



THE WAYLANDERS

GAME RULEBOOK

Version 1.0





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THE WAYLANDERS

BRIGANTIA,

legendary land of Celtic tribes, is the capital of a mythical age inhabited by ancient races and riddled with powerful strongholds and portals to mysterious realms. It is a time of magic, a force of nature wielded by sages and abundant in dragon lairs.

In this era, veiled behind the mists of time, indomitable adventurers and cunning strategists are born. United in their zealous thirst for conquest, they will follow the chimeric paths set before them, determined to forge kingdoms of legend.

But even in times of sorcery, arcane lands are scarce. No adventurer will hesitate to destroy their enemies in conquest, because only a chosen few can be... The Waylanders.



THE WAYLANDERS

The Waylanders is a board game for **2 to 4 players**, each managing a party of 5 adventurers. Each party must earn **victory points**, represented by **torques** and varying across different scenarios.

The first party to gather enough torques wins. The number of required torques (between 5 and 14) will depend on the players or the chosen scenario. **We recommend playing for 7 points** during your first games.

The Waylanders is set in a magical age, a time when men felt connected to nature and interacted with other races.

A time when adventurers were driven by an insatiable thirst for power, treasures and astonishing feats; when both allies and enemies were made in an effort to reach places of power.



RACES

The Waylanders is a magical world, both harsh and hostile. As such, it is inhabited by warrior races. Some live in harmony with nature, while others search for knowledge and power. Below are the races you will find:



CELTICS

The youngest and most common of all races. Their knowledge of magic is scarce and only a chosen few are capable of wielding it. Due to the constant feuds between them, they have never united under a common banner, and chances of this happening are slim. In spite of this, their tenacity and ambition have made them the dominant race.



WEREWOLVES

As their dwindling bloodline loses its magic, these descendants of the deity called Lugh become closer to wolves than to the divine creatures they once were. They are fiercely proud of their bloodline, but their instincts and social hierarchy always prevail (although they'll never admit it). Werewolves live in packs and follow a strict social hierarchy imposed by their leaders, the Alphas. They live in small nomadic communities that tend to avoid contact with other races, only connecting with other species for trade on travelling caravans.



MOURIANS

Living in a matriarchal society, Mourians have decided to stay on the fringes of a world they no longer feel a part of. Revered by humans, they take part in Celtic coronation rituals and, much less frequently, in trade. Although most are sages and sorcerers, their warriors can be a force to reckon with when provoked.



FOMORIANS

Behind their brutal and grotesque exterior lies one of the wisest and eldest races of all. They live in exile in the Outer World, alongside the Semi-Fomorians who sided with their clan during the war against the Tuatha of Danann. Relegated to another dimension, the Fomorians have come to accept their defeat. Their immortality is both a burden and a source of hope, for they realize it's only a matter of time before they can rise from their ashes and take the place of those who have fallen...



SUPERCLASSES

Your adventurers belong to different superclasses. These guilds of sorts enable adventurers to learn where to make the most of their abilities. This is how superclass determines the best terrain for each adventurer: that is, the type of land in which they have the best odds of winning in combat.



FIGHTER

Traditional warriors, they base combat on their superior physical prowess and stamina, as well as their mastery of heavy weapons. Fighters find it easier to unleash their full potential on lowlands.



PATHFINDER

A mortal stab or a long-range arrow are their hallmark attacks. Mobile, intuitive and opportunistic; these are the key qualities that can tip the scale in their favor during combat. Pathfinders specialize in hand-to-hand combat and excel in mountainous terrain.



SAGE

After years of intensive study or through mere raw talent, sages are master wielders of magic. They have a special sensitivity for nature and its power, and can channel this energy both to harm their enemies and aid their allies. Sages can make the most of these abilities in the forest, where magical creatures abound.

CLASSES

An adventurer's class determines their skillset. For example, healers can't attack, but they possess curative abilities; their mission is to keep their party of adventurer's alive. Meanwhile, warriors can exact much more damage in close combat.

Everything you need to know about classes and superclasses is detailed on the adventurer card.

Fighters are divided into:

Warriors: Hand-to-hand combat specialists.

Guardians: More defensive fighters.

Pathfinders can be:

Rangers: Wielding bows and spears.

