

DISFIDA

KNIGHTS DUELS FROM BARLETTA TO GUINES

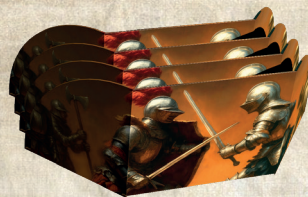
RULEBOOK



CONTENTS



8 MINIATURES (4 Italian, 4 French)



4 SCREENS



32 METAL COINS (8 gold, 9 silver, 15 bronze)



50 TOKENS

2, 4, 22 wounds (5, 3, 1 value); 10 Armor; 6 Block; 6 Action



4 PLAYER BOARDS



1 MAIN BOARD



6 Knight cards

6 Armor cards

6 Initiative cards

6 Damage cards

36 Style cards

46 Tactic cards

10 Player Aids

116 GAME CARDS



52 GAME CUBES (17 white, 13 yellow, 8 orange, 4 black, 4 blue, 4 red, 2 green)



18 STYLE MARKERS
6 Intent, 6+6 Resolution markers

SETUP

I. Choose your Scenario

We suggest playing Disfida with 4 Knights. Typical starting Scenarios are:

# players	scenario	description
2	1 vs 1 (2 knights)	1 player vs. 1 player
2	2 vs 2 (4 knights)	each player with 2 Knights (see <i>Variants</i> , p. 13)
3	2 vs 1 (4 knights)	2 players vs. 1 player with 2 Knights
4	2 vs 2 (4 knights)	2 players vs. 2 players

The options to use Knight Bots or to play with 2 Knights per player offer a wide range of additional combinations and a dedicated Solo mode (see the *Variants* section at the end of the Rulebook).

II. Assign Knights

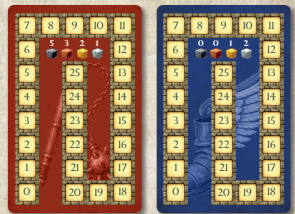
Players sit in alternating faction order. Assign one **Knight card** to each player (either randomly or by choice), and two **Aid cards** (one blue and one red). Each Knight card shows the Knight name, Hit Points (HP), special ability, and the miniature image and color (beige for Italians, sky blue for French). Each player places these cards face up in front of them and takes the corresponding **Knight Miniature** and a **Player Board**.

Player Aid cards assist players in calculating scores during combat. Players move the Aid cube (same color as the card) between the scoring spaces to reach the final score.

Then, shuffle and prepare the three **Stat decks** (Damage, Armor, and Initiative) and place them on the table. Starting with the youngest player and proceeding clockwise, each player draws 1 card from any of the three decks and places it either under their Knight (for an Armor card), under the blue Aid card (for an Initiative card), or under the red card (for a Damage card). Make sure the colored bar is visible. Repeat this process until each player has drawn 2 cards. The Stat cards grant a permanent bonus to your Knight (Damage, Initiative, or Armor).



Back Knight card



Back Blue Aid card



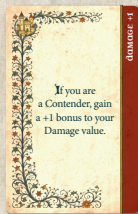
Back



Armor stat card



Back



Damage stat card



Back



Initiative stat card

III. Cubes & Ransom Stake

Each player takes a Screen and the following **cubes**: 1 black, 2 orange, 3 yellow, and 4 white. Place cubes and the Player Board behind the **Screen**. Cubes are used during the Fight phase (see p.8) to determine your combat values.

Create the Challenge Ransom Stake for each faction and place it near the board edge of the French and Italian sides. Each faction's starting Ransom Stake must be **13 Ducati with 1 Knight, 24 with 2 Knights, 33 with 3 Knights**. Coin value: gold 5 Ducati, silver 3 Ducati, bronze 1 Ducati.

IV. Main Board & Flag miniatures

Place the **Main Board** in the center of the table. Place one green cube as an **Initiative Marker** on the ⚡ space of the Initiative track, and the other as a **Round marker** on space 1 of the Round track.

Each faction receives **1 Flag**. Place it on any hex within your faction's Flag zone (see image below).

Refer to the Shield symbols at the bottom of the board to identify the French 🛡️ and Italian 🛡️ sides.

V. Tactic Cards

Players may play Tactic cards at any moment to produce an instant effect that alters combat results or game play, unless specified otherwise. By default, the effect applies to your Knight.

