RUUNARA

THE DARKEST PATH

**SANBARI VS SAAROK FIGHT SCENE
WIP DIGITAL PAINTING**

WELCOME TO THE WORLD OF

RUUNARA

Ruunara sets the stage for epic adventures where you command a squad of valiant heroes. Appointed by your tribal chiefs, these heroes are charged with defending their people against relentless invasions and raids. Your adversaries come from the mysterious lands beyond the dense forests and murky swamps, located to the far east. Choose your heroes from the 3 playable races in "The Darkest Path".

The Ardann, nomadic people and masters of the art of forging.

The Kangara, shamanic people living in harmony with the elements.

The Sanbari, hunter people and masters of the occult arts.

Solo Play: Embark on solo missions where you control a team of heroes against the game's challenges.

Duo Play: Team up with a partner to cooperatively manage your squad and strategize together to repel the invaders.

RULE STRUCTURE

This guide provides a comprehensive set of the basic gameplay rules in "normal" mode. These rules are crafted to offer a foundation for gameplay while allowing you to integrate the unique abilities and special rules associated with each hero you command.

Use this manual in conjunction with hero-specific cards and tokens to fully engage with the tactical depth and rich narrative of Ruunara.

Number of players
1 or 2

3D

Printable
Miniatures and fields

Must be
Assembled and Painted

SUMMARY

BASIC GAMEPLAY STRUCTURE

Rounds: Gameplay is structured into rounds. A round is over when all miniatures in the game have completed their actions (playable race and enemy).

Turns: Each player alternates turns, which continue in sequence until a victor emerges in a two-player contest.

Solo Adventures: For the solitary player, a round encompasses the actions of your heroes, succeeded by the dynamic maneuvers of your adversaries.

Objectives and Outcomes: Continue this cycle until either the mission's objectives are fulfilled or your forces face defeat.
Engage with the elements of strategy and chance as you navigate through the challenges and stories awaiting in Ruunara.

STARTING YOUR ADVENTURE IN RUUNARA

Selecting a Game Type: Begin your journey in Ruunara by choosing between "Free Play" and "Story Mode". Each mode offers a unique approach to the game.

- **Free Play:** Allows for flexible gameplay, letting you devise your own scenarios and challenges.

- **Story Mode:** This mode is structured around racial narratives and requires that you form teams based solely on race, without mixing heroes from different races. Each playable race features three distinct missions, guiding you through a progressively unfolding story.

SETTING UP THE GAME

Miniatures: Follow the mission instructions to assemble and deploy your miniatures on the playing field.

Game Rules: The mission outlines any special rules applicable to the game.

Victory Conditions: Understand what is required to claim victory in your chosen game mode.

Embark on strategic battles and quests as you explore the world of Ruunara.

FACTIONS IN RUUNARA

In Ruunara, heroes are independent entities, free to move separately from one another. The realm is divided into three distinct unit factions, each playing a unique role within the game:

Ally Faction: Represents your chosen game race. These are the units you control directly and use to navigate challenges and combat scenarios throughout your quest.

Enemy Faction: Consists of your main adversaries in the game. These units oppose your goals and are controlled by the game mechanics, presenting obstacles and battles.

Neutral Faction: This faction includes specific characters that are not playable and only appear in certain scenarios. Neutral units can influence the game in various ways, often serving as neither friend nor foe but impacting gameplay according to the conditions of specific missions.

GAME COMPONENTS

Hero Cards: Each hero is represented by a card that details their essential attributes. These include hit points, the number of attack dice they wield, their movement capabilities, and any special features unique to that hero.

Skill Tokens: To manage and utilize the special skills of each hero, players will need specific tokens. Each hero requires four tokens to represent their abilities.

Miniature Sizes: The base scale for Ruunara figures is 58mm with 34mm bases (from edge to edge). Other creatures may vary in size.

THE PLAYING FIELD

Field Layout: Ruunara games unfold on rectangular playing fields, which serve as the battlegrounds for your adventures. These fields can be augmented with scenery to add strategic elements to your game.