Rogues: Experts in parry, stealth and dealing critical damage.

Sages include:

Sorcerers: Masters of the arcane arts and long-range combat.

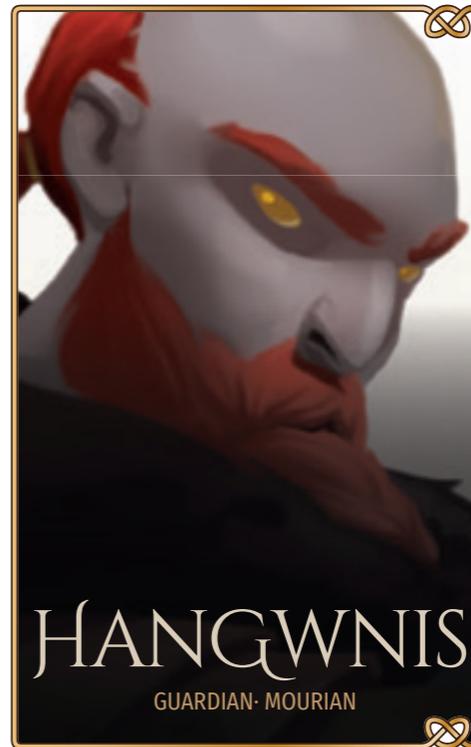
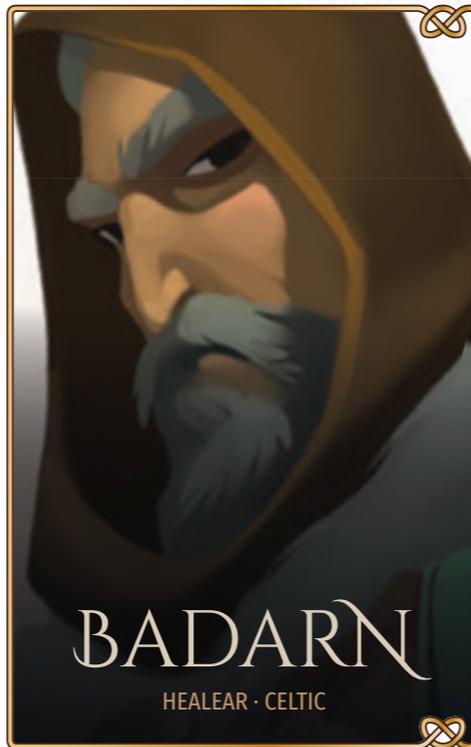
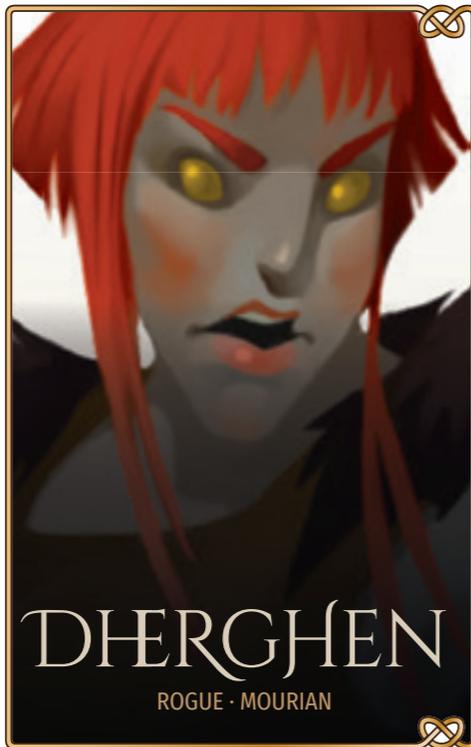
