

Each giant race pursues a unique story in the game through the play of unique Command Cards and the completion of special Event Cards. In order to help new players better understand the stages of each giant race's story, each player receives a **Story Goal Card** that pertains to their race's unique story and all of the game components that help bring that story to life.

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SET UP

1. Place the game board in the center of the playing area. Place the 4 Combat Tokens beside the game board, near the Combat Table in the lower left corner of the board.

2. If you are playing with fewer than 6 players, then place the Giant Race Tokens face up on the table, and use the following table to designate certain races to participate as NPCs (non-player characters). Place the Giant Race Tokens corresponding to these NPC races off to the side for now, away from the main pool of Giant Race Tokens.

# OF PLAYERS	3	4	5
GIANT RACE TOKENS PARTICIPATING AS NPCs	STONE GIANTS CLOUD GIANTS STORM GIANTS	FIRE GIANTS FROST GIANTS	HILL GIANTS

3. Randomly determine one player to begin play "at the top of the old ordning." Among the Giant Race Tokens that have not been selected as NPCs, this player receives the Giant Race Token with the highest **Ordning Number** printed on it. The player places this Giant Race Token face up in front of themselves on the table as a reminder that they are representing that giant race. Afterwards, the player sitting to the left of the first player receives the next Giant Race Token in descending Ordning Number value, and so on clockwise around the table. In this way, the order of play will always proceed from the top of the old ordning clockwise to the bottom of the old ordning.

Note: In a 6 player game, this means the ***storm giants*** will always go first and the ***hill giants*** will always go last.

4. Each player receives the game components associated with the giant race that they are playing. This includes the Leader Card, Leader Token, Champion Card, Champion Figures, Unit Tokens, Command Cards, special Event Cards, Story Tokens, Story Goal Card, and special combat die associated with their race. The cloud giant player also receives the Lyn Armaal token.

5. The players should arrange their components in front of them, keeping all cards and tokens with their healthy (nonwounded) sides showing. Players should place their special Event Cards face up in front of them as well. If a giant race has more than 1 special Event, then the cards should be placed in a face up stack with the lowest numbered Event on top and the highest numbered Event on bottom. Finally, the players should draw all nine of their Command Cards into a starting hand of cards and leave space for a horizontal row of Command Cards to be played on the table in front of them.

6. Each player should look at the game board and locate their race's Starting Region, which is marked with their giant race's symbol. Each player places their Leader Token, 1 Champion Figure, and 2 regular Unit Tokens in that Region. The **regular** Unit Tokens are the ones with a smaller Ordning Value than their **elite** counterparts.

Special Notes on placement of components on Starting Regions:

a) The **fire giants** should be careful to place the Duke Zalto Leader Token, *not* the Vonindod Leader Token. The Vonindod does not enter play until the "Forge Vonindod" Event has been completed (see "Events" on page 10).

b) The **cloud giants** should place the Lyn Armaal Token in their Starting Region in addition to everything else.

c) The **storm giants** should be careful to place their basic Champion Figure in their Starting Region, ***not*** King Hekaton. Also, since the Storm Giants have a **stacking limit** of 3 units per space, the Storm Giants must place **1 elite unit** in their Starting Region *instead of* 2 regular units.

7. If there are fewer than 6 players in the game, then the NPC giants are also placed on the board at the start of the game. See the "Placement of NPC Giants" chart below to determine which units to place on the board for each giant race that is not represented by a player. Ignore any races on the chart that are being played by actual players. Once all the NPC units are on the board, place each NPC race's special combat die in its corresponding Starting Region.

PLACEMENT OF NPC GIANTS (IN ORDNING ORDER)

GIANT RACE	REGION 1	REGION 2
STORM GIANTS	**Sea of Swords** Princess Serissa 1 Regular Unit	**Neverwinter Wood** 1 Elite Unit
CLOUD GIANTS	**Evermoors** Countess Sansuri 1 Regular Unit	**Spine of the World** 1 Elite Unit
FIRE GIANTS	**Ice Spires** Duke Zalto 2 Regular Units	**Silver Marches** 2 Regular Units
FROST GIANTS	**Sea of Moving Ice** Jarl Storvald 2 Regular Units	**Icewind Dale** 2 Regular Units
STONE GIANTS	**Graypeak Mtns.** Thane Kayalithica 2 Elite Units	**High Forest** 3 Regular Units
HILL GIANTS	**Sumber Hills** Chief Guh 2 Elite Units 3 Regular Units	**Dessarin Valley** 2 Elite Units 3 Regular Units

8. Place the 3 Giantslayer Cards face up beside the game board within easy reach of all the players. Place each Giantslayer Figure beside its corresponding card. Place the 6 grey standard combat dice near the Giantslayer Cards.

9. Shuffle the 9 universal Event Cards and place the deck face down beside the game board. Draw the top 3 Event Cards from this deck and place them in a face up row beside the deck. This row is referred to as the Event Draft Area. Place 1 Event Token on each region on the game board that is designated by the 3 face up Event Cards.

10. Shuffle the Resource Deck, and then draw a number of Resource Cards equal to the number of players from the top of the deck and place them face up in a row on the table. Starting with the player who is at the top of the old ordning and proceeding clockwise around the table, each player selects one of the face up Resource Cards and places it face up on the table in front of them in their personal Resource Area.

Once each player has received one Resource Card, the same process is repeated a second time, with a number of cards being drawn equal to the number of players, but this time the player who is at the bottom of the old ordning selects first, followed by each other player in *counter-clockwise* order. After each player has placed two face up Resource Cards in their Resource Area, the Resource Deck is shuffled and placed face down beside the game board.

11. Shuffle the Spell Deck and place it face down beside the game board.

12. Separate the Ordning Point Tokens into sets of 10 Ordning Points (4 + 3 + 2 + 1). Then arrange the Ordning Tokens into two face up piles, using the chart below as a guide.

# OF PLAYERS	3	4	5	6
OP POOL #1	60	80	100	120
OP POOL #2	15	20	25	30

Place all remaining OP Tokens back in the box for now, although players will be able to obtain points from this remainder once both OP Pools have been drained and the Endgame has begun.

PLAYING THE GAME

The player at the top of the old ordning goes first. Players take individual turns in clockwise order until the first pool of Ordning Points has been depleted, which signals the start of the **Final Ordning** when players can invade each other's Starting Regions.

Play then continues clockwise until the second pool of Ordning Points has been depleted, which signals the **Endgame**.

During the Endgame, play continues until the last player in the old ordning has had a turn, and then each player has one more final turn. In this way, each player will always have an equal number of turns during the game.