Shuffle the **Tactic deck** and place it near the main board. Give **1 Tactic card** to each player.



Back

Tactic card

VI. Style Cards

Style cards allow Knights to move. They feature 1-3 movement patterns, a bonus, and a colored bar. The Base card provides the base movements, cannot be discarded, and remains in the player's possession throughout the game. Shuffle the **Style deck** and place it near the board.

Give **1 Base Style card** and **1 Style card** to each player.



Back

Base Style card

Style card

VII. Knight Deployment

Starting with the youngest player and proceeding clockwise, players place their miniatures within the designated Knight zone for their faction.

The game is now ready to begin with the first round. During the game, **discussing** tactics or giving suggestions is **not permitted**.



GAME ROUND

I. Draw cards

Each player draws 2 cards of their choice (Style or Tactic). The maximum hand size is 8 cards; if you have more, you must discard the excess after drawing.

II. The Herald

At the beginning of each Round, determine which faction has the Initiative and appoint the **Herald**.

2.1 DETERMINE WHICH FACTION HAS INITIATIVE

In the first Round, assign Initiative to the faction with the youngest player.

In subsequent Rounds, check the position of the Initiative marker (the green cube) on the track: if the marker lies on one faction's side, that faction has the Initiative. If the marker is on the starting symbol, the Initiative passes to the opposite faction from the previous Round.

2.2 APPOINT THE HERALD

The faction with the Initiative chooses one of its players as the **Herald** for the Round. Players within a faction must alternate this role over the course of the game.

2.3 RANSOM PAYMENT

The faction without the Initiative may have to pay a ransom penalty. Count the number of **coin symbols** from the starting space ⚡ to the current position of the Initiative marker (including its current space).

Multiply that number by the number of active Knights in the losing faction to determine the total penalty. **Remove that many Ducati from that faction's Ransom Stake** and return them to the game box.

2.4 RESET THE INITIATIVE

Move the Initiative marker back to the starting symbol ⚡. The Round then continues with the Movement phase.

ROUND STRUCTURE

1. Draw cards
2. The Herald
3. Movement
 - place tokens
 - move Knights
4. Fight
5. End of the round



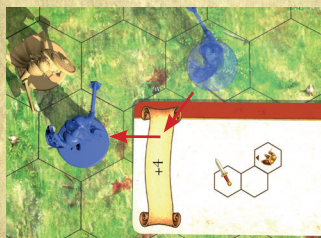
At the beginning of the round, the Initiative marker is on space 4 of the French side. The French win the initiative and choose Luigi as the Herald. Since the marker has reached the 1-coin value, Luigi takes 1 Ducat from the Italian Ransom Stake for each Knight and returns them to the game box.



At the start of the Round, both players place their Intent tokens.



Called by the Herald, the Italian Knight reveals a Resolution token: he remains in his hex and performs a 1-step Rotation.



Instead, the French Knight, when called by the Herald, reveals a Resolution token (Movement). He plays a Style card and resolves the corresponding movement until he is adjacent to the opponent.

III. Movement Phase

Starting with the player to the Herald's left and proceeding clockwise (so the Herald goes last), each player places their **Intent token** (for example, the token for the Italian Knight Ettore) in a hex adjacent to their miniature and, secretly, chooses one of the **Resolution tokens** (or) and places it face-down on their Knight card.

Then the Herald calls each player, **one by one and in any order the Herald chooses, to reveal their Resolution token.**

STYLE RESOLUTION TOKEN

If the Resolution token shows the Movement symbol , the player must play a **Style card** and apply its movement pattern.

If the Resolution token shows a Feint symbol , no Style card is played and the Knight **remains in his hex**, a 1-step Rotation is still allowed. Place the token on the blue Aid card to serve as a reminder of the +1 bonus gained to Initiative.

STYLE CARD MOVEMENT

The Style card pattern must be compatible with your Intent token's position: the first movement step **must enter the hex containing the Intent token**. If there are 2 or more patterns on the card, you must choose a valid one. The sword icon on the final hex indicates the Knight's final orientation.

You may pass through empty hexes or hexes occupied by allied Knights, but **you cannot pass through hexes occupied by opponents**. The destination hex must be empty, and all movement must remain within the boundaries of the board. You cannot occupy the hex containing your Flag.