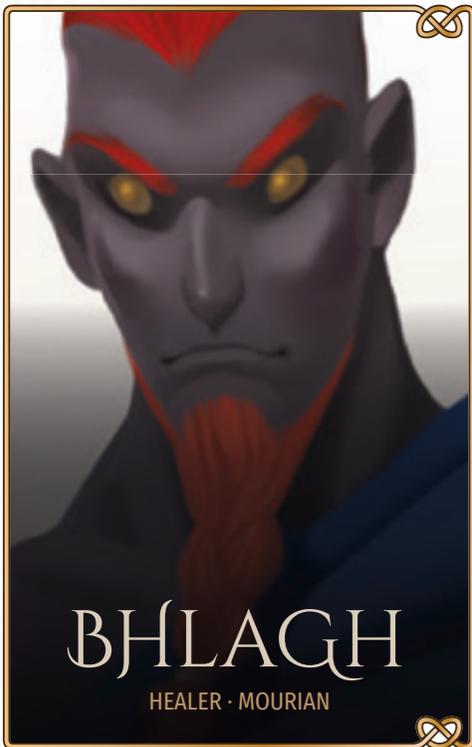
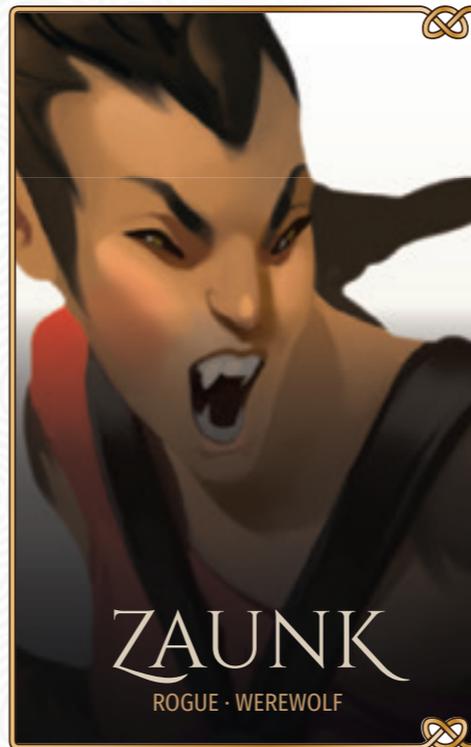
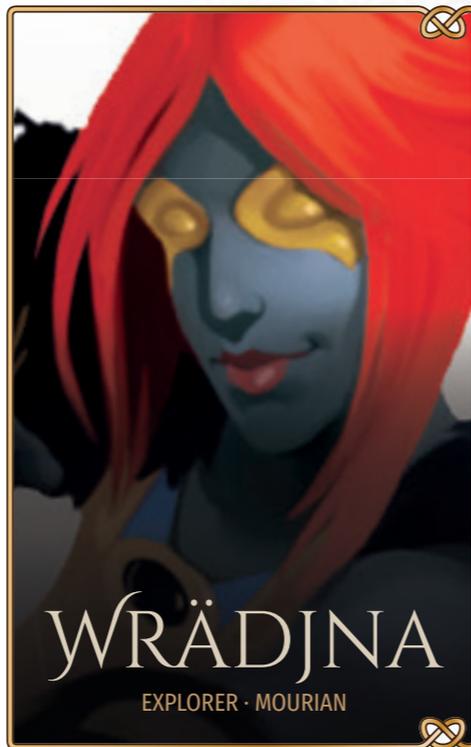
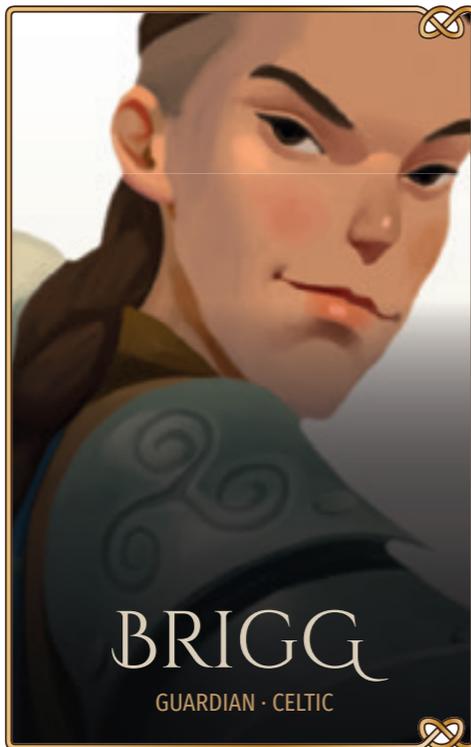
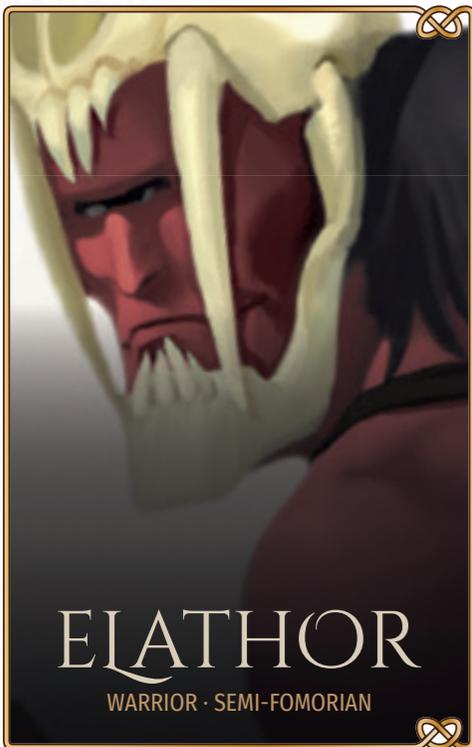
Healers: Skilled in the medicinal arts, their mission is to keep your party alive.