A player's turn consists of two steps that are performed in the following order:

1) **Claim 1 Event Card:** You *may* claim 1 Event Card, either one of your race's unique Event Cards or one of the universal Event Cards in the Event Draft Area.

2) **Play 1 Command Card:** You *must* play 1 Command Card from your hand and place it face up on the rightmost end of your row of Command Cards.

Each of these steps is examined in further detail below.

CLAIMING EVENT CARDS

At the start of your turn, you may claim one (and only one) Event Card. This may be one of your race's special Event Cards or one of the universal Event Cards in the Event Draft Area.

SPECIAL EVENTS

At the start of the game, each player places their race's Special Event Cards in a face up stack in numerical order from top to bottom. Some races (hill giants, stone giants, and cloud giants) only have one unique Event Card, while others have two or three.

To claim an Event Card, you must meet the conditions listed in the "Requirements" section of the card, and you must also spend the appropriate Rune listed at the bottom of the Event Card. Place the spent Rune Card face up in the Resource Discard Pile. Some Event Cards can be completed without paying a Rune if certain extra conditions are fulfilled (see example at right).

After you have claimed an Event, you receive the number of OP listed on the card, as well as any other rewards. The completed Event is then removed from the stack and turned sideways to show that it has been completed, and the next Event in the stack (if any) is revealed and available to be claimed on a future turn.

Some Event Card rewards provide a continuous effect throughout the remainder of the game. Make sure the Event Card remains visible in your play area so that you do not forget to apply the effect when needed.

Some Event Cards (such as the last Event Cards belonging to the frost giants and fire giants) can be completed multiple times. In this case, do not turn the Event Card sideways so that it is clear that you can complete the Event again on a later turn.

Universal Events

Instead of claiming one of your race's Special Events, you can claim one of the three face up Event Cards in the Event Draft Area. These Events provide players with a source of conflict, as they require a player to have a giant at a particular region on the game board and players may attack each other to prevent the Events' completion.

As with Special Events, you must meet the conditions listed in the "Requirements" section of the card, and you must also spend the appropriate Rune listed at the bottom of the Event Card. When you claim a universal Event, place the Event Card in your play area, receive the indicated rewards, and then turn the card sideways to show that it has been completed. Remove the corresponding Event Token from the game board.

Afterwards, draw a new universal Event Card and place it face up in the Event Draft Area to replace the one that you just claimed. Place an Event Token in the region that is signified by the new Event Card. There should be 3 face up Event Cards in the Event Draft Area at all times.

PLAYING COMMAND CARDS

Regardless of whether or not you claim an Event at the start of your turn, you must play one Command Card from your hand before ending your turn. The first time you play a Command Card, place it face up on the left side of your play area, leaving room for more Command Cards to be played in a row to the right of the first Command.

Each Command Card includes a special symbol that indicates whether it provides a bonus when it is played or instead provides a bonus on future turns. Most Command Cards feature the symbol indicated above. This symbol reads: "For every Command Card to the left of this one, do the following." This symbol is triggered immediately after the Command Card is played and has no further effect on subsequent turns.

Some cards instead feature the symbol at right. This symbol reads: "For each Command Card to the right of this one, gain the following bonus." The asterisk in the symbol is a reminder that this ability continues for as long as this Command Card remains face up on the table.

Each giant race has 8 different Command Cards that are nearly equivalent to those of other races, as well as one entirely unique Command Card. What follows is an overview of the different types of Commands in the game.

Move Command

The "Move" Command allows you to make a certain number of **Unit Maneuvers** on the game board. For all game purposes, every Leader Token, Unit Token, and Champion Figure is considered a **unit**.

A Unit Maneuver consists of moving 1 unit to an adjacent **empty region** or **friendly region**. An empty region is a region that contains no units from any giant race. A friendly region is a region that contains units belonging to your race. You may use your Unit Maneuvers to move multiple giants to an adjacent region, or to move 1 giant through several regions, or any combination of these. It is not necessary to use up all of the Unit Maneuvers that you are entitled to.

For example, the Hill Giants can use 6 Unit Maneuvers to move one giant 6 times, or to move 6 giants to an adjacent region, or to move two different giants twice each and one other giant to an adjacent region, and so on.

You may make 1 additional Unit Maneuver for each Command Card to the left of your Move Command when it is played.

For example, if the Hill Giants had played two other Commands on earlier turns before playing the Move Command, they would be able to make up to 8 Unit Maneuvers when playing this Command.

You are *never* permitted to end your giants' movement in an **enemy region** containing another race's giants. However, you may *pass through* enemy regions if you have enough Unit Maneuvers to make it to an empty or friendly region on the other side. When passing through an enemy region, you must either pay the enemy 1 Resource Card of your choice, or sustain 1 wound to one of your giants that is passing through that region this turn. You only have to pay this penalty once per region per turn, even if you are moving multiple giants through the same enemy region during the same turn.

In the example below, you use 6 Unit Maneuvers to move 3 hill giants from the Sumber Hills to the High Moor. Since there are enemy frost giants in Delimbiyr Vale, you must choose either to pay the frost giants one Resource Card of your choice, or to wound one of

your 3 hill giants. You only need to pay this penalty one time this turn, even though you are moving 3 hill giants through Delimbiyr Vale this turn. If you move units through 2 different enemy regions during the same turn, you must pay the penalty one time for **each** enemy region that your units are passing through.

To wound a healthy unit, you simply flip the unit over to its wounded side. If you wound an already wounded unit, it is defeated and removed from the board (and the enemy receives Ordning Points equal to the unit's Ordning Value, as normal). Note that since Champion Figures cannot become wounded, they cannot be used to pay this penalty. A single Champion passing through an enemy region without any companions must pay one Resource Card or be unable to pass through the region.

For most of the game, your giants also cannot end their movement in an enemy's Starting Region, even if it is empty. However, you may pass through an enemy's Starting Region to the other side using the normal movement rules outlined above. If your enemy has no units in their Starting Region, your giants may pass through to the other side without paying a Resource Card or sustaining a wound. Once the first OP Pool has been depleted, the Final Ordning begins and your giants are allowed to end their movement in an enemy's Starting Region if there are no units there to defend it.

Stacking limit: Each giant race has a **stacking limit** that limits the number of giant units that the race can have in a single region at the same time. The stacking limits for each giant race are listed on the game board. Note that Leader Tokens and Champion Figures are considered units, so their presence affects the stacking limit. Also, **you may never have more than 1 of your Champion Figures in the same region as your other Champion Figure**. It is okay, however, to move one of your Champions *through* your other Champion's region.

