



**BONES &
BANNERS**

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Introduction

Ready yourself and a friend for a battle between two rival villages. Each player leads a small army, striking at their rival's village while reinforcing and protecting their own. Buy army units, construct buildings, and seek guidance from advisors to secure your victory.

Victory Condition

The first player to defeat their rival five times at their rival's home village is declared the winner.

In the event of a tie, the game continues until one player has won one battle more than the other at either of the two villages.

Components



10 Action dice



10 Score cubes



44 Unit cards

20 of which are labeled at the bottom as Loyalists.

LOYALIST



9 Advisor cards



9 Building cards



2 Torch cards



Initiative token



2 multi-colored Village cards

Setting Up a Game

1. Each player takes one copy of each of the **ten Loyalist Unit** cards and shuffles them to form their own face-down **Army Deck**.



Look for the Loyalist tag at the bottom of the Loyalist cards to distinguish them from the other unit cards!

2. Each player places a **Torch Card** at the bottom of their Army Deck.
3. Shuffle all remaining **Unit**, **Advisor** and **Building** cards separately into three individual piles.
4. Draw three cards from the **Unit Pile**, two from the **Building Pile** and one from the **Advisor Pile** to create a face-up **Reserve Tableau**.
5. Place the two village cards between the two players, ensuring that each player has a card labeled **Your Village** facing them.
6. Place all the Action Dice in the middle of the table as a **Dice Pool**.
7. Place all the score cubes in the game box as a **Cube Stash**.
8. Use the game box lid as a **Lost Pile** for cards that leave the game.
9. Randomly hand out the **Initiative Token** to one player.

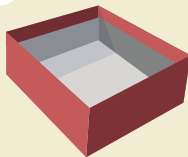
1.

**Opponents
Army Deck**



8.

Lost Pile



5.

**Rival
Village**



**Your
Village**

6.



Dice Pool

3.

**Unit
Pile**

**Building
Pile**

**Advisor
Pile**

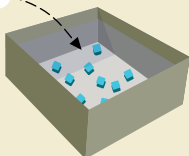


Reserve Tableau

4.

7.

Cube Stash



1.

**Your
Army Deck**

9.

**Initiative
Token**



2.

Army Units

Your army deck is made up of unit cards that can target villages and/or other unit cards in play. To put a unit card into play from your hand you need to match it with a die.

Activation Symbols

Each unit card has one or more symbols that indicate which dice you can choose from when you want to put that card into play.

Note that you only need a single die as long as it matches at least one of die symbols on the card.

▲ Bluffing

You can also play a unit with a die that does not match or have it target the wrong type of card, but doing so counts as a **Bluff**, which results in the unit being Lost to the Lost Pile if it gets revealed. (p.8-9)

Unit Actions

All units can perform one or more actions targeting either other units or one of the villages.

Conditional Effects

In addition, some unit cards have conditional effects that will only trigger when something specific happens. One such condition is called **Bolstered** which triggers when you play a card with an extra die. (p.7)

Banners

Some units have red banners at the top that show how strong the unit is in battle/duels in comparison to other units.



Loyalist Tag

Units that start in your Army Deck at the beginning of the game are marked with the **Loyalist** tag.

There are also other tags like **Beast**, **Undead** and **Colossal** that group cards of similar type together.

Buildings

Buildings are cards that give you long-term benefits. They need to be built, and defended, before they can be used. Once built, they stay in play.



Building Buildings

Buildings are played from your hand face down during the build phase.

You may only build one building at a time.

Building Actions & Effects

Some buildings have actions that you are free to perform multiple times at your own discretion.

Buildings can also have permanent effects that are always active while other ones have conditional effects that only trigger under specific circumstances.



Advisors

Advisors are one-time-use cards that can be played directly from your hand to swing the game in your favour.



Advisor Action

Each advisor has their own situational one-time ability that can be played at any time.

The effects of an advisor are instantly resolved but not before any effect currently in progress have been resolved.

This means that a player can not play an advisor until the effect of any previously played advisor has been resolved.

Advisors are thrown in the Lost Pile after they have resolved.

Gameplay

Games are played in rounds divided into a series of quick phases.

I. Rally Phase

Both players draw three cards, one card at a time, from their Army Deck to their hand. If you draw the **Torch Card**, shuffle your Army Deck, put the Torch Card at the bottom of the deck and draw a new card.