Fomorian Sword

Sage Staff

Mourian Daggers



GAME CONTENTS

These are the basic game contents, not including unlocked Kickstarter Objectives or Stretch Goals:

- 20 adventurer miniatures
- 2 forest dice
- 2 plain dice
- 2 mountain dice
- 2 auxiliary dice: used for military support and defensive rolls
- 10 forest hexes
- 10 plain hexes
- 10 mountain hexes
- 3 blocked path hexes
- 10 action tokens
- 30 area center tokens (10x3)
- 40 conquered stronghold tokens in 4 colors (10 per player)
- 12 formation tokens in 4 colors (3 per player)
- 4 torque tokens (1 per player)
- 4 player boards
- 20 miniature base discs in 4 colors (5 per player)
- 20 adventurer cards
- 10 emblem cards
- 15 objective cards
- 1 game manual
- 1 scenario booklet
- 4 summary cards

Each adventurer belongs to a specific class and superclass.



Adventurer Miniatures

INITIAL SETUP

1. Scenario: Build a scenario based on the number of players. You'll find them on the scenario booklet. **Scenarios are comprised of hexagonal tiles called areas.**

2. Strongholds: Shuffle all area center tokens face down and place one on each hex of the matching color on the game board. Leave all deploy areas and blocked path hexes empty.

3. Adventurer cards: Shuffle the 20 adventurer cards and hand out 5 to each player, face down.

4. Emblem cards: Leave the 20 emblem cards visible and within reach of all players.

5. Objective cards: Shuffle the 15 objective cards and place them by the game board. Steal 3 cards and place them in a row, visible to all players, by the remaining deck.

After players have picked a color, hand out **miniature base discs** and **formation tokens**.



CREATE YOUR PARTY

Each player will manage a party of 5 adventurers.

Parties are created as follows:

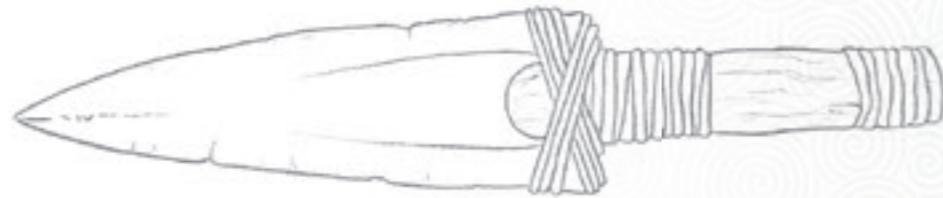
- 1) Hand 5 random adventurer cards (face down) to each player.
- 2) Look at the 5 adventurer cards in your hand, pick one and place it face down on your side of the table. Then, pass the rest of your hand to the player on your left.
- 3) Repeat this process until each player has 5 cards on the table.
- 4) Make a stack with your 5 adventurer cards face down. Pick the adventurer you'd like to be your party's emblem and place their card on top. Place your second pick for party emblem underneath your first, and so on.

- 6) When everyone is finished, the person seated to the left of the starting player turns over their first card. The revealed adventurer will be their emblem. The player must now retrieve the matching emblem card and place it on their adventurer stack.