If you ever desire to move a unit into a region where there is no room, then you may do so if you first remove one of your other giants from the destination region and return it to your supply. You may do this freely as long as you are only doing so to make room for incoming units.

Plunder Command / Negotiate Command

The "Plunder" Command allows you to pillage the nearby small folk to draw Resource Cards from the top of the Resource Deck and place them face up in your Resource Area. You initially draw 2 Resource Cards. Afterwards, for every Command Card to the left of the Plunder Command, you may draw 1 Resource Card from a Small Folk Region that you occupy (maximum of 1 extra Resource per region).
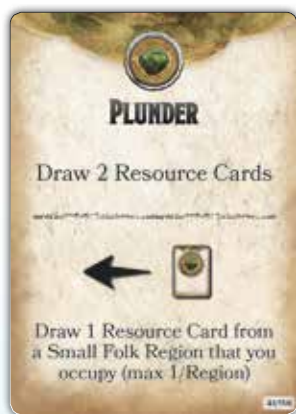
For example, if you occupy 2 Small Folk Regions, you can collect 2 more Resource Cards if you have at least 2 Command Cards to the left of your Plunder Command when it is played.

Even if you play the Plunder Command with several cards to the left of it, you only get to draw extra Resource Cards if you occupy Small Folk Regions (1 extra Resource Card for each occupied Small Folk Region). But to benefit from occupying Small Folk Regions, you must play the Plunder Command after you have played other Command Cards.

Note: The Storm Giants have the "Negotiate" Command, which serves the same purpose as the Plunder Command.

USING RESOURCE CARDS

Resource Cards can be used for many different purposes as listed on their individual cards. After using a Resource Card's text, discard the Resource Card face up into the Resource Discard Pile.

Trade Command

The Trade Command allows you to trade your Resource Cards with adjacent giants or with the Resource Deck. You may trade 1 card + 1 additional card for each Command Card to the left of your Trade Command. You may only make one total trade (large or small) during your turn, and the trade happens all at once, no matter how many cards you are trading. You do not trade cards individually one at a time.

TRADING WITH ADJACENT GIANT ARMIES

If another giant army is adjacent to one of your armies, you may force a trade with that army. You essentially give the opponent a certain number of Resource Cards (up to the limit prescribed by your Trade Command), and they **must** trade you the same number of Resource Cards back, if possible. The opponent chooses which of their Resource Cards to give you in return, but they must choose from among the Resource Cards they owned at the start of your turn.

When forcing a trade, you can give the opponent a maximum number of Resource Cards equal to the number of Resource Cards owned by the opponent. If you trade enough Resource Cards to equal your opponent's total number of Resource Cards, then they are obliged to give you all of their original Resource Cards in exchange.

For example, you are next to the fire giants who possess a Journey Rune (green), a Blood Rune (red), and 2 Food. You desperately need one of those Runes, so you trade the fire giants all 3 of your Resource Cards. The fire giants choose which 3 Resource Cards to give you in return. Since the fire giants only have 4 Resource Cards, they will be obliged to provide you with at least 1 Rune.

Some clever giants (i.e. clever players) can suggest a "friendly" trade, in which case both parties may choose to trade a certain number of cards willingly. Because this is not a forced trade, even uneven trades can take place (for example, trading 2 Food for 1 Rune) if both players agree to it. However, the total number of cards that you can give to your opponent is still limited by the position of your Trade Command Card in relation to your other Command Cards. If an opponent rejects a friendly trade offer, you may still perform a different type of trade afterwards, either with the same or a different player, or with the Resource Deck.

TRADING WITH THE RESOURCE DECK

When trading with the Resource Deck, you may discard any number of your Resource Cards (up to your trade limit) into the Resource Discard Pile. In return, you draw the same number of cards from the top of the Resource Deck and add them face up to your Resource Area.

You may, if you wish, search for 1 card of your choice in the Resource Discard Pile as part of this trade. You may only do this **once** per trade, even if you are trading multiple cards with the Resource Deck. The card you receive from the discard pile takes the place of 1 of the cards that you were entitled to draw from the top of the Resource Deck.

For example, you decide to trade 4 of your Resource Cards with the Resource Deck. After discarding your 4 Resources, you search the Resource Discard Pile for 1 Resource Card of your choice, and then you draw 3 new Resource Cards from the top of the Resource Deck. You cannot receive more than 1 card from the Resource Discard Pile during this trade.

Note: Any player may search the Resource Discard Pile at any time during the game, including when deciding whether or not to play the Trade Command.

Recruit Command

The Recruit Command allows you to add new giants to your forces. You immediately receive the number of Recruit Points specified on your Recruit Command + 1 additional Recruit Point for each Command Card to the left of the Recruit Command Card when it is played. The Recruit Points that you receive must be spent immediately or not at all. They cannot be saved for future turns.

To purchase a new unit, you must pay a number of Recruit Points equal to the unit's Ordning Value. The new unit is placed with its healthy side up in your **Starting Region**. Leader Tokens and Unit Tokens have their Ordning Values printed on them, while Champion Figures have their Ordning Values printed on their corresponding Champion Cards.

You may recruit any units that you own, including your leader if he or she was defeated earlier in the game. Even units that enter the game for free due to special circumstances (such as King Hekaton or the Vonindod) can be recruited again later at full Ordning Value cost if they are defeated.

Stacking Limit: As mentioned in the "Move Command" section on pages 11-12, each giant race has a stacking limit that limits the number of giant units that the race can have in a single region at the same time.

If you ever desire to deploy a unit into your Starting Region when there is no room, then you may do so if you first remove one of your other giants from the destination space and return it to your supply. You may do this freely as long as you are only doing so to make room for incoming units.

King Hekaton (Storm Giants): Because the storm giants have two different champions, it may sometimes be the case that the storm giant player prefers to have King Hekaton in a region instead of the other storm giant champion. If this happens during any circumstance, then the storm giant player is permitted to remove the other storm giant champion from play in order to make room for King Hekaton.

Lyn Armaal (Cloud Giants): The cloud giants' Starting Region is the Evermoors, but they do not necessarily recruit new units there. Instead, they recruit units wherever the Lyn Armaal Token is present, assuming that there are no enemy units in the same region. This provides the cloud giants with a certain degree of flexibility when recruiting new units, but it presents a danger as well since Lyn Armaal's current region might be attacked and conquered, leaving the cloud giants without a region to recruit units until they move Lyn Armaal elsewhere.

Note: The cloud giants' Starting Region is always considered the Evermoors, even if they move Lyn Armaal somewhere else. This means that other giants cannot attack or end their movement in the Evermoors until the Final Ordning has begun, even if Lyn Armaal is no longer there.

