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Game: **RUNEBOUND Sands of Al-Kalim**

Pub: **©2006 Fantasy Flight Games**

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Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.

RUNEBOUND

Second Edition

SANDS OF AL-KALIM

Setup

- 1. Board Setup** Place the *Sands of Al-Kalim* board overlay over the map area of the *Runebound* board.
Place the **City of Faith** tile on the griffon symbol on the market stacks; the **City of Dreams** tile on the stag symbol, and the **City of Clouds** tile on the eagle symbol.
Place a faceup **adventure counter** on each space marked with an adventure jewel of a corresponding colour. Place the six **undefeated challenge counters** on their spaces.
- 2. Decks Setup** Place the shuffled **Market** deck and **Adventure** decks on their spaces. Place one faceup Market card on each town market space stack. Place the shuffled **Ally** deck on the Event deck space.
Separate the Legendary cards by type into 5 decks, shuffle with the Reward side up and place each deck, Quest side up, beside the board.
- 3. Choose Heroes** Each player takes a Hero card and places it on a quest tile in front of them, and takes 3 gold.
- 4. Place Heroes** Starting with a randomly chosen player and proceeding clockwise, players place their Hero figure on a town space of their choice.

Turn Sequence

Each player completes his entire turn and play passes to the left.

1. Refresh ~ Decide Between Day and Night

Refresh *activated* cards by turning them faceup. Player decides whether he is travelling during the **day** or **night**.

2. Movement

Roll movement dice and move Hero.

3. Adventure Step or Story Step

Choose either an Adventure or Story Step.

4. Experience

Exchange adventure counters for experience points.

Movement

Roll 5 dice normally.

Roll 4 dice if there any Wound (♥) or Exhaustion (♠) counters on your Hero or any of his Allies.

For each terrain symbol showing on a dice the Hero *may* enter one space of that type (only one symbol per die). Any terrain symbol may be used to enter a town.

Movement is unaffected by other figures and counters.

If a Hero chooses to **rest**, roll fewer than 4 dice—for each die you choose not to roll, the Hero may **discard one** ♠ from himself or an Ally.

Instead of rolling dice the hero may move one space (unless choosing to *rest*).

Movement During the Day

The Hero and all of his allies take 1 ♠ if he *rolls dice to move* during the day. This is ignored if movement was started on a **lowlands** space, and *doubled* if started on a **dunes** space.

If any exhaustion due to fatigue has already been taken, they take 1 ♥ instead.

For each **mirage** symbol rolled, the Hero and Allies take an additional 1 ♠ (the starting space does not affect this penalty).

If the Hero chooses to rest but still rolls movement dice, discard ♠ counters before taking the 1 ♠.

The Sandstorm

Movement dice cannot be spent to enter or leave spaces covered by the sandstorm; you may roll no dice and move a single adjacent space into it however.

Items and other special abilities granting free movement may allow movement through a sandstorm.

Adventure Step

Heroes ending their move in a space with an adventure counter not covered by the sandstorm *may* choose to attempt the adventure, thus taking an **Adventure step**.

A Hero may choose not to attempt the adventure and must then take a **Story step** instead.

Draw the top card of the corresponding colour deck.

Green adventure cards are the easiest, then yellow, then blue, up to red cards which are the most challenging.

The strength of the Challenge may vary depending on whether it is day or night.

NIGHT: the Challenge uses its top Life value.

DAY: the Challenge uses its bottom Life value.

Each Challenge has a **trait** in italics under the Challenge's name. Other cards may refer to this trait.

Undefeated Challenge Counters

If there is a Challenge in the corresponding undefeated challenge counter space, you *may* choose to attempt it. Do not draw an adventure card.

If in the same space as an adventure counter of a different colour, the undefeated Challenge counter must be defeated first. If they are the same colour, you may choose which to attempt.

Interacting With Other Heroes

If ending a move in a space occupied by another Hero, you *may* choose to **negotiate** or **attack**.

If there is an adventure counter in the space, you may choose to attempt the adventure or interact with the Hero.

Negotiate: you may no longer attack that Hero for the rest of your turn. You may exchange gold, Items or Allies; all agreements are binding.

Attack: see *Combat Between Heroes*.

Story Step

A Hero not taking an Adventure step *must* take a **Story step**. The Hero must *either* draw a Legendary Quest card, roll the story die, or explore a bazaar.

The story die may only be rolled outside a town, and exploring a bazaar may only happen inside a town.

Draw a Legendary Quest

if the Hero has fewer Legendary cards (quest side or reward side up) than allowed by his Legendary card limit, he may draw a new Legendary Quest card from the top of one of the 5 stacks (the quest sides may be examined before choosing).

Only one card can be drawn, and the card may not be of the same type (Artifact, Mount, etc) as any already on his quest tile.

Players must spend experience points before drawing their first card.

Roll the Story Die

If a Hero ends his movement outside of a town and does not draw a Legendary Quest, he must roll a single movement die and resolve *all* the symbols (in an order chosen by the player) on the **Story Effects** table.