If you are able to complete the pattern movement, your Style card is **activated** and you may at the movement end perform a 1-step Rotation for free; **the card bonus will be applied to your Damage or Initiative score**, as indicated by the colored bar on the card (red for Damage, blue for Initiative). Place the activated Style card on your red or blue Aid card to serve as a reminder of the bonus gained.

If your movement is blocked for any reason, you must perform as much of the movement as possible while maintaining your original facing. **You lose any Style card bonuses** and must immediately discard the card (if it is a Base Style card, return it to your hand).

If you make an error and do not have a Style card capable of reaching the Intent token, your miniature remains in its original hex. Note that you are strictly forbidden from making this error

intentionally; other players may verify your hand to ensure it was unavoidable.

EXTRA MOVEMENT/ROTATION

Immediately after a Feint or a movement (including any Rotations), whether completed or partial, you may discard any card from your hand (Style or Tactic cards, excluding your Base Style cards) to perform **1 extra 1-step Rotation**, and/or discard 2 cards to perform **1 extra movement plus a 1-step Rotation**. This extra movement must follow one of the patterns on your Base Style card. You can perform a maximum of 1 extra Rotation and 1 extra movement plus a 1-step Rotation per round.

FLAG

If you enter the hex containing the opponent's Flag, you immediately capture it: place an Action Done token  near your miniature and remove both Flags (Italian and French) from the board. Then take **3 Ducati** for each opponent's Knight in play **from the opposing faction's Ransom Stake** and place them in the game box. At the end of the round, Flags will be relocated according to the Flag Relocation rules (see *End of Round* section).

FRONT, FLANK AND REAR

Each miniature has an arrow on its base to indicate its facing. The three hexes to its front constitute the "Front" arc, the two hexes to its sides are the "Flank" hexes, and the single hex behind is the "Rear" hex. When defending from a Flank or Rear, **you lose any Style card bonus**; furthermore, your opponent receives a bonus to damage of +3 for a Flank attack or +6 for a Rear attack.

CLEANUP

Once all movements are completed, players take back their Intent and Resolution tokens. Feint tokens remain on the blue Aid cards.



The Blue Knight plays the Style card shown in the image and performs his movement. He then discards two cards to perform an extra movement and a 1-step Rotation.



The Italian Knight uses the Style card shown in the image to reach and capture the French Flag.



Knight Facing and Hex Arcs.



The Herald must choose which Knight will start the combat: Knights A and C are not eligible (A has no opponent in their Front Arc; C has an Action Done token). The Herald chooses Knight B, who can attack either C or D.



Knights A and B are the Contenders. C cannot support A, as B is not within C's Front Arc; meanwhile, D can support A and grants a +6 Support bonus.



The Player Aid Cards help players track Damage (red card) and Initiative points (blue card). A blue Player Aid Card is shown above. Move the cube along the track as each value contributing to the Initiative Value is calculated.

IV. Fight Phase

A Knight is eligible to fight if:

- They do NOT have an Action Done token
- They have at least one opponent in their Front arc

4.1 DETERMINE THE CONTENDERS

The **Herald chooses one eligible Knight**. If there are no eligible Knights remaining, the Round ends. The selected Knight must choose one opponent within their Front Arc as the target. These two Knights become the **Contenders** in the fight.

4.2 ASSIGN SUPPORTERS

Any other Knight who:

- Has the opposing Contender in their Front arc
- Does NOT have an Action Done token

becomes a Supporter. A Knight eligible to Support cannot refuse this role. **Each Supporter grants a +6 bonus** to their ally's Damage Value.

4.3 SECRET BID

Both Contenders secretly select and **place up to 4 cubes** behind their Screens on their board, then reveal them simultaneously. Cubes are used to determine two values: Damage and Initiative.

4.4 CALCULATE THE DAMAGE AND INITIATIVE VALUES

INITIATIVE. Use the blue Player Aid card to track the calculation by moving the blue cube along the track.

Initiative Value =

Cube Bid Value (Black 0, Orange 0, Yellow 1, and White 2)
 + Style bonus with Blue bar (if activated)
 + Stat bonuses from blue-bar Stat cards
 + Tactic/Other bonuses

Values cannot exceed the maximum spaces on the track. The difference between the two final values moves the Initiative marker on the board's Initiative track toward the winner's side accordingly.

