

Rulebook - The Chronicles of Run



Chronicles of Run is a two player board game, for ages 8+, with a duration of 20-30 minutes.

Introduction

Chaos and Order clash and the destiny of the world of Run is at stake. Each player chooses one side and uses mighty heroes in order to achieve their own purposes.

Components

The game includes:

- 22 character cards (11 chaos and 11 order)
- 22 rune tokens (red-chaos and blue-order)
- 9 zone tiles

Character cards have the following attributes:

1. Name
2. Destiny. It is the power of the card.
3. Alignment. It indicates if the character is "Good", "Neutral" or "Evil".
4. Rune. This is the skill of the character.

All tiles have these characteristics:

1. Name
1. Power. Victory points that it grants when it is controlled at the end of the game.
2. Defender's side.
3. Attacker's side.

Set up

Each player gets a deck of character cards and their runes (Chaos or Order). Place all zones face down and form a map in a way that all tiles touch at least another one. Reveal them once all of them are placed, keeping the same position.

Players determine randomly which one gets the "initiative" and plays first. For example, the player that draws a card with higher destiny.



The rules

Chronicles of Run is played in 9 consecutive turns in which players alternate the “initiative”. In each turn there are the following steps:

- 1. Player’s first bet.** The player with the “initiative” chooses one of his/her runes and places it on a zone tile. Remember that the same player can’t place more than one rune in the same zone.
- 2. Player’s second bet.** The opponent repeats the same procedure.
- 3. Unfold runes.** Both players reveal their runes, turning them face up.
- 4. Summoning.** Players place the cards of the characters used (those with the runes played) on the board. These characters can’t be summoned again during the game.
- 5. Effects.** Players can now use the skill of the characters they just summoned. The player with the “initiative” does this first.
- 6. End of turn.** The “initiative” is given to the second player, and a new turn begins.

This game mechanic is repeated until all zones are occupied with runes. Then the game ends, and players check their scoring.

Example:

A new turn begins and Eva (playing Order with “initiative”) chooses (in secret) the rune of “Brotherhood”; she places it on the defender side of “Fortress of Cadmium”. Ivan (Chaos) then places “Lust” in “Nebutland’s Forest” as Attacker.

Both players reveal the runes and place the character cards, summoning Broin and Loreen. Eva can’t use the “Brotherhood” skill, since there are no other “Good” characters in play. However Loreen can cast “Lust” on Broin, and the dwarf is moved to her zone.

The objective

Players get power points by controlling zones, and zones are controlled by the character with more Destiny in it. If there is a draw, then the zone is contested and no one gets power points. The player with more power points at the end wins.

Example:

The game ends, and players resolve the challenges zone by zone. In the previous example Loreen (Chaos 10) has more destiny than Broin (Order 3), so Chaos gets control over the “Nebutland’s forest”. Thus Ivan is rewarded with two points of power.

Characters

NAME	ALIGNMENT	DESTINY	RUNE
Jynz	Neutral	1	Madness
Aruh'ka	Evil	2	Treachery
Broin	Good	3	Brotherhood
Thenidiel	Neutral	4	Mischief
Bort	Evil	5	Pain
Keera	Good	6	Justice
Lysbeth	Good	7	Witness
Keynan	Neutral	8	Ambition
Thaal	Good	9	Destiny
Loreen	Evil	10	Lust
Zhoor	Evil	11	Evil

Zones

NAME	POWER POINTS
Hell's gate	3
Iron dungeon	2
Nebutland's forest	2
Black lands	1
Fortress of Cadmium	2
Verosüs tides	2
The Crow	1
Ruins of Kawanda	1
Dragon's nest	1



Keynan

Ambition. This character is not affected by "Lust".



Loreen

Lust. One adjacent character with lesser destiny can be moved to her zone if possible.



Aruh'ka

Treachery. She can change her position to another adjacent free zone. This character defeats Keynan in a challenge.



Keera

Justice. Friendly "Good" adjacent characters get +1 Destiny.



Broin

Brotherhood. This character can Exchange his position with another friendly "Good" adjacent character.



Jynz

Madness. This character gets +4 Destiny when it is deployed as attacker.



Thenidiel

Mischief. This character gets +4 Destiny when it is deployed as defender.



Zhoor

Evil. The controlling player loses 1 power point if Zhoor is defeated in a challenge.



Bort

Pain. The controlling player gets 1 power point if Bort wins a challenge.



Lisbeth

Witness. The opponent must play the next rune revealed.



Thaal

Destiny. This character defeats Zhoor in a challenge.