Leader Command

The Leader Command activates your Leader's special ability. This ability is printed on the corresponding Leader Card and represents either an immediate effect or an effect that lasts as long as the Leader Command remains on the table. Keep in mind, however, that if a Leader is wounded, the Leader's corresponding Leader Card is flipped face down and the Leader's special ability is no longer considered to be active.

Alternatively, a player may use the Leader Command to return their defeated Leader to their Starting Region for free, although the Leader starts off wounded so its special

ability will not be active. Place the Leader Token in the Starting Region face down, with its wounded side showing, and flip the corresponding Leader Card face down as well. The stacking limit still applies when using this ability, so you may need to remove a unit to make room for your Leader.

The second part of the Leader Command rewards you for having your Leader in battle during future turns. For every card to the right of the Leader Command, your Leader may re-roll one of your dice in combat. This ability can be used in any combat in which the Leader participates after your Leader Command is on the table, regardless of whether the Leader's army is attacking or defending.

MAGIC COMMAND

The Magic Command allows you to acquire Spell Cards. When you play the Magic Command, you may draw the top 2 Spell Cards from the Spell Deck, examine them, and then discard 1 of them face up to the Spell Discard Pile. Instead of drawing new Spell Cards, you may alternatively choose to draw the top card of the Spell Discard Pile.

The second half of the Magic Command helps prepare you for future battles, regardless of whether you are the attacker or the defender. For every card to the right of the Magic Command, you may convert one of your **arcane results** to a **block result** after you roll the combat dice (see "Battles" on page 16).

Casting Spells: Each Spell Card offers two different spell options, a basic spell and an advanced spell. You may only cast one of these two spells (not both). In order to cast the advanced spell, you must also spend 1 Artifact Resource Card.

Each spell specifies precisely when it can be cast and what its effects are. After casting a spell, you must **remove it from the game.** Cast spells do *not* go into the Spell Discard Pile. Once a Spell Card has been used, it can never be drawn or cast again.

ATTACK COMMAND

Giants may attack one another using the Attack Command. Giants cannot move into enemy regions, but may attack them from an adjacent region. Giant attacks always take place from one region to an adjacent enemy region. If you lead a successful attack that eliminates all of the enemy units in a region, you may immediately enter that region with any number of your victorious giants. You must move in with at least half the giants who participated in the attack and survived (round up).

Alternatively, the Attack Command allows you to move any number of units from one region to an adjacent empty region.

The second half of the Attack Command allows you to convert arcane results into hit results during this attack. For each card to the left of the Attack Command, you may convert one of your **arcane results** into 2 **hit results**. This only applies to the current battle in which you are the attacker. Unlike the Leader and Magic Commands, this bonus does not apply to future battles. For more details on battles, see "Battles" on page 16.

REST COMMAND

Knowing the right moment to use the Rest Command is a pivotal part of your overall strategy. Resting includes three activities which must be performed in order from top to bottom. The first activity allows you to heal 1 wounded unit (either a Leader Token or a Unit token) by flipping it face up to its healthy side.

Afterwards, for every card to the left of the Rest Command, you make take 1 **Giantslayer Action**. Giantslayer Actions allow you to recruit, move, and attack with the game's three neutral giantslayers: Hook, Line, and Sinker. For more details on taking Giantslayer Actions, see the "Giantslayers" section on page 18.

Finally, after taking Giantslayer Actions (if any), you must draw all of your Command Cards back into your hand. This has the advantage on future turns of allowing you to choose from among any of your Command Cards. However, it can also be dangerous since any bonuses you have set up from your Leader and Magic Commands will no longer be in effect.

Some players may choose to wait until they have played all of their other Commands first in order to secure the maximum available bonuses from a full row of Command Cards. However, sometimes it is very important to repeat a Command, and resting earlier than the other players will allow you to play certain key Commands (such as attacking) more frequently. The best choice is to allow the circumstances on the board to determine the perfect moment to rest.

SPECIAL COMMANDS

Each giant race features one special Command Card that is unique to its race. What follows is a summary of each of these Command Cards.

STUFF STUFF (HILL GIANTS)

"Stuff Stuff" allows you to feed Chief Guh. First, you may draw 1 Food Resource from the Resource Discard Pile. Then, for every card to the left of the "Stuff

Stuff" Command, you may discard 1 Food Resource into the Resource Discard Pile to earn 2 Ordning Points.

Special Note: *"Stuff Stuff" is a ritual game among the hill giants that involves capturing a group of halflings and stuffing all of them into your mouth at the same time. Failure to stuff all of the available halflings into your mouth (and the number may vary as hill giants have never been good at counting) results in losing the game and getting beaten by sticks. This knowledge is not essential for gameplay, but it will allow everyone to know just how important eating is to the hill giants!*

RAVAGE (STONE GIANTS):

"Ravage" allows you to tear down the dwellings of the small folk. First, you receive 1 OP for every Small Folk Region that you had previously ravaged by placing a Ravage Marker in that region. Second, for every Command Card to the left of the "Ravage" Command, you may place 1 Ravage Marker in a Small Folk Region that you occupy that you have not yet ravaged. You immediately receive 1 OP for each new Small Folk Region that you ravage this turn. Ravage Markers are important to the stone giants because they are necessary to complete the "Pox on the Land" special Event Card.

RING OF WINTER (FROST GIANTS):

"Ring of Winter" allows you to search for the coveted artifact that will blanket the world in ice and snow. For every Command Card to the left of the "Ring of Winter" Command, you may place 1 Raid Marker in a Small Folk Region that you occupy that you have not yet raided. You immediately receive 1 OP for each new Small Folk Region that you raid this turn. Raid Markers are important to the frost giants because they are necessary to complete the "Find the Ring" special Event Card. This Command also allows you to receive 2 OP for every Small Folk Region that you had previously frozen by placing a Frozen Marker in that region. Frozen Markers are placed through the frost giants' special Event Card, "Ice That Never Melts."

FORGE TITAN (FIRE GIANTS)

"Forge Titan" allows you to start forging the dragon-slaying titan from lost pieces that have been recovered by your fire giants. For every Command Card to the left of the "Forge Titan" Command, you may discard 1 Ore resource into the Resource Discard Pile in order to place 1 Forge Marker in Ironslag. Forge Markers are important to the fire giants because they are necessary to complete the "Forge Vonindod" special Event Card. Alternatively, the fire giants may discard Ore to draw new Resource Cards from the top of the Resource Deck. The "Forge Titan" Command also allows you to gain 2 OP for every Small Folk Region in which the Vonindod has slain a dragon. This is indicated by a Slain Dragon Marker that has been placed through the fire giants' special Event Card, "Titan of Death."