DAMAGE. Use the red Player Aid card to track the calculation by moving the red cube along the track.

Damage Value =

Cube Bid Value (Black 5, Orange 3, Yellow 2, and White 1)
 + Style bonus with red bar (if activated)
 + Stat bonuses from red-bar Stat cards
 + Support bonuses

- + Position bonus (+3 from a Flank, +6 from the Rear)
- + Tactic/Other bonuses

Values cannot exceed the maximum spaces on the track. The Contender with the higher Damage Value wins the combat and deals **damage** (see *Effects*, below).

4.5 EFFECTS

INITIATIVE POINTS. Move the Initiative marker along the track by the number of Initiative points gained by the winning side. Note: the marker cannot exceed the maximum score on the track.

DAMAGE. Damage equals the difference between the Damage Values of the two Contenders.

Before assigning damage, if the target won the Initiative, they **dodge**: halve the damage (rounded up). Then, apply any **Armor** reduction as described on the target's Armor Stat card, if any.

The winner then distributes the final damage as they prefer between:

A. Physical Damage. Place 1 Wound token on the losing Knight for each point of Physical Damage assigned. If Wound tokens $\geq$ HP $\rightarrow$ the Knight is **defeated**.

DEFEATED KNIGHT

A defeated Knight is removed from the game: Remove the miniature from the board, discard all its cards and cubes, and **remove 7 Ducati from its faction's Ransom Stake**. If a faction has no Knights remaining, the game ends immediately.

B. Morale Damage. Remove from the losing faction's Ransom Stake a number of Ducati equal to the Morale Damage dealt.

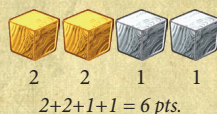
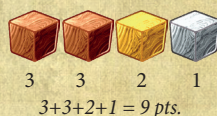
4.6 CUBE DISCARDING

Each Contender must publicly discard 1 bid cube of their choice if they used 3 cubes, or 2 bid cubes of their choice if they used 4 or more. These cubes can be chosen from any of those used for the bid. Place them in the game reserve.

4.7 PLACE ACTION DONE TOKENS

All Knights involved in the fight (Contenders and Supporters) receive an Action done token .

Arnaldo and Emma are the Contenders in a Fight. Their Fight scores are as follows:



	Arnaldo	Emma
Bids	9	6
Style card	+4	+3
Stat cards	+2	+1
Final	15	10

Their Initiative scores are as follows:



Emma wins the Initiative by 3 points (6 - 3 = 3), moving the cube 3 spaces on the Initiative track toward her side.

Arnaldo wins the combat by 5 Damage points (15 - 10) and can assign 5 damage. As Emma won the Initiative, Dodge reduces the damage to 3 (5 / 2, rounded up = 3). Arnaldo assigns 3 Physical Damage. Emma adds 3 Wound tokens to her Knight.

Both players must discard 2 cubes: Arnaldo discards the Yellow and White cubes, while Emma discards two Yellow cubes.

An Italian Knight captures the French Flag on the North edge; the Italian player first places their Flag on an available border hex on a different side (West or East) and chooses the East side. Then, the French player must place their Flag on an empty border hex on the opposite side (West edge).

If the game ends with coins remaining in both Ransom Stacks and both factions have the same number of surviving Knights, the Initiative track is checked to break the tie. If the Initiative marker is on the Italian faction's side, they win the game!

Place the two Player Aid Cards to the right of the Knight card, with the corresponding Stat cards below them. They remain visible to the other players. Place activated Style cards on your Knight card. This way, all the basic elements are in plain sight, and you only need to remember the Support and Position bonuses.

To help with the math, move the cube along the track for each modifier to calculate the final score.

V. End of the Round

A new round begins unless one of the following conditions is met, in which case the game ends:

- the sixth Round has ended,
- all miniatures of one faction have been removed, or
- a faction's Ransom Stake is empty.