- 7) Players take turns clockwise to reveal their first card. If their chosen emblem is not available, they must flip the next card (and so on, until they find an available emblem). Each player must do the same when their turn comes.

- 8) Place your 5 adventurer cards face up on your player board. Put your emblem card on the right; next to it, on the left, place the adventurer card of your emblem.

Finally, place all the dice within reach of every player.



Adventurer Card - Front

- 1) Superclass symbol.
- 2) Adventurer name.
- 3) Race and class.
- 4) Dice per range.
- 5) Movement cost.
- 6) Defense dice.
- 7) Ability.
- 8) Adventurer portrait.
- 9) Wounded stats.



Adventurer Card - Back



Emblem Card - Front

- 1) Superclass symbol.
- 2) Adventurer name.
- 3) Race and class.
- 4) Formation scheme.
- 5) Formation ability.
- 6) Emblem ability.
- 7) Adventurer portrait.



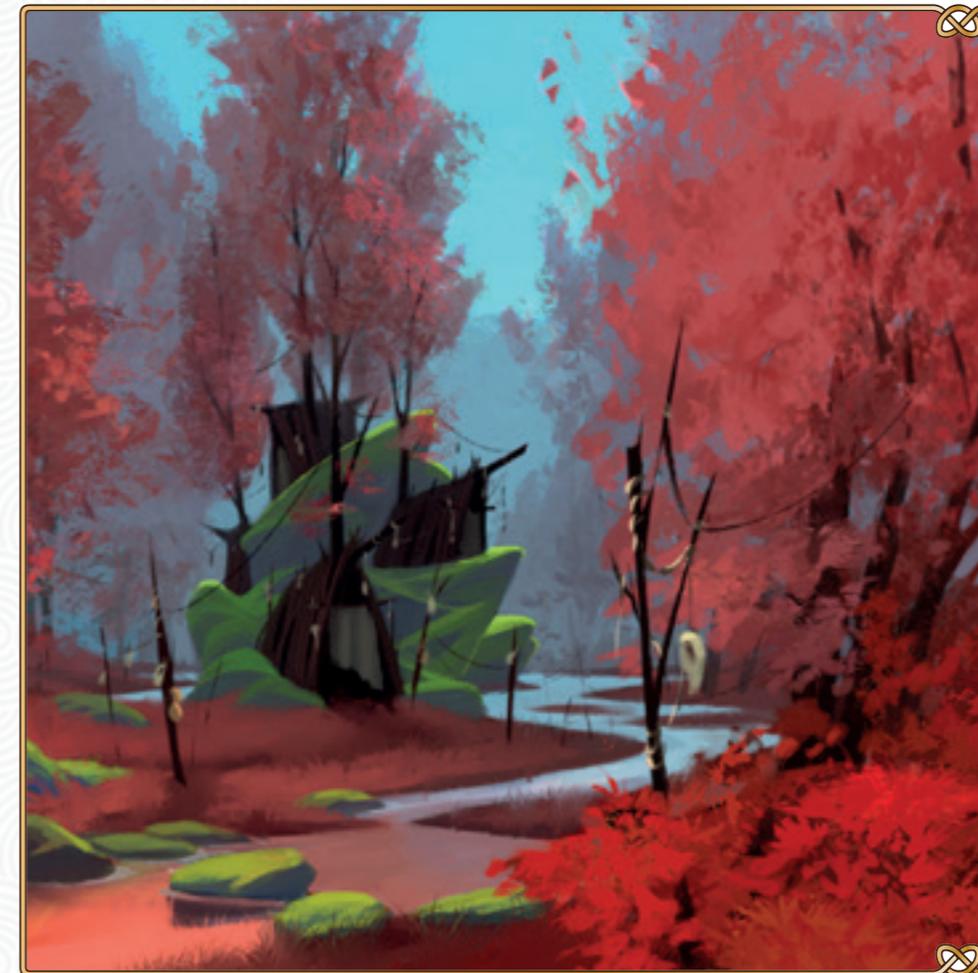
Emblem Card - Back

DEPLOY UNITS & START THE GAME

The person seated to the left of the starting player will be the first to pick a deployment area. Place your adventurers on an empty deployment area. Each player will do the same when their turn comes.