SCENERY AND STORY INTEGRATION

Story Mode Setup: Detailed instructions in Story Mode guide you on where to position each piece of scenery, ensuring it aligns with the narrative and objectives of your current mission."

Neutral Faction Elements: Where applicable, the placement of Neutral Faction units is also dictated by the mission requirements, adding an extra layer of interaction and complexity to the gameplay.

Tabletop Environment: Some environmental features will be predefined, while others are left to your interpretation, allowing you to modify the playing field to suit your personal style or strategic preferences.

Enhance your playing field by printing out 3D elements or building your own!

DICE MECHANICS

Essential Equipment: To embark on your adventures in Ruunara, you will need a minimum of four six-sided dice.

Dice Usage:

- **Scoring Hits:** For specific maneuvers, such as a double attack, where a score of 4 or higher is required on each die, this is denoted as "2D 4+".
- **Re-rolling Rules:** Dice can only be re-rolled under certain conditions. A die is considered "broken" and eligible for a re-roll if it lands on its edge.

MEASURING DISTANCES

Units of Measurement: In Ruunara, all distances are measured in Inches (") **AND** centimeters (cm). You can choose what suits you best. This precision is essential for determining movement, range, and interactions between units.

How to Measure:

- **Base to Base:** Distance is measured between the nearest points of the figurine bases, ensuring accuracy in positioning and engagement.

- **Trajectory:** Always measure along the trajectory towards the target, not just in straight lines, to account for different elevations and obstacles.

- **Elevation:** For figures on higher elevations, such as a cliff, measure the distance diagonally towards the target below. This method reflects the true range of actions, like shooting or casting spells, from an elevated position.

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schema 2 WIP
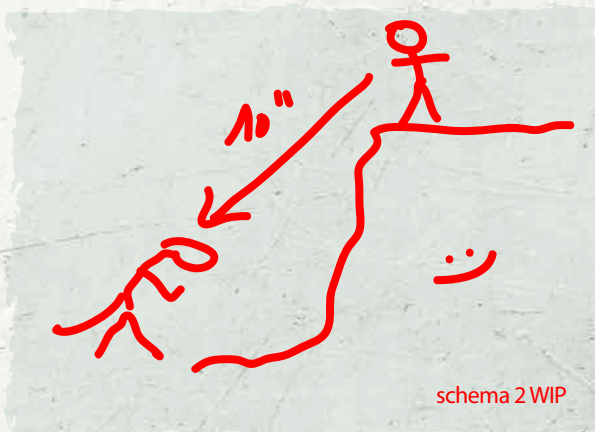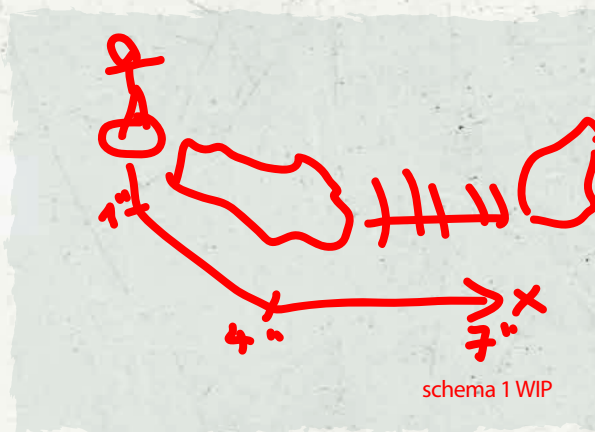
GAMEPLAY STRUCTURE

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Phases of Play: Each player turn in Ruunara is organized into distinct phases, each allowing for different types of strategic actions:

- **Tactical Phase:** Players use special abilities and plan their strategies during this phase.

- **Movement Phase:** This phase allows you to reposition your heroes on the battlefield.

- **Combat Phase:** Engage in attacks using conventional combat methods, such as ranged or melee attacks.

- **End of Turn:** Conclude your actions for the turn and prepare for the opponent's turn.

Example Sequence: Graam vs Saarok

1 - Tactical Phase:
Graam uses "Between the Eyes" to kill an enemy instantly.

2 - Movement Phase: Graam moves to the side to evade the gaze of the nearby Saarok warriors.