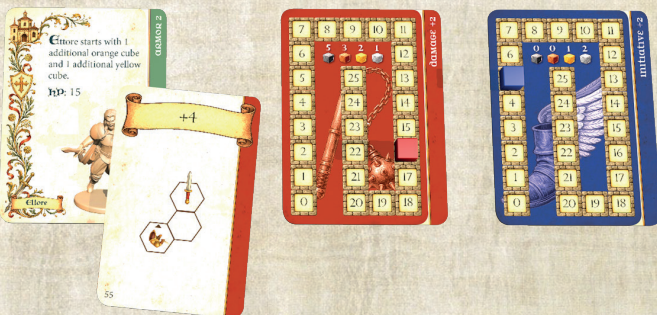
Advance the Round marker by one space. **Return all Action Done tokens** to the game reserve and return the Feint markers to their respective players. **Discard all activated Style cards** into the discard pile; however, if they are Base Style cards, return them to the hands of their respective players.

Flag Relocation. If a Flag has been captured, each faction must relocate its Flag along a side of the board different from the one just used. The player who captured the opponent's Flag relocates their own Flag first. Then, the opposing faction must place its Flag on a border hex on the opposite side. All Flags must always be placed on an empty border hex.

END OF THE GAME

If a faction's **Ransom Stake is reduced to zero**, the game ends immediately and the opposing faction wins. Otherwise, if neither faction has lost all its Ducati, the faction with the **most surviving Knights wins**. If the number of surviving Knights is tied, the faction leading on the Initiative track in the last Round wins. If the Initiative marker is on the ⚡ space, the game ends in a tie.

HOW TO PLACE AID CARDS



FIGHT EXAMPLE

Players place their Intent tokens **Cb** **Cl** **Lu** in a hex adjacent to their miniatures to indicate the first hex of their movement or a Feint.

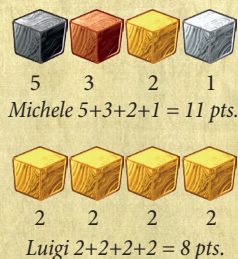
The Herald calls Luigi to declare his move. Luigi flips his Style token to reveal a Movement symbol  and plays a Style card. He then moves his miniature accordingly (following, in this example, the path indicated by the blue arrows).

Michele is called next and also reveals a Movement symbol . He plays a Style card and resolves its movement.

Arnaldo is the last to act, revealing a Movement symbol  and moving his miniature with a Style card. He then discards two cards from his hand to perform an additional one-hex movement.

Michele and Arnaldo are both Knights eligible to fight. The Herald chooses Michele, who attacks Luigi; Arnaldo becomes a Supporter and grants Michele a +6 Support bonus.

The two Contenders secretly prepare their bids and reveal them simultaneously:

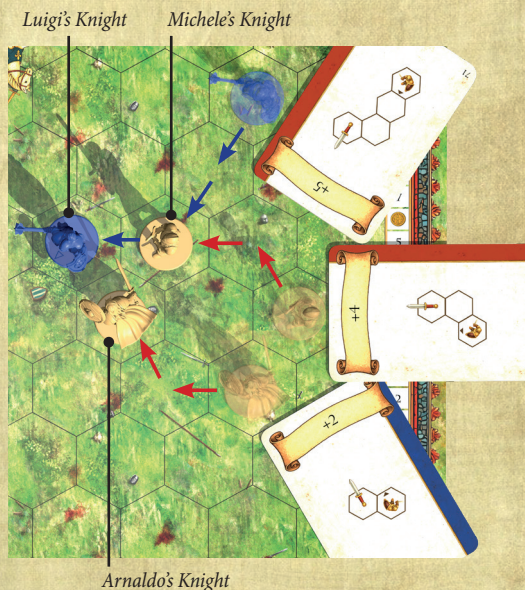
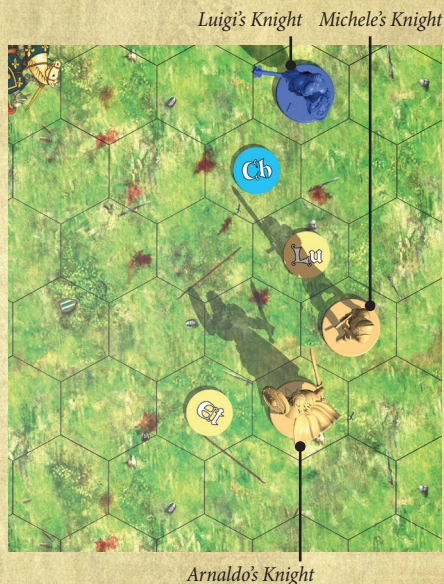


Michele's Initiative Value is 3, while Luigi's Initiative Value is 4. Luigi gains 1 Initiative Point.