SEARCH FOR TREASURES (CLOUD GIANTS):

"Search for Treasures" allows you to move your floating castle, Lyn Armaal, as you search for the lost trove of dragon magic. First, you may move Lyn Armaal to an adjacent region, or back to the Evermoors (from any other location on the game board). You cannot move Lyn Armaal to a region occupied by enemy giants, although enemy giants can move into Lyn Armaal's new region if it is left undefended. When you move Lyn Armaal, you may also move any number of cloud giants from the same region that Lyn Armaal started from to the same destination that the floating castle travels to. The stacking limit still applies when you move giants this way, although the Lyn Armaal token itself does not count as a unit. Second, for every card to the left of the "Search for Treasures" Command, you may discard 1 Artifact into the Resource Discard Pile to earn 3 OP.
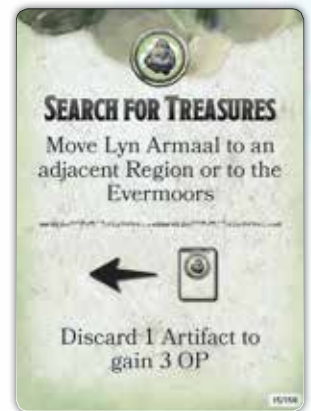
MAKE ALLIANCE (STORM GIANTS):

"Make Alliance" allows Princess Serissa to befriend the cities of the small folk. First, you gain 1 OP for every Small Folk Region that you had previously made a part of your alliance by placing an Alliance Marker in that region. Second, for every Command Card to the left of the "Make Alliance" Command, you may place 1 Alliance Marker in a Small Folk Region that you occupy that is not yet a part of your alliance. You immediately receive 1 OP for each new Small Folk Region that you add to your alliance this turn. Alliance Markers are important to the storm giants because they are necessary to complete the "Rescue Hekaton" special Event Card.

BATTLES

When you play the Attack Command, your giants may attack an adjacent enemy region. You cannot attack an enemy's Starting Region until the Final Ordning has begun (see page 20). To resolve a battle, perform the following steps in order.

1. Declare Attack

The attacker announces which friendly region they are attacking from, and which enemy region they are invading. The attacker can only initiate an attack from a single region to an adjacent enemy region. The attacker also specifies which of their giants are participating in the attack. Most of the time, this will be all of the attacker's giants in the region, but sometimes the attacker may wish to exclude certain giants so that they cannot be taken as casualties or to limit the number of giants that will be forced to enter the enemy region if it is conquered. Conversely, all of the defender's units must participate in the battle.

> **Important: The attacker does not actually move their giants into the region unless they successfully conquer it.**

2. Cast "Start of Battle" Spells

Some spells specify that they are cast "at the start of a battle." First the attacker announces whether or not they are casting any spells, and then the defender, and so on back and forth until both players pass consecutively. If the attacker passes but the defender casts a spell, the attacker may still choose to cast a spell afterwards.

3. Attacker Determines Combat Totals

The attacker totals the Strength Values of all of their units in the battle. Remember that a Champion Figure's Strength Value is listed on its corresponding Champion Card. The total Strength Value of the attacker's units determines the number of combat dice that the attacker will roll, to a maximum of 7 dice. The attacker always includes the special combat die that is associated with their race as one of their combat dice. The other dice rolled are the standard combat dice.

For example, the fire giants are attacking an enemy region with 1 regular unit and 1 elite unit. The units' total Strength Value is 2 + 2 = 4. The fire giant player rolls 4 combat dice (1 fire combat die + 3 standard combat dice).

The possible combat dice results include the following:

| HIT | MISS | BLOCK | ARCANE |

- Each **hit result** that is not blocked inflicts 1 damage. There can be up to 4 hits on a single die face.
- Each **miss result** inflicts no damage.
- Each **block result** cancels out one of the opponent's hit results. There can be up to 2 blocks on a single die face.
- Each **arcane result** has the potential to be converted into a different result through the use of Command Cards or Spell Cards. Any arcane result that is not converted or re-rolled is treated as a miss. There can be up to 2 arcane results on a single die face.

After rolling the combat dice, the attacker may modify the dice using any re-roll or conversion abilities that are present on their face up Command Cards:

1) For each Command Card to the *right* of the **Leader Command**, the attacker may re-roll 1 of their combat dice.

2) For each Command Card to the *right* of the **Magic Command**, the attacker may convert 1 **arcane result** into 1 **block result**.

3) For each Command Card to the *left* of the **Attack Command**, the attacker may convert 1 **arcane result** into 2 **hit results**.

Each of these Command Card abilities may be initiated once per combat, and all dice that are being re-rolled or converted by a particular Command must be done at the same time. To keep track of which Command Card abilities have been used during a particular battle, the attacker should shift those Command Cards down slightly as a reminder that those abilities cannot be used again. When converting a die to a particular result, the attacker should physically turn the die face up to its new result to avoid accidentally converting the same die result to two different die results.

After using Command Cards, the attacker can further modify their dice results through the use of Spell Cards or Resource Cards that specify that they are activated during a battle "before determining your final totals."

Once the final **hit total** and **block total** have been determined, the attacker should pick up the two **red combat tokens** that are kept beside the game board and use them to mark the results on the Combat Table on the lower left part of the board.

For example, the attacker rolls 4 combat dice and achieves the following results:

The attacker then uses their Leader Command's special ability to re-roll the miss result, and achieves another arcane result.

The attacker then uses the Attack Command's special ability to convert each arcane result into two hit results.

Finally, the attacker places the 2 red combat tokens on the Combat Table to mark their final results: 7 hits and 1 block.

4. Defender Determines Combat Totals

Once the attacker's combat totals have been determined and recorded, the defender follows the same process. The defender records their final hit and block totals on the Combat Table using the **blue combat tokens**.

> **Note**: Although the defender can also use their Leader Command, Magic Command, Spell Cards, and Resource Cards to manipulate their die results, the defender ***cannot*** use the conversion ability listed on their Attack Command. **The bonus listed on the Attack Command can only be used during the battle in which the Attack Command is played.**

It is also important to note that, as per its text, the **Ore** Resource Card can only be used by the attacker, not the defender. The **Weaponry** Resource Card can, however, be used by both the attacker and the defender.

5. Defender Sustains Casualties

Once both the attacker's and defender's combat totals have been recorded on the Combat Table, the defender must assign damage to their own units equal to the number of hits inflicted by the attacker.