If a Hero is travelling at night and rolls a dunes symbol on the story die, immediately draw an adventure card and resolve it. Draw from the deck color matching the adventure counter on the player's quest tile; if there is no counter, choose green. *All escape tests are made at a -10 penalty, and the Hero does not receive the reward.* Experience is taken as normal.

Explore the Bazaar

If a Hero ends his movement inside a town and does not draw a Legendary Quest, he must **explore the bazaar**. If the sandstorm is covering the town he must draw a Legendary Quest or roll the story die.

First draw a card from the Market deck and place it faceup on the corresponding town space. If an Ally is drawn from the *Runebound* market deck, it is discarded and a *Sands of Al-Kalim* Ally drawn to replace it.

If this deck runs out use the normal Allies as drawn.

Then take, in any order, as many of the following actions as desired:

Buy an Item from the stack; pay the cost to the bank.

Hire an Ally from the stack; pay the cost to the bank.

Sell an Item: add the item to the town's stack and collect half its value (rounding down) from the bank. Allies cannot be sold. You cannot both buy and sell the same Item or Ally in the same turn.

Buy Healing: for one gold, you may discard one Wound or *all* Exhaustion counters from your Hero or an Ally.

Buy Survival Gear: for one gold, you may buy a maximum of one of each type of survival gear during a single step. Survival gear counters count as items. All are discarded when a Hero is knocked out.

Survival Gear

Pack Camel: discard during the Movement step to move Hero one space into any terrain.

Water Skin: discard at the end of the Movement step to cancel all 1 ♣ or ♥ dealt to the Hero or Allies from mirages and rolling movement dice during the day.

Adventuring Kit: discard after rolling the dice to receive a +3 bonus to a skill test.

Item and Ally Cards

Item cards can be used in one of three ways:

Activate-to-Use: these items may be used only *once per turn* and are turned over when activated.

Discard-to-Use: these items are discarded to the bottom of the Market deck once used.

Always-On: these items provide a permanent benefit for as long as you control the card (even if *activated*).

Card Limits

You may never have more than 2 Weapons, 1 Armour, and 2 Allies.

Item and Ally cards may be *discarded* to the bottom of the Market deck at any time.

Experience

As a Hero defeats challenges he gains adventure counters. These are worth **experience points**. In this step you may exchange these points for **experience counters**.

No. of Players	Points for 1 Exp. Counter
1-2	5
3-4	4
5-6	3

Experience Counters

Experience counters provide bonuses to a hero's attributes.

If a Hero's Life is increased by 1, the player forfeits the right to draw green adventure cards. If a Hero's Life is increased by 2, the player forfeits the right to draw green or yellow adventure cards, etc. You cannot increase a Hero's Life by more than 3.

After spending experience points, check to see if you should place a spent adventure counter on your quest tile. Players also have the option to discard a Legendary Quest.

Legendary Cards

Legendary cards stay *quest side up* when a Hero is undertaking a quest, and when completed they are turned *reward side up* and may be used as described on the card.

The first time a Hero spends experience to gain an experience counter, one of the counters is placed number side up on the quest tile to indicate the Hero's **Legendary card limit** (the maximum number of Legendary cards a Hero may have).

If a player later spends an experience counter with a higher number on it, it replaces the counter on the tile.

Legendary Rewards and Allies are never discarded due to knockouts, nor can they be taken after player vs. player combat. Legendary Allies do not count towards a player's 2 Ally limit.

Some Challenges may force players to discard Legendary cards, and **Legendary Quests** are discarded if a Hero fails at them.

Completing, Failing or Discarding quests

A Hero continues to undertake his current quest until he succeeds, fails or chooses to discard it.

Failure usually happens when a Hero fails a skill test required by the quest (not those taken while resolving a Challenge, or failing to defeat a Challenge at all). The quest must be immediately discarded to the bottom of the appropriate Legendary deck.

Each time a player spends experience points, whether or not it increases the Legendary card limit, the player may voluntarily discard an incomplete Legendary Quest. During the next Story step, the player may then draw a new Quest.

The Sunburst Icon

When a Challenge with the sunburst icon is drawn, players first replenish adventure counters on the board as usual, then the active player moves the sanstorm marker, and finally the Challenge is resolved as normal.

Moving the Sandstorm

The first time that either *'The Winds Blow'* result is rolled on the story die or a Challenge card with a sunburst icon is drawn, the **sandstorm marker** is placed on the board on the **Prison of the Efreet** location. The active player decides the starting direction of the storm.

Then, and every time those conditions occur, the storm moves 2 spaces in the directions shown by the arrows, as chosen by the active player.

An adventure jewel or town covered by the storm cannot be accessed by a Hero.

A terrain space covered by the storm becomes a **sandstorm** space. Heroes cannot enter the space via the movement die, but only by moving to one adjacent space, or using bonus movement from Items, cards or the pack camel counter (as long as the move does not rely on a named terrain type).

If the sanstorm ends a move one the edge of the board with one of the arrows pointing off the map, it is rotated clockwise until no arrows do so.

Locations

A location consists of all the hexes under a location's text label, as well as all the spaces both of the same type and contiguous to those spaces.