Michele's Damage Value is 24 (11 from bid cubes + 4 Style bonus + 6 Support bonus + 3 Flank bonus), while Luigi's Damage Value is 8 (8 from bid cubes; the +5 Style bonus does not apply because the attack comes from the Flank).

Michele wins the combat and can inflict 16 damage (24 - 8 = 16). As Luigi won the Initiative, he applies Dodge. The total damage is therefore halved: 16 damage becomes 8.

Luigi's Knight has an Armor Stat card with a value of 3, which absorbs 3 damage. The remaining damage is



therefore reduced to 5.

Michele assigns it as follows: 1 Physical Damage (placing 1 Wound token on Luigi's Knight card) and 4 Morale Damage (removing 4 Ducats from faction's Ransom Stake).

HISTORICAL BACKGROUND

Knightly Duels from Barletta to Guînes

The 16th century was an age of rivalry, ambition, and war. Across Europe, conflicts between nations were sometimes distilled into a single, symbolic confrontation: a challenge between champions chosen from the finest warriors of their side. These encounters transformed warfare into ritualized combat, governed by rules, witnessed by nobles, and bound by shared codes of honor.

The most famous of these challenges took place in **Barletta** in 1503. Born from an insult to Italian honor, it saw thirteen Italian knights led by Ettore Fieramosca face thirteen French challengers in a mounted and hand-to-hand contest. In victory, the Italians achieved more than military success: they restored their reputation and demonstrated that courage and skill could prevail even in an age dominated by foreign powers.

Yet the Challenge of Barletta was not an isolated event. It followed an earlier clash at **Trani**, where eleven Spanish and eleven French champions fought a brutal contest on foot that lasted for hours and ended without a clear victor, deepening the rivalry between the two sides.

As the decades passed, the tradition of formal challenges crossed the Alps and reached the English-held Pale of Calais. Between 1520 and 1540, around the fortresses of **Guînes** and **Balinghem**, the rivalry between the forces of Henry VIII and Francis I found expression in spectacular feats of arms. Knights and men-at-arms met in contests fought between the muddy frontier lands and the splendor of royal encampments.

This game allows you to relive these legendary encounters—and create new ones of your own. The core game includes the Italian and French factions. With the expansions, you can add the Spanish and English factions to the battlefield. Each faction features exclusive miniatures and Knight cards, each with unique abilities and characteristics.

Expansions and additional content are available at leading board game retailers or online at www.giochistarter.it.

Now it is your turn. From the plains of Apulia to the misty frontiers of northern France, lead your champions, defend your banner, and write your own chapter of history.



VARIANTS

Block Token

These tokens add an additional strategic element to the play. During your Movement Phase, you can choose to forego 1 Rotation (normal or extra) to place a Block token  in one of your Front hexes. You can perform this action a maximum of once per round. If a Knight (opponent or ally) enters this hex during their movement, they must immediately **stop in that hex** while maintaining their original facing; no extra Rotations or movements are allowed, and their Style card is not activated. This rule applies even if the Block hex is the final destination of the movement pattern.

A Player Controlling Two Knights

You may play with 2 Knights using the standard rules. In addition to the components for a single Knight, take the second Knight's miniature and Knight card, 1 additional Base Style card (for a total of 2), 1 additional Intent token, and 2 additional Resolution tokens (for a total of 2 Intent tokens and 4 Resolution tokens). **All resources are shared between both Knights.**

A player controlling 2 Knights **draws 3 cards** at the beginning of each Round instead of 2 and **discards 1 fewer bid cube** after a Fight (therefore, no cubes when bidding 1, 2, or 3 cubes, and only 1 cube when bidding 4 or more). A highly experienced player may forgo the second advantage (discarding 1 fewer cube) to better balance the game.

Alternative Game Modes

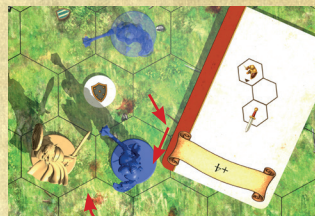
Whenever you remove Ducati from an opponent's Ransom Stake because of Damage you inflicted or because you captured their Flag, instead of returning them to the game box, place them behind your Screen.