First, the defender reduces the number of attacker hits by the total number of defender blocks, and then removes the blue "block" combat token from the Combat Table. If the final amount of hits is reduced to 0 or fewer, then the defender sustains no damage during this combat; proceed to step 6.

If the defender receives at least 1 hit, then the defender must choose one of their units to sustain as much of the inflicted damage as possible. If the unit's Fortitude Value is **greater than** the total amount of damage, then the unit is simply wounded and flipped over to its wounded side. If the unit was already wounded, then it is instead defeated, although it still absorbs an amount of damage equal to its current Fortitude Value.

If the unit's Fortitude Value is **equal to** the total amount of damage, then the unit is defeated and removed from the board.

If the unit's Fortitude Value is **less than** the total amount of damage, then the unit is defeated and removed from the board, and the total damage is reduced by the defeated unit's Fortitude Value (regardless of whether the unit was healthy or wounded). The defender must then choose a new unit to absorb as much of the **remaining damage** as possible. This process continues until all of the damage has been assigned or all of the defender's units have been defeated and removed from the board. Remember that whenever the remaining amount of damage is less than the chosen unit's Fortitude Value, the unit is only wounded; in this case the unit is not defeated unless it was already wounded.

> **Note**: When you select one of your units as a casualty, it must absorb **as much of the damage as possible**. You cannot choose to "spread out" the damage among your units however you see fit.

Champions: Champion Figures can absorb damage less than their Fortitude Values without becoming wounded. If a Champion Figure's Fortitude Value is **greater than** the total amount of damage, then it shrugs off all of the damage with no problem. A Champion Figure whose Fortitude Value is equal to or less than the total amount of damage, however, is defeated and removed from the board as normal.

Champions always fight at the forefront of battle. Therefore, as per the text listed on the Champion Cards, a Champion must ***always*** be chosen as the first unit to be assigned damage during a battle.

> *For example, the fire giants have inflicted 7 damage against the defending hill giant army shown at the top of page 18. The hill giant player decides to assign damage to the first hill giant unit, whose Fortitude Value of 2 reduces the remaining amount of damage*

from 7 to 5. The second hill giant absorbs 3 more points of damage, reducing the remaining damage from 5 to 2. The third hill giant absorbs the remaining 2 points of damage (which is less than his Fortitude Value of 3), and so he is simply wounded.

The first two hill giants are defeated and removed from the board, and the third hill giant is flipped over to its wounded side. The fire giants receive 3 Ordning Points for defeating the first two hill giants, and nothing for wounding the third giant.

6. Attacker Sustains Casualties

After the defender has chosen their casualties, the attacker must do the same. The attacker follows the same procedure, reducing the defender's hit results by the attacker's block results, and then assigning damage to their units one at a time (starting with their Champion, if participating in the battle).

7. Attacker & Defender Receive Ordning Points

The attacker and defender each receive Ordning Points equal to the Ordning Values of all of the units that they have defeated. They do ***not*** receive Ordning Points for units that were simply flipped over from their healthy sides to their wounded sides.

> **Reminder:** A Champion Figure's Ordning Value is listed on its corresponding Champion Card.

8. Attacker Conquers Region

If the defender's units are all defeated and the attacker still has units remaining, then the attacker ***must*** conquer the region by moving in at least half of his surviving units (round up). Any units that the attacker excluded from the attack are not counted for these purposes. If the attacker conquers the region, the battle immediately ends.

9. End of Battle

If the defender still has units remaining and/or if the attacker's attacking units have all been defeated, then the battle ends. **There is only one round of battle.**

GIANTSLAYERS

When you play the Rest Command, you may perform one **Giantslayer Action** for each Command Card to the left of your Rest Command. The Giantslayer Figures begin the game off the game board, but they can enter the board and interact with the giants through the use of Giantslayer Actions.

All Giantslayer Actions that you take must be done in the following order: **1) Recruit; 2) Move; 3) Attack.** In other words, you cannot attack, then recruit, then move, then attack again, etc.

1. Recruit Giantslayers
(2 Giantslayer Actions per Giantslayer)

You may pay 2 Giantslayer Actions to recruit a giantslayer who has not entered the board yet, or who was removed from the board when defeated. You may recruit a giantslayer in any Small Folk Region (***not*** a race's Starting Region, even after the Final Ordning has begun). Giantslayers may even be recruited in Small Folk Regions that are occupied by giants.

You may recruit multiple giantslayers by paying 2 Giantslayer Actions for each one. Giantslayers may enter the board at the same region or at different regions. Giantslayers are always considered fully healed when reentering the game after being defeated.

2. Move Giantslayers
(1 Giantslayer Action per Region)

Once you are done recruiting giantslayers, then you may choose to move the giantslayers around the board. You may move a giantslayer to an adjacent region for 1 Giantslayer Action. You may move the same or multiple giantslayers as many times as you like, as long as you pay 1 Giantslayer Action each time that a giantslayer moves.

A giantslayer can freely enter spaces with enemy giants, as well as move through a giant race's Starting Region. However, a giantslayer cannot end its movement in a Starting Region until the Final Ordning has begun (see "Final Ordning" on page 20).

3. Attack with Giantslayers
(1 Giantslayer Action per Attacking Giantslayer)

Once you are done moving giantslayers, then you may choose to attack with the giantslayers. Unlike giants, giantslayers only attack giants **in their same region**. Giantslayers never attack giants in an adjacent region.

Important: The player controlling the giantslayers can *never* use them to attack their own giants!

Each giantslayer may make one (and only one) attack during a single Rest Command. If you choose to attack with more than 1 giantslayer who is in the same region, then those giantslayers combine their assault into a single attack. Giantslayers in different regions make separate attacks. You must, however, pay 1 Giantslayer Action for *each* attacking giantslayer, even if several giantslayers are launching an assault in the same region. If you cannot or do not wish to pay for all of the giantslayers in a given region to attack, then only the giantslayers you pay for will participate in the attack.

Giantslayers follow all the normal rules of battle, with modifications detailed below:

1) **Rolling Giantslayer Combat Dice:** Giantslayers only roll standard combat dice. The player controlling them never rolls their race's special combat die. The player controlling the giantslayers rolls a number of combat dice equal to the combined Strength Values of all giantslayers involved in the attack. The giantslayers' Strength Values are listed on their corresponding Giantslayer Cards.

2) **Giantslayer Abilities:** Each giantslayer possesses a unique power listed on its corresponding Giantslayer Card. If a giantslayer has been wounded, then its corresponding Giantslayer Card is flipped face down and its special power cannot be used, although it still retains its listed Strength and Fortitude Values.