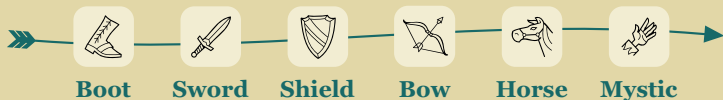
II. Strategy Phase

The player with the Initiative Token rolls all the dice in the Dice Pool and picks one of the dice, preferably matching one of the cards in their hand. The players keep taking turns picking dice from the Dice Pool until both players have five dice each in front of them.

III. Tactical Phase

It is now time for the players to activate these dice one die at a time. Start with the player who has the most **Boot** dice. If both players have the same number of unactivated Boot dice, at any point in time, the player with the Initiative Token has priority and acts first.

When all Boots have been activated, dice showing a **Sword** are activated in the same way, followed by **Shield**, **Bow**, **Horse** and **Mystic** dice.

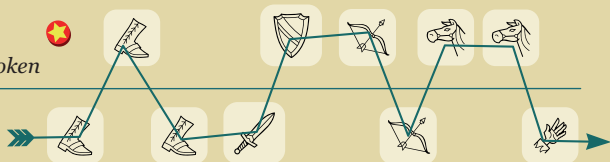


This means that the players will be activating their dice back and forth and one player will often act more than once in a row.

Example order of activating action dice:

Player X
with the
Initiative Token

Player Y

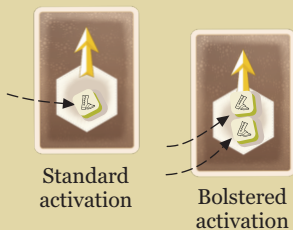


When activating a die, you have two options:
Play a unit card or Buy a card

Play a unit card from your hand

Select a unit card from your hand and place it face down on the table, with the die on top of the card and the golden arrow aiming towards the village or unit that the card is targeting.

Units that can be **Bolstered** may be played with two dice of the same symbol, at the same time, to trigger their Bolstered effect.



Buy a card to your hand

Draw a card from either the **Advisor Pile**, **Building Pile** or the **Unit Pile**.

Leave the die next to the pile you drew from. It won't be needed for the rest of this round.

Looking at the card, you now have the choice to exchange it with any face-up card of the same card type in the face-up Reserve Tableau.

The card you settle on goes in your hand.



Example: If you drew a card from the Unit Pile you may exchange that card with any of the three unit cards at the bottom of the Reserve Tableau.

IV. Building Phase

Starting with the player who has the initiative, each player may now choose to build a building from their hand by placing it face down in front of them.

You need to defend your village from attacks during the following Battle Phase for the building to come into play face up at the end of the round.

You may only have one building being built at a time.

V. Battle Phase

During the battle phase resolve unit actions for each village separately. The player with the Initiative Token decides which village you start with.

First resolve interactions between units

Start by revealing all unit cards that target rival units for both players and throw any units that are **Bluffing** in the Lost Pile.

Resolve all the interactions between units as described on the unit cards. If there are long chains of units attacking each other, the units that are not themselves targeted act first.

When a unit **Duels** another unit, compare the banner count of both units:

- = If the two units have the same number of banners, both units Retreat to the bottom of their owner's Army Deck.
- < If one unit has less banners than the other unit, throw it in the Lost Pile.

Remember to be aware of the following special situations:

- Units that are **Immune** ignore attacks of the specified type.
- Units that **Protect** other units are targeted instead of the unit they are protecting.
- Any unit that ends up having lost their target, at any time, Retreat to the bottom of their owner's Army Deck.

Now resolve units targeting villages

If you are the only player left targeting a village all your units Retreat, unrevealed, to the bottom of your Army Deck. If you were attacking your rivals village you're rewarded a score cube.

If both players have units at a village reveal all remaining units at that village and throw any units that are **Bluffing** in the Lost Pile.

Now compare the total number of banners at the village for each player:

- = If both players have the same banner count there is a **Stalemate** which means that all units at this village remain face-up and stay in play for another round.
- > If the attacker has more banners than the defending player, a score cube is rewarded to the attacking player.

You are not rewarded a score cube when you defend your own village.

VI. End of Round

If one of the players have five score cubes, at the end of a round, that player is the winner and the game is over!