Semi-Cooperative Mode

At the end of the game, the player within the winning faction with the most Ducati behind their Screen is the overall winner. In the event of a tie, the tied player who has the highest remaining HP wins. If the tie persists, the game ends in a draw.

Individual Mode

The last surviving player wins. If multiple Knights remain at the end of the game, the player with the most Ducati behind their Screen wins. If tied, the player with the highest remaining HP wins. If the tie still persists, the game ends in a draw.



The French Knight uses the Style card shown in the image, completes his movement, and performs a 1-step Rotation. He then discards 1 card from his hand to gain 1 extra Rotation, choosing to forgo it and place a Block token in a hex within his Front Arc instead.

Michele controls 2 Knights. During setup, he takes 1 additional Knight miniature, 1 additional Knight card, 1 additional Base Style card, and 3 additional tokens. At the beginning of each Round, he draws 3 cards, freely choosing between Tactic and Style cards, and takes one turn with each Knight. Note: For simplicity, Michele uses only 1 set of Player Aid Cards. Each Knight's 2 Stat cards are placed on the corresponding Knight card.

The Italian Faction wins the game, so Arnaldo and Emma compare the Ducati behind their Screens to determine the overall winner. Arnaldo has 12 Ducati and 5 remaining HP, while Emma also has 12 Ducati but 8 remaining HP. Since they are tied in Ducati, Emma wins thanks to her higher HP.

The game reaches its conclusion with three Knights still on the battlefield: Michele, Arnaldo, and Emma. Michele has 20 Ducati behind his Screen, Arnaldo has 15, and Emma has 20. Because Michele and Emma are tied for the most Ducati, the tie-breaker is their remaining HP; Michele has 4 HP while Emma has 6 HP, making Emma the sole winner of the match.

Bot Knight

The following rules apply when one or more Knights are controlled by the Bot. The Bot does not use cubes, Style, Intent, or Resolution tokens, nor does it use Knight abilities.

DIFFICULTY LEVELS

Easy. During a Fight, draw 1 card only. The Bot gains +2 to damage and +1 to initiative.

Medium. During a Fight, draw 2 cards. The Bot gains +4 to damage and +2 to initiative.

Hard. During a Fight, draw 3 cards. The Bot gains +6 to damage and +3 to initiative.



The Bot's Flag is placed on the far-right edge of the board.

FACTION CONTROLLED ONLY BY BOTS

SETUP

Each Bot randomly draws two different **Stat cards**.

Place **miniatures** in the row nearest to the opponent, side by side, in random order.

Place the **Flag** on the rightmost border hex.

HERALD

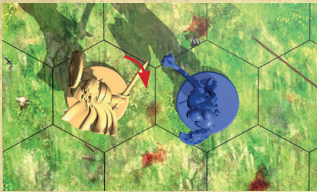
When the Herald is in the Bot faction, choose the acting Bot as follows:

1. The Bot closest to an opponent or a Flag. Prioritize the Flag.
2. The Bot with the most HP.
3. A random Bot

BOT STYLE CARD

The acting Bot:

1. If the Bot is adjacent to the opponent's **Flag**, capture it if it is within its Front Arc, then perform 1-step Rotation to face the open battlefield. If the Flag is not within its Front Arc, do not move; instead, rotate until the Flag is within its Front Arc.
2. If step 1 does not apply and the Bot is adjacent to an **opponent**, perform 1 Rotation step to bring that opponent into its Front Arc (placing them in the central Front hex if possible). If multiple opponents are available, choose the one with the lowest HP, then the lowest Armor, then choose one at random.
3. If steps 1 and 2 do not apply, and the Bot is 1 hex away from an opponent or a Flag, use a **Base Style card** movement and 1 Rotation step to bring the target into its Front Arc (preferably into the central Front hex). Prioritize the Flag, then the opponent with the lowest HP, then the lowest Armor, then



The Bot (beige) is adjacent to an opponent. It performs a Rotation to bring that opponent into its Front Arc.



The Bot (beige) is 1 hex away from two opponents. Since the opponent on the left has fewer HP, the Bot moves toward that Knight. It chooses the left hex to avoid granting a Support bonus to the enemy.

choose one at random. Resolve the movement to achieve the most advantageous position, taking Support and Position bonuses into account.