Lost Cities

The **Lost City** tiles begin the game next to the market stack sharing their heraldry. A player rolling *'A Lost City Appears'* result on the story die may take any Lost City tile and place it on his Hero's current space (and immediately explore its bazaar and gain the appropriate benefits).

If all 3 cities are on the map when the result is rolled, all of the Lost City tiles are returned to their beginning stacks and no Lost City is placed on the map that turn.

City of Faith

A player whose Hero explores the bazaar may discard all ♥ from his Hero and Allies.

City of Dreams

A player whose Hero explores the bazaar may browse the top 5 cards from the market deck and choose one to add to the market stack. The rest are shuffled back into the deck.

City of Clouds

A player whose Hero explores the bazaar may move his Hero to any space on the board at the start of his next Experience step.

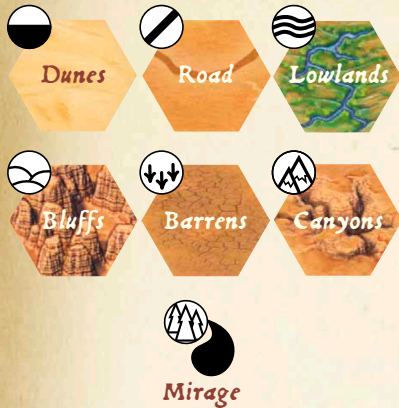
Winning the Game

The first player to have 4 Legendary Rewards of 4 different types on *his quest tile* wins.

RUNEBOUND

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SANDS OF AL-KALIM



Turn Sequence

1. Refresh *activated* cards by turning them faceup. Player decides whether he is travelling during the **day** or **night**.

2. Roll movement dice and move Hero.

3. Choose either an Adventure or Story Step.

Adventure Step

Draw the top card of the corresponding colour deck.

Story Step

Draw a Legendary Quest card, roll the story die, or explore a bazaar.

4. Exchange adventure counters for experience points.

Night and Day

Before moving, a player must decide whether his hero is travelling during the **day** or **night**.

Exhaustion

When traveling during the day, a Hero and all his Allies take:

2 ♣ if you roll move dice starting in a **dunes** space

0 ♣ if you roll move dice starting in a **lowlands** space

1 ♣ if you roll move dice starting in any other type of terrain

Additionally, for each **mirage symbol** rolled on movement dice during the day, a Hero and all of his Allies take an additional 1 ♣.

Challenges

NIGHT: the Challenge uses its top Life value.

DAY: the Challenge uses its bottom Life value.

Story Effects



Dunes

Creatures Stir

The hero becomes suddenly aware of the threats that lurk in this harsh land.

DAY: may choose any adventure jewel space (even those without sunbursts), and replenish an adventure counter there as long as there is not already one on it.

NIGHT: must draw and resolve an adventure card. Escape tests are at -10 and no rewards are received.



Road

A Well is Found

The hero and his companions come upon an old well sunk into a hillside, and partake of its strength-giving water.

Your Hero and his Allies each discard 1 ♣.



Lowlands

The Winds Blow

A breeze begins to pick up, and sand swirls up from the dunes. Somewhere, a mighty sandstorm roils across the landscape.

Move the sandstorm marker 2 spaces.



Bluffs

Stolen Gold is Recovered

Your Hero stumbles upon a spot of freshly-dug earth. Poking at it for a bit, they find a hastily concealed sack of coins, either hidden by bandits or buried by animals!

Your Hero receives 1 Gold.



Barrens

The Winds Change Course

A sudden shift in the wind may bring ill tidings or good news.

Rotate the sandstorm marker so that the wind's current direction has turned 1 space clockwise.



Canyons

A Lost City Appears

At first the travelers thought it must be a mirage... but then the shimmering in the air solidifies into a vista of beautiful towers and extravagant gardens!

Place a Lost City tile on your Hero's current space. You may immediately explore its bazaar.



Mirage

A Dream of Paradise

The travelers awake from a beautiful dream of green trees and cool water.

Your Hero and Allies each discard 1 ♥, and you must roll the story die again.

Survival Gear



Pack Camel 1 Gold

Discard during your Movement step to move your Hero figure one space into any terrain.



Water Skin 1 Gold

Discard at the end of your Movement step to cancel all ♣ or ♥ dealt to your Hero and Allies from mirages and rolling movement dice during during the day.



Adventuring Kit 1 Gold

Discard after rolling the dice to receive a +3 bonus to a skill test.

Lost City Effects



City of Faith

A player whose Hero explores the bazaar may discard all ♥ from his Hero and Allies.



City of Dreams

A player whose Hero explores the bazaar may browse the top 5 cards from the market deck and choose one to add to the market stack. The rest are shuffled back into the deck.



City of Clouds

A player whose Hero explores the bazaar may move his Hero to any space on the board at the start of his next Experience step.

Quest & Reward Types



Legendary Allies do not count towards the 2 Ally limit, are not discarded on a knockout, and cannot be taken by other Heroes.



Legendary Artifacts



Legendary Mounts



Legendary Locations



Legendary Runes