3 - Combat Phase: Graam attacks the remaining Saarok warriors with his ranged weapon.

4 - End of Graam's Turn: Graam's actions for this turn are completed.

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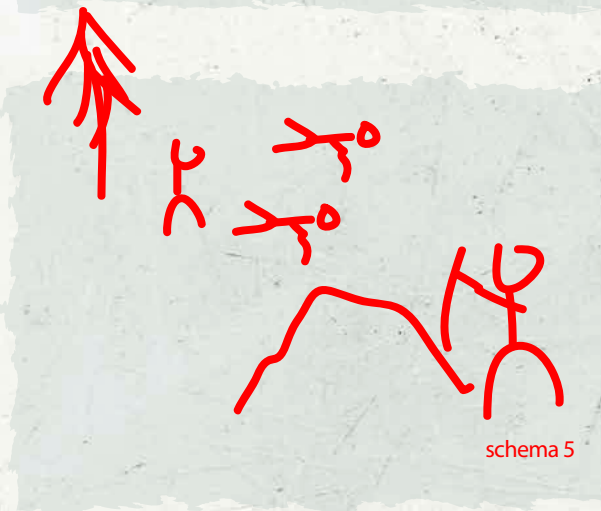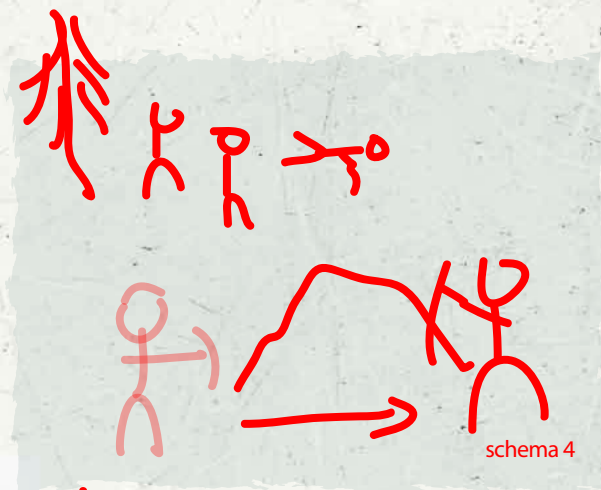
MOVEMENT RULES

General Movement:

- **Traversing Terrain:** When a figurine moves across the playing field, it can seamlessly pass over any terrain element that is **1" (2,5 cm)** in height or shorter, treating it as if it were flat ground. About half the size of a miniature.

- **Impassable Terrain:** For terrain elements exceeding **1" (2,5 cm)** in height, the vertical distance is deducted from the figurine's total movement capacity for that turn. This reflects the additional effort required to navigate taller obstacles.

Special Considerations:

- **Cliffs and Steep Inclines:** A figurine must have sufficient movement allowance to completely ascend or descend a cliff or steep incline in one move. If the required distance exceeds its movement capacity, the figurine cannot start moving in that direction.

- **Landing Surfaces:** The destination surface at the end of a move must be flat and stable enough to support the figurine. Unsuitable surfaces, such as the roof of a tent, are not valid landing spots.

Moving units:

- **Crossing a unit:** Heroes and enemies alike may not pass through or occupy another unit's position.

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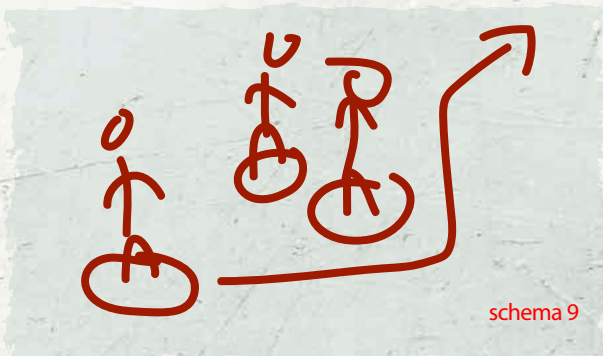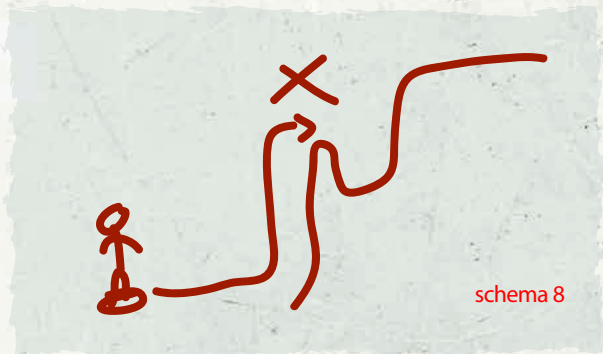
FIELD OF VISION