   Sinker's ability allows the giantslayers to re-roll up to 2 of their combat dice. Line can convert up to 2 arcane results into 2 hit results each. Hook can force the defending giants to re-roll all of their dice, although Hook's ability must be used immediately after the giants have rolled their dice (before they have modified their dice with Command Cards, Spell Cards, or Resource Cards), or not at all.

3) **Receiving Casualties:** The player controlling the giantslayers must assign damage to them based on the defending giants' combat results. Any giantslayers who sustain damage equal to their Fortitude Values are defeated and removed from the board, although they can be recruited again on a future turn. Any giantslayers who sustain damage that is less than their Fortitude Values are wounded, and their corresponding Giantslayer Cards are flipped over to their wounded sides (unless they were already wounded, in which case they are defeated).

4) **Casting Spells:** Giantslayers cannot cast spells. Enemy giants can, however, cast spells against giantslayers as long as the spell does not specify that the target of the spell is a "Giant."

5) **Battle Rewards:** If the giantslayers succeed in defeating any giants, then each defeated giant confers **half of its Ordning Points** (round up) to the player who is controlling the giantslayers.

If the defending giants manage to defeat any of the attacking giantslayers, then the defeated giantslayers do not confer any Ordning Points. However, for each giantslayer that is defeated and removed from the board, the defending giant race **draws 1 Resource Card** from the top of the Resource Deck.

Giantslayers on the Board

Giant armies can freely enter spaces with giantslayers, but they cannot attack giantslayers during a normal turn.

Giantslayers only participate in battle when they assault giants during a player's Rest Command; giantslayers are excellent at hiding from giants while they are planning their next assault.

NPC GIANTS

When playing with fewer than 6 players, one or more giant races will be represented on the board by NPC (non-player character) giants (see "Set Up" on pages 9 - 10). NPC giants do not move or attack during the game, but they defend themselves (and are worth Ordning Points) when they are attacked.

Movement Through NPC Giants

Players can move their giants through regions occupied by NPC giants but must still pay 1 Resource Card or wound one of their moving giants as normal. Any Resource Cards paid to NPC Giants are discarded into the Resource Discard Pile; they are **not** given to any player.

Players can also move their giants through an NPC giant's Starting Region, but they cannot end their movement in an NPC giant's Starting Region until the Final Ordning has begun (see "Final Ordning" below).

Attacking NPC Giants

Players can command their giants to attack NPC giants located at adjacent Small Folk Regions as they would normal enemy giants. However, players cannot command their giants to attack an NPC giant's Starting Region until the Final Ordning has begun (see "Final Ordning" below).

The main difference in resolving battles against NPC giants is that the player sitting to the right of the current player takes control of the NPC giants during the combat and makes all decisions for them.

1) Rolling & Modifying Combat Dice: NPC giants roll combat dice like any other giants, and always include their special combat die as one of their combat dice. The player controlling the NPC Giants may modify the dice in two ways:

- **Re-roll up to 2 dice:** *The NPC giants may re-roll up to 2 of their combat dice.*

- **Convert up to 2 Arcane Results into Block Results:** *The NPC giants may convert up to 2 of their arcane results into 1 block result each.*

   The player controlling the NPC giants may use either or both of these methods to modify the NPC giants' combat dice.

2) Battle Rewards: Defeating an NPC giant confers Ordning Points equal to the full Ordning Value of the defeated NPC giant as normal. If an NPC Giant defeats any of the attacking giants, no one receives any Ordning Points for the defeated attackers (including the player controlling the NPC Giants).

If a player uses **giantslayers** to assault NPC giants, then any defeated NPC giants confer Ordning Points equal to half of their Ordning Value to the player controlling the giantslayers as normal. If an NPC giant defeats any of the attacking giantslayers, then no one receives any Resource Cards as a reward (including the player controlling the NPC giants).

THE FINAL ORDNING

When the first pool of Ordning Point Tokens has been depleted, the Final Ordning begins. From this point forward, all giants may attack their enemies' Starting Regions, as well as end their movements in their enemies' undefended Starting Regions.

If a particular race's Starting Region is currently occupied by an enemy army, then the homeless giants are now permitted to recruit units in any friendly region (i.e., a region containing one or more of their own units). If a race's Starting Region is occupied by enemies **and** they have no friendly regions remaining on the game board, then those giants cannot use the Recruit Command until their Starting Region is free once more. The giants may still participate, however, by playing the Plunder, Trade, and other Commands that do not require them to have a presence on the board.

Lyn Armaal: The cloud giants must usually recruit in the same location as Lyn Armaal, but if the Evermoors ever become occupied by enemy giants, the cloud giants are permitted to recruit giants in any friendly region.

The Endgame

When the second pool of Ordning Point Tokens has been depleted, the Endgame has begun. Players continue taking turns during the Endgame until the last player in the old ordning (the player whose Giant Race Token has the lowest number) has taken a turn. Afterwards, there is one **final round** where each player has one more turn, and then the game ends.

Even though both pools of Ordning Point Tokens have been depleted to signal the Endgame, players can continue to earn Ordning Points until the game fully ends. Award players with the remaining Ordning Point Tokens that were returned to the box. Use any form of substitutes if these tokens run out.

Once each player has performed their final turn, all players flip their collection of Ordning Point Tokens face up. The giant race that has achieved the most Ordning Points secures their place at the top of the new ordning and wins the game!

If there is a tie for the most Ordning Points, then the tied player who owns the most Resource Cards wins the game. If there is still a tie, then the tied player who occupies the most regions on the board wins the game. If there is still a tie, the tied players share the game's victory and stand together at the top of the new ordning.

A player may claim victory even if all of their forces on the board have been defeated. This signifies that the accomplishments of those defeated giants grant status to all giants of the same race forevermore. These fallen giants will always be remembered as legendary heroes in the eyes of their surviving brethren.

STRATEGY TIPS

What follows are general strategy tips for new players, followed by race-specific tips for each individual giant race.

1. *Venture forth into the world.*
Your Starting Region is safe from attacks at the start of the game, so feel free to abandon it for the first several turns, or at least until it looks like the Final Ordning is about to begin. At the very least, try to move your Champion Figure out of your Starting Region quickly so that you can recruit a new one. Remember that you can't have two of your Champions in the same region at the same time.

2. *Battle your enemies.*
The majority of the Ordning Points that you earn will come from participating in battles, whether as the attacker or as the defender. Be sure to send your forces out looking for enemies to crush or to at least provoke. If one of your large forces is attacked, consider that you will gain Ordning Points for each unit that you destroy in the battle, even if you lose all of your own units in the process.

