

RAIDERS OF ARCANA

Rules Amendments

Changes since November 2015 Release

Raising a warband

The section on games sizes should be replaced with the following text (includes the number of actions per turn at each game size)

A warband is raised by selecting units with a value (in silver) from a chosen culture to an agreed limited set by both players these are our chosen sizes

- Scouting force (stater size) 3-5 units - 300 silver pieces each (6 Actions per turn)
- Raiding force 6-10 units - 500 silver pieces each (10 Actions per turn)
- War party 9-15 units - 750 silver pieces each (15 Actions per turn)
- Invading army 12-20 units - 1000 silver pieces each (20 Actions per turn)

Turn sequence - Collect action tokens

Replace step 1 with the following text (changes number of actions per turn)

1. **Collect Action Tokens** - Each player takes a number of action tokens, determined by the size of game being played. Each 50 points of troops generates 1 action token, so for a typical 500 point game, each player would start with 10 action tokens at the beginning of a turn.

Performing Actions - Declare Reactions

Replace step 4 with the following text (limits the distance in which a unit can declare some reactions)

1. **Declare Reaction** - For all actions, your opponent may have the opportunity to perform a simultaneous reaction, with the following restrictions. An Independent Action can be reacted to with a Targeted Action against the original unit, or with another Independent Reaction if the original unit started within the units run distance. A Targeted Action can usually only be reacted to by the target unit, which may perform either an Independent Action, or a Targeted Action against the original unit. Spells may never be cast as a reaction. A unit performing a reaction does not need to spend an action token, but does gain a point of fatigue.