Base Shape and Sight Lines:

Base Design: All Ruunara miniature bases are octagonal, influencing how figures perceive their surroundings. Each figure has its own field of vision. Smaller creatures have a shorter field of vision than larger creatures.

Frontal View: Figures have a 100% field of vision when facing directly forward, including the front face and the front diagonals of the octagonal base.

Rear View: The rear face and rear diagonals of the base provide no field of vision.

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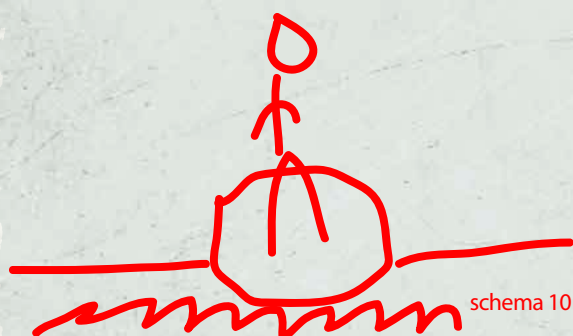
NOISE AWARENESS

Stealth and Combat Dynamics:

- **Combat Noise Attraction:** When engaging in close combat, if another enemy is within **8" (20 cm)** but outside the direct line of sight (e.g., obscured by a building), the noise generated by the combat will attract their attention. This enemy will move towards the combat at a rate of **2" (5 cm)** per turn, drawn by the sounds of the skirmish.

Enemy Response:

- **Return to Position:** If the combat concludes before the approaching enemy arrives, they will return to their original position, retreating at a rate of **2" (5 cm)** per turn.

- **Engagement Upon Discovery:** Should the enemy reach a vantage point where the ongoing battle comes into their field of vision (e.g., around the corner in an alleyway), they will cease their incremental movement and immediately engage in the close combat responding aggressively to the threat in view (if his range of movement allows; if not, he will advance the maximum distance towards his target).

LANDSCAPE
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ENGAGEMENT RANGES

Close Combat Range:

- **Engagement Range:** A figurine is considered to be engaged in hand-to-hand combat with an enemy when within 1" (2,5 cm). This proximity allows for melee attacks and physical confrontations.

Shooting Range:

- **Engagement Range:** The effective range for ranged attacks is between 6" (15 cm) and 12" (30 cm), depending on the character. This distance defines how far a figurine can target enemies using ranged weapons, assuming a clear line of sight.

- **Field of Vision:** A clear field of vision is required to target an enemy. Obstructions that do not fully obscure the target do not impede line of sight.

- **Cover:** A figure is considered to be "under cover" and partially protected from ranged attacks if at least half of its height is obscured by a solid element, such as a wall, rock, or table. In the event of a ranged attack, this cover allows a dice roll to be made for each attack received, and cancels damage on obtaining a 3+. Ineffectual cover includes grass and minor ground level changes.

- **Cliffs:** If a figurine is positioned at the edge of a cliff, it becomes invisible and untouchable to enemies located at the summit of the cliff, provided that the miniature base is directly adjacent to the edge.
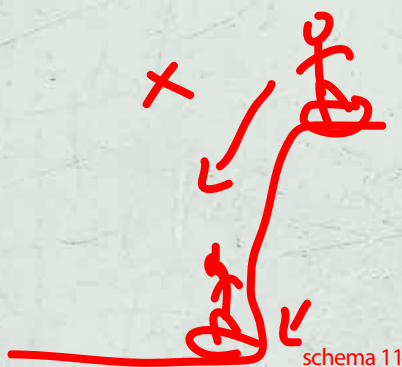
GROUP DYNAMICS AND ENEMY RESPONSE

Proximity and Coordination: When enemy units are grouped within a range of 4" (10 cm) of each other, their responses to combat situations are coordinated as follows:

- **Response to Ranged Attacks:** If any individual within this group suffers a ranged attack, the surrounding units will rally to their attacked ally.