Next, it's the starting player's turn. The starting player takes 4 action tokens, while the player on their left takes 3, the next takes 2 and the last takes 1.

Players always take turns clockwise.



PLAYER TURNS

After the starting player is finished, players take turns clockwise. A player's turn begins when the person on their right finishes theirs. During each turn, players must follow the following sequence:

Initial phase (all rules stating "at the beginning of a turn" apply).

Retrieve action points: The player to your right gives you their used tokens.

Claim main objectives: By reaching a main objective, you win torques.

Deactivate adventurers: Turn down all your activated cards.

Declare a starting formation: If your party is in formation, state it now and place your tokens.

Activation phase.

Activate 1 to 5 adventurers and use them to perform actions (explained in detail below).

Claim secondary objectives.

Final phase (all rules stating "at the end of a turn" apply).

Declare final formation.

Hand in used action tokens.

ACTIVATING ADVENTURERS

During the activation phase, you must activate at least one adventurer and spend a minimum of one action point. To make your active adventurer visible, slide their card forward so that it stands out. Now your adventurer can perform actions such as move, attack, explore, etc.

Once you've performed the desired actions, you can activate another adventurer. An individual adventurer can only be active once during each turn. Make sure your adventurer has performed every action you need before you move on to the next; remember they won't be able to use an action again until your next turn.

The activation phase can end in three ways: when you decide to end it, when you've spent all your action points, or when you can't spend anymore.

Remember you must always use at least one action point per turn.

When an adventurer is active, you can perform each of the following seven actions twice, in any order:

Move

Attack

Lift and heal a fallen/standing party member

Activate an ability

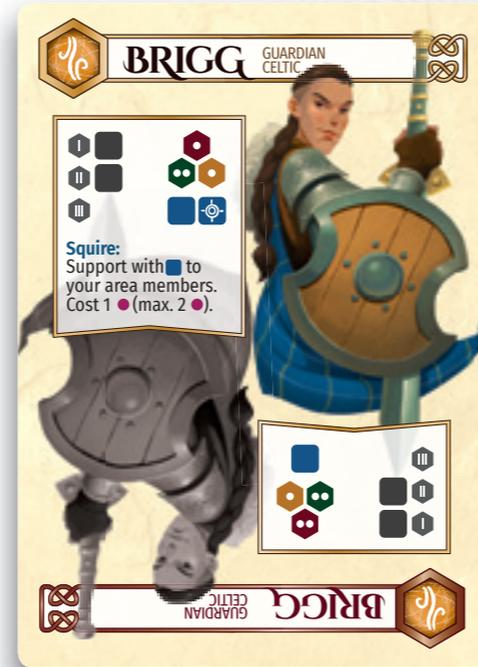
Explore an area

Occupy a stronghold

Each action costs 0-2 action points. When an adventurer uses an action, place the required action tokens above their card. If you don't have enough action points, you cannot perform the action.

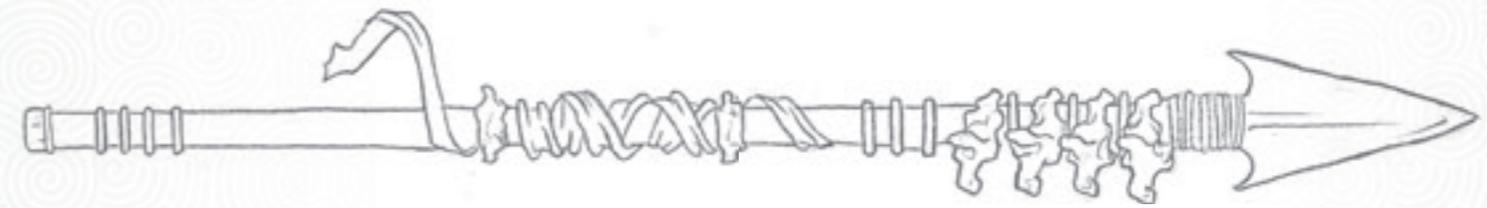
Remember that you can only perform a given action twice with a particular adventurer during a single activation.