4. If none of the above applies, draw a **Style card at random** and resolve its movement. If the movement is blocked by opponents or by the edge of the board, resolve as much of the movement as possible, but treat the Style card as **activated**. Then perform 1 Rotation step to bring as many opponents as possible into the Front Arc or, if this is not possible, to face the nearest opponent.

If the Style card offers 2 movement options, choose:

- The option that ends in the Flag hex or 1 hex away from the Flag.
- Otherwise, the option that ends with an opponent in the Front Arc or 1 hex away from a facing opponent. If multiple opponents qualify, choose the one with the lowest HP, then the lowest Armor, then choose one at random.

Once movement is complete, if an opponent is adjacent or 1 hex away, place 1 **Block token** in a hex within the Bot's Front Arc. Place it in the hex containing the opponent's Intent token or, if this is not possible, in a random hex within the Bot's Front Arc that is also within the opponent's Front Arc.

FLAG PLACEMENT

When a Bot must place a Flag, it always chooses the hex farthest from all opponents.

BOT AND HUMAN IN THE SAME FACTION

If one or more Bots are in a faction with a human player, the human player acts as the Herald whenever required and makes all tactical decisions for the Bots.

SETUP

The human player decides how to draw the Bot's **Stat cards** and chooses the starting placement for both the Bot **miniatures** and the Faction **Flag**.

HERALD

The human player always acts as the Herald for their faction, managing all related responsibilities.

BOT MOVEMENT

The human player resolves any tie between two or more objec-



The Bot (beige) moves adjacent to an opponent. It performs a Rotation to bring that opponent into the central hex of its Front Arc and places a Block token in the hex containing the opponent's Intent token.

The Bot is set to Medium difficulty. Its Stat bonuses are +1 Damage and +2 Initiative. During Fight Resolution, it draws 2 cards from the Tactic deck: an 8 and a 22.

Since 22 is a double number, it draws 1 additional card from the Style deck and obtains a 64.

The Damage scores are 8 (8), 4 (2 + 2), and 10 (6 + 4). The Initiative scores are 8, 2, and 6. The Bot selects the best results: in this case, 10 for Damage and 8 for Initiative.

Since the Bot drew a Style card, its Medium difficulty bonus (+4 Damage and +2 Initiative) is not applied. The Style card provides a +5 Damage bonus.

Final values: Damage 16 (10 + 5 Style bonus + 1 Stat bonus) and Initiative 10 (8 + 2 Stat bonus).



tives and chooses how to place the Bot's Block tokens.

FLAG PLACEMENT

The human player chooses the placement of the Faction Flag.

FIGHT RESOLUTION

Draw 1, 2, or 3 cards from the Tactic deck, depending on the Bot's difficulty (Easy, Medium, or Hard). Compare the cards to determine the best results as follows:

- **Damage Score:** Treat the tens and units digits of the card number as separate values and sum them. If the number is lower than 10, use it as the Damage score directly. E.g., a card numbered 34 has a Damage score of $3 + 4 = 7$; a card number of 7 has a Damage score of 7.
- **Initiative Score:** Use the highest single digit from the card number. If the number is lower than 10, use it as the Initiative score directly. E.g., a card numbered 34 has an Initiative score of 4; a card numbered 9 has an Initiative score of 9.
- **Double Numbers:** If you draw a double number (e.g., 33, 44), draw one additional card from the Style deck. This additional card is added to your options alongside the ones already drawn.

If the Bot has not drawn a Style card, apply its difficulty-based **Special Bot Bonus** (+2, +4, or +6) to its Damage and (+1, +2, or +3) to Initiative values instead. Apply **Support** and **Position** bonuses to the Damage value as usual.

Special Terrains

This mini-expansion includes Special Terrain tiles, which modify specific hexes on the board with significant tactical effects. These tiles are included in the game expansion, sold separately.

Setup. Shuffle the Terrain tiles and place them face down. The factions then take turns drawing 1 tile and placing it on any hex of their choice, repeating the process until all 4 tiles have been placed.

Terrain Effects

High Ground: While in this hex, gain +4 to your Damage and Initiative values.

Unstable Terrain: If you are in this hex, take a -4 penalty to your Damage and Initiative values.

Difficult Terrain: Entering and/or exiting this hex requires you to discard 1 card from your hand.

Obstacle: Impassable. You cannot enter this hex.