Until there is a single winner, the game area resets as follows:

- All units retreat to the bottom of their owner's Army Deck, unless they are part of a Stalemate.
- Flip buildings being built face up in front of their owner, unless there are rival units at their village, in which case the building remains face-down.
- Return all dice back to the Dice Pool.
- Pass the Initiative Token to the other player, then start a new round.

In the event of a tie, the game continues until one player has won one battle more than the other at either of the two villages.

Battle Example

Placing cards during the tactical phase.



Terminology

Advisor	One-time use cards that you can use at any time. (p.5) Buy an advisor with a die by drawing a face-down card from the Advisor Pile to keep or switch the card for the face-up advisor in the Reserve Tableau. (p.7)
Army Deck	One deck per player from where unit cards are drawn to the hand. Retreating units go to the bottom of this deck and it gets shuffled when the Torch Card is drawn. (p.2)
Bolstered	Units that can be Bolstered has effects that are triggered when they are played with two matching dice. (p.7)
Bluff	Playing a unit card with a die that does not match or has an invalid target. If a Bluff is revealed, the unit is thrown in the Lost Pile. (p.8-9)
Building	Buy building cards with a die by drawing a face-down card from the Building Pile to keep or switch the card for one of the two face-up building cards in the Reserve Tableau. Once per round, you may attempt to build a building by playing it face down from your hand. (p.7)
Dice	All dice the same six symbols: Boot - Sword - Shield - Bow - Horse - Mystic. Dice are used to either play cards or buy new cards. (p.7)
Dice pool	The result of all dice being rolled together. (p.3)
Duel	Two units in a measure of strength resolved by comparing the number of banners each unit has. (p.8)
Hand	The unit, advisor and building cards in your hand.
Immune	Makes a unit safe from a specific type of attack. (p.8)
Initiative	Turn order beginning with the player who currently has the Initiative Token. (p.6)

Lost	Cards that are Lost are thrown in the Lost Pile.
Lost Pile	Where all cards that leave play are kept, preferable in the lid of the box.
Loyalist	Units that start in your Army Deck at the beginning of the game are marked with the Loyalist tag. (p.4)
Protect	Units that Protect other units will be targeted instead of the unit they protect and will therefore Retreat or be Lost instead of them. (p.8)
Retreat	Return a unit to the bottom of its owner's Army Deck.
Score Cubes	Wooden cubes that are earned by winning battles. Each cube represent one victory point and you need five cubes to win a game. (p.8)
Battle	Battles take place at villages. The player with the most banners at a rival village at the end of a Battle scores a Score Cube. (p.8-9)
Torch Card	When you draw the Torch Card, shuffle your Army Deck, put the Torch Card at the bottom of the deck and draw a new card. (p.6)
Stalemate	When a Stalemate occurs during a battle, all units at the village stay in play for another round. (p.9)
Unit	Units are played from the hand and needs a matching die to be played correctly. (p.5) Buy more army units with a die by drawing a face-down card from the Unit Pile to keep or switch the card for one of the three face-up unit cards in the Reserve Tableau. (p.7)
Village	Defend your own village or attack the rival village to collect Score Cubes. (p.9)

I. Rally Phase

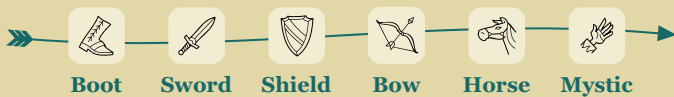
Both players draw **three** cards from their **Army Deck**.

II. Strategy Phase

- All dice are rolled together into a single **Dice pool**.
- Starting with the player that has the initiative token, players pick a die from the **Dice pool** until each player has **five dice**.

III. Tactical Phase

Dice are activated in the following order...



...to perform one of the following two actions:

- A. Play a **Unit** from your Hand.
- B. Draw a card from either the **Unit Pile**, the **Building Pile** or the **Advisor Pile** with the option to switch the card for one of the cards, of the same type, in the **Reserve Tableau**.

IV. Building Phase

Each player may play **one Building** from their hand face down on the table to indicate that it is being built at their Village.

V. Battle Phase

- Resolve all actions between units at each village.
- Resolve units contesting villages by counting unit banners and award a **Score Cube** to the attacker if they win the Battle.

VI. End of Round

If one of the players has **five Score Cubes**, they win the game.

If there is no single winner, the game continues:

- **Buildings** that are being built might be put into play.
- The **Initiative Token** is passed to the other player.