When your turn is over, gather the action tokens you placed on your adventurer cards and hand them over to the player on your left. This means you'll only pass on the action points you used during your turn.



Example:

David, the first player, starts the game with 4 action points. He activates his human warrior by sliding his card to the front on the player board and decides to use 2 action points in order to move his adventurer to a forest area. After that, he ends his turn. Since he used 2 action points, these are now passed on to Carly, the player to his left. Carly begins her turn with 3 action points, plus the 2 additional points she received from David. This means she has 5 available action points to spend during her turn.



Move

An active adventurer can move to any area that is adjacent and visible, provided there is enough space for another unit.

Two areas will be considered adjacent when they share a side of the board.

An area will be considered visible when it's in direct line of view (see page 18).

An area has enough space when it hasn't reached its full capacity (see page 21).

Each move costs 0, 1 or 2 action points, depending on the terrain type. Adventurer's also travel at different speeds on different terrains. Your adventurer card shows how many action points it takes to move across each terrain type.

Provided you have the required action points, an active adventurer can move up to two times during activation.

Example:

Sherry decides to activate her archer. First, she moves her adventurer at a cost of 0 action points. Then, she moves her again, spending 1 action point. Even though she still has action points left, she can't move her archer again because she's already performed the same type of action (movement) twice. So, she decides to engage in combat.

Attack

An active adventurer can attack enemies in any area within reach.

An area will be considered within reach when the adventurer has the appropriate weapons for that particular range (see page 18).

When an adventurer launches an attack, all party members within reach of the targeted area will also attack the enemy. Regardless of the total number of adventurers engaged in battle, attacking always costs 1 action point.

Combat is explained in detail on page 17.

Lift and heal

Adventurers can be knocked down during combat. An active adventurer can lift a fallen party member if they are in the same area. Lifting a fallen adventurer costs 1 action point.

Immediately after lifting a fallen party member, the same adventurer can heal them spending an additional action point. Healing can only take place if there are no enemies in the area. An adventurer can only heal a fallen party member lifted during the same activation turn.

You'll find more details on lifting and healing on page 19.

Activate special abilities

Each adventurer has a special ability that allows them to perform unique actions or use actions when they aren't active. Exactly what these abilities do and when you can use them appears on each adventurer's card. Unless specified, using a special ability does not cost action points. In many cases, these special abilities are a consequence of other adventurer's actions. Each ability's description explains when it can be activated.

There are four main ability groups that define both the nature of the ability and the moment when it can be used: Attack, Defense, Movement and Recovery.

Your party emblem shares a common ability with all adventurers in the group (see page 13).

Exploration

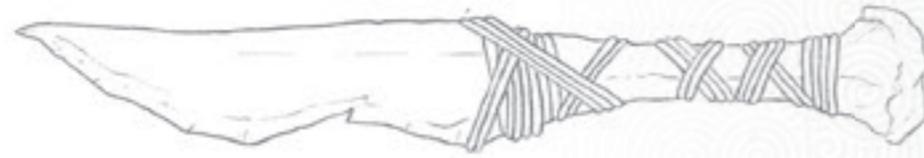
An active adventurer can spend 1 action point to explore a given area. Exploration allows adventurers to identify an area's stronghold. You can explore up to 2 areas per activation.

You'll find more details on strongholds on page 22.

Conquering strongholds

Explored areas may hide strongholds. An adventurer can attempt to conquer a stronghold during their turn (see page 22).

COMBAT



An active adventurer can use their turn to launch an Attack. Before battle, you must pick the area within your line of vision that you wish to target. The area must be within range of the active adventurer. Party members in the targeted area will offer military support to the active adventurer, provided the area is within their attack range. **In order to resolve a battle, you must consider the following:**

Choose your target: The targeted area must be in your line of view and within range of your ACTIVE adventurer. Your adventurer's range details appear on their card (see next page).

Pick your dice: Take the number of dice specified under the corresponding range on your active fighter's card. Dice must match the color of the targeted terrain. If you see the ☉-symbol (instant victory) instead, this means the attacking party wins the battle automatically and you don't have to roll your die.

On the next page you can find a case of medium range with this symbol. The player does't roll that die at medium range and gets an automatic win.

Receive support: Adventurers within the targeted area equipped with weapons suited to the attack