- **Response to Instant Death:** In the event that an individual within the group is killed instantly, the remaining units will turn to face the location of their fallen ally for one turn. During this time, their field of vision is temporarily increased by 4" (10 cm).

schema 12

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CHIBARA
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CLOSE COMBAT MECHANICS

Fighting Mechanics

- **Dice rolls:** When you're in close combat range, each character has a number of basic attacks on their card, along with their hit score. Roll the corresponding number of dice. Your enemy loses as many hit points as the number of dice successfully rolled.

- **Target selection:** When you face several enemies, you can decide to divide your damage between the enemies of your choice.

Immediate Consequences of Hand-to-Hand Defeat:

- **Execution Upon Defeat:** If a miniature loses all its hit points during a hand-to-hand attack by an enemy, it is immediately executed.

- **Removal from Play:** Following execution, the miniature is permanently removed from the game and cannot be recovered.

> Ruunara is a tactical rescue game. Going it alone against many enemies at once will inevitably prove fatal. You may be a hero, but you're not invincible.

Capture Mechanics: Conditions

- **Duration and Consequences:** If a figurine is engaged in hand-to-hand combat for more than 4 consecutive turns with one or more enemies, it is considered captured. Upon capture, the miniature loses the ability to fight or use any of its abilities.

- **Rescue Conditions:** To regain control of a captured miniature, an ally must successfully defeat the captor in combat. Only then can the captured figurine be returned to play.

Capture Mechanics: Execution Rule

- **Time-Sensitive Risk:** If the captured miniature remains in enemy hands for 3 full turns, it faces immediate execution at the start of the fourth turn.

- **Permanent Removal:** Following its execution, the miniature is permanently removed from the game and cannot be recovered.

Commitment to Engagement:

- **No Retreat in Close Combat:** Once a unit is engaged in hand-to-hand combat, it is committed to that engagement and cannot retreat. (Unless a racial or character skill allows him to do so.)

  If a skill allows you to flee combat, the enemy tries to follow you in your direction at a rate of 5 inches per turn, for 2 turns. If he fails to return to hand-to-hand combat, he gives up and returns to his original position at a rate of 5 inches per turn.

- **Consequences of Engagement:** Players must choose their battles with care. Engaging hastily or without adequate preparation can lead to fatal consequences for the unit involved.

LANDSCAPE
WIP DIGITAL PAINTING

RANGED COMBAT MECHANICS

Fighting Mechanics

- **Dice rolls:** When you're in range, certain characters have a certain number of basic ranged attacks on their card, along with their hit score. Roll the corresponding number of dice. Your enemy loses as many hit points as the number of dice successfully rolled.

- **Target selection:** When you face several enemies, you can only attack enemies in your firing path. If an enemy is behind another, the one in the foreground will receive the full damage.

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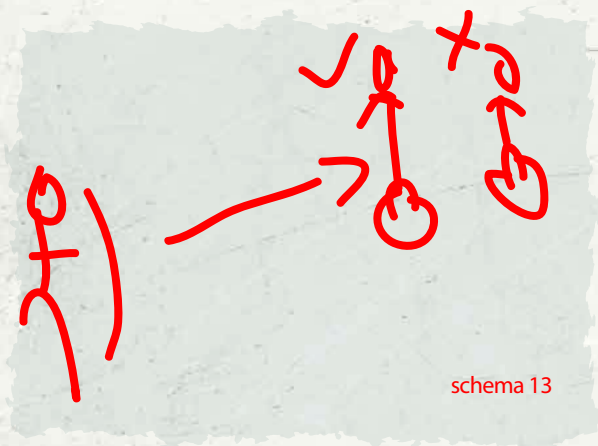
Capture Mechanics: Conditions

- **Collapse and Capture:** When a miniature loses all its hit points due to an enemy's ranged attack, it collapses and is considered "captured" (Up to its movement allowance).

- **Hand-to-Hand Guard:** The enemy guards the captured miniature in hand-to-hand combat for 3 turns. During this period, the miniature remains incapacitated and vulnerable to execution.

- **Liberation and return to the fight:** After having lost all your hit points following a ranged attack and having been freed from your enemy, you return to the game with 6 hit points.

Capture Mechanics: Execution Rule

- **Rescue and Execution:** If allies do not intervene to rescue the captured figure within these 3 turns, the miniature will be executed at the start of the 4th turn.

- **Permanent Removal:** Following its execution, the miniature is permanently removed from the game and cannot be recovered.

Freedom of movement:

- **Movement during engagement:** As long as you're not engaged in hand-to-hand combat, you're free to move where you like while attacking your enemies. Noise and field-of-view rules apply to both ranged and close combat.

A unit engaged in close combat cannot use shooting skills. Keep your ranged attack units in the background, and avoid close combat as much as possible, as they will be more effective.

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SPELLS AND SKILLS

Racial Skills

- **Playing Style:** Each Ruunara race has its own special talents. This will change the way you play Ruunara. The Ardann are much more brutal and can engage in combat with many enemies, while the Sanbari are more into discretion and assassination in the shadows...

- **Frequency:** Each breed has its own 2 skills. Some skills can be used in every battle, others only once in the entire game. Think carefully and don't waste your skills. The time delay for use will always be indicated on the hero's card.

Heroes Spells

- **Specific Spell:** Each hero has his own spells. Some may be single-target spells or area spells.

- **Time Delay:** Spells can be permanent (like weapon poisons), can be unique and played only once per game, or can be played every turn. Time delay are always indicated on hero's card.

- **Application:** Spells can be used either during the tactical phase or the combat phase. It's up to you to choose the right strategic moment.

Permanent spell

- **Dice Rolls:** Permanent spells add an additional feature to the dice roll score.

> **Example :**
>
> **Naali's Attack:** She has 3 attacks and hits on a score of 3+ (3D3+). Fight 2 enemies at the same time, and you get a 3, a 5 and a 2.
>
> Her spell: **Hard like Steel**, allows her to instantly kill a target on obtaining a 5+. In this case, one of the two enemies dies and the other loses 1 hit point. The score of 2 having failed.

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Area Spell and Single Target Spell

- **Range:** Area spells and Single Target Spell can be used in close combat or at a distance. For ranged spells, refer to the hero's maximum distance on his "Ranged Attack" skill.
Close combat zone spells concern all enemies engaged in close combat with the hero.

HEROES AND UNITS CARDS

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THE DEMENTED

12"

8"

16

-

3D4+

Wild Furry: Roll 3 additional dice for every 6 obtained on the first roll (Damage dice only). Can be distributed over one or more targets.

Frenzied Charge: You charge furiously in a straight line up to 8". All targets in your path lose 3 HP.

6+ | 1/F

5+ | 1/G

Icon overview and definition

Field of Vision: Defines the unit's viewing distance and the firing range for ranged attack capability.

Movement Capability: Defines the unit's maximum movement distance. Required for movement and obstacle clearance.

Health Points: Defines the unit's health points. At 0, the unit is removed from the game.

Ranged Capability: Defines the number of dice rolls for ranged attacks and the hit score.

Close Combat Capability: Defines the number of dice rolls for close-range attacks and the hit score.

Skills Cycles: Defines the skill's cycle of use and the skill's trigger die score.
- **/F:** Use per Fight (As long as the unit is engaged in enemy fight and does not leave it).
- **/G:** Use per Game (Number of uses during the whole game).
- **∞:** Constantly active, no frequency constraints.

Composition of a Character Playing Card: Each game card includes the character's name, an illustration of the character, a personal characteristics strip and a skills insert.

The cards work in conjunction with a token holder and 4 tokens.

Unit Skills: Each unit has its own two skills. The effect and function of the skill is always indicated on the card.

WIP
Spell and skill token design