3. *Lean on your champions.*
Champions are powerful because they provide you with the opportunity to engage in skirmishes without receiving any casualties. However, since you must choose your Champion as your first casualty during a battle, be prepared to occasionally mourn your Champion's death... and then go recruit a new one!

4. *Know when to spread out, and when to consolidate.*
There are times when spreading out throughout the world is important to secure strong Plunder bonuses and also to help complete key Event Cards. However, you need to have at least one solid army with several units in the same region to present a serious challenge to your enemies in battle.

5. *Rest at the right time.*
In some games, if you are trying to be very efficient and gain the most Command bonuses, you may only Rest once or twice during the entire game. However, there are times when you really need to repeat a Command that you've already played, and you should be willing to Rest early due to unforseen circumstances even if that was not part of your original plan.

6. *Careful giants win battles without luck.*
If you attack early in your Command cycle, you will be at the mercy of your dice and could face a major upset. But if you prepare for battles by playing your Leader Command early and your Attack Command later, you will be able to re-roll dice and convert arcane results to achieve impressive combat totals with some measure of reliability.

Hill Giants

1. *Prepare the feast.*
Feeding Chief Guh is important, so try to acquire as much food as you can and wait until you have enough Command Cards on the table to have a large feast for Guh with "Stuff Stuff." This will allow you to be very efficient and score many points all in one turn.

2. *Your giants are expendable.*
Hill Giants are cheap to recruit and easy to move around. Don't worry about sending them out to claim Events and do battle with their martial betters. Winning battles isn't necessary. Just score points and replenish all your dead giants quickly and efficiently. Use Chief Guh's special Leader ability to help your giants score extra hits and claim Ordning Points before they drop dead.

Stone Giants

1. *Spread out and ravage.*
Try to grab two or three regions as soon as you can and go for a big Ravage on turn 3 or 4. Stone giants are difficult to kill and worth very few Ordning Points, so other giants often ignore them during the early parts of the game. However, beware of getting in the way of more powerful giants. If they are forced to wipe you out to conquer a particular region, you will suffer early setbacks.

2. *Your giants are tough, and they need to take risks.*
Since your giants are hard to kill, don't be afraid to get into battles. You will often earn more Ordning Points than your opponent if you prepare carefully for a major offensive.

Frost Giants

1. *Raid early and often.*
If you are ever to have hope of finding the Ring of Winter, you need to conquer some early regions and then perform raids there. Accomplish your first special Event as soon as you can.

2. *Establish a strong army.*
Spreading out can be difficult for the frost giants, as they are not very defensive and are worth a decent number of points to their enemies. If you are to move forward and start freezing the world, you will need to build at least one big army with which to trudge around the game board. Be careful to get out of your corner of the board when you can, so that you do not find yourself penned in during the later turns of the game.

Fire Giants

1. *Build your titan.*
No giant race is as dependent on its Event Cards as the fire giants. Attempt to steal Maegera within the first 2 - 3 turns if possible, either by securing the correct rune or by rushing into Gauntlgrym as soon as you can.

2. *Attack with your titan.*
When Duke Zalto and the Vonindod lead an army across the map, both dragons and enemy giants fall quickly to their onslaught. Don't be afraid to use the massive Titan of Death once you've built it!

Cloud Giants

1. *Use Lyn Armaal.*
Lyn Armaal provides you with an extra source of movement and a way to recruit units remotely. Don't forget to use it to mobilize your forces early.

2. *Be ruthless.*
Use Countess Sansuri's ability to claim Artifacts when you can. Use the muscle of your powerful giants to attack the lesser races. Anyone who gets in your way deserves to be crushed!

Storm Giants

1. *Be intimidating.*
Get out into the world as soon as you can. Even though your units are worth many Ordning Points, your Champions are difficult to kill and will give others pause. Use this opportunity to make alliances early and free Hekaton as soon as possible.

2. *Put the other giants in their place.*
Your greatest weakness is your stacking limit of 3. Therefore, you need to strike where your enemies are most vulnerable. If you allow your enemies to carefully prepare an assault against you, they will find ways to tear you down. Don't let them get that far.

CREDITS

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DICE REFERENCE

Hit **Block** **Arcane** **Miss**

Standard Battle Die

Hill Giant Battle Die

Stone Giant Battle Die

Frost Giant Battle Die

Fire Giant Battle Die

Cloud Giant Battle Die

Storm Giant Battle Die

RULES REFERENCE

Player turn

During your turn, perform the following two steps in order:

1) Claim 1 Event Card *(optional)*: Claim 1 universal Event Card or 1 of your race's special Event Cards.

2) Play 1 Command Card *(mandatory)*: Play 1 Command Card from your hand and place it face up on the rightmost end of your row of Command Cards.

Giantslayer Actions

When you play the Rest Command, you receive a number of Giantslayer Actions equal to the number of Command Cards to the left of the Rest Command when it is played. You must perform the actions in the following order.

1) Recruit Giantslayers: Spend **2 Actions** to recruit 1 giantslayer who is off the board and place him or her in any Small Folk Region. You may perform this action multiple times.

2) Move Giantslayers: Spend **1 Action** to move 1 giantslayer to an adjacent region. You may perform this action multiple times.

3) Attack with Giantslayers: Spend **1 Action** to initiate an attack with a giantslayer. Each giantslayer can only attack once per turn. If two or more giantslayers initiate an attack in the same region, they combine their assault.

Battle Sequence

1) Declare Attack
- Attacker declares which region they are attacking.

2) Cast "Start of Battle" Spells
- Attacker and defender alternate casting spells that say "at the start of a battle."

3) Attacker Determines Combat Totals
- Attacker rolls combat dice and modifies totals with face up Command Cards, Spell Cards, and Resource Cards.

4) Defender Determines Combat Totals
- Defender rolls combat dice and modifies totals with face up Command Cards, Spell Cards, and Resource Cards.

5) Defender Sustains Casualties
- Defender assigns damage to their units one at a time.

6) Attacker Sustains Casualties
- Attacker assigns damage to their units one at a time.

7) Attacker & Defender Receive Ordning Points
- Attacker and defender receive Ordning Points equal to the Ordning Value of all enemy units that they have defeated.

8) Attacker Conquers Region
- If defender's units are eliminated and attacker has units remaining, attacker must conquer region by moving in at least half of his or her surviving units (round up).

9) End of Battle
- If defender has units remaining and/or if all attacker's units are defeated, the battle ends. **There is only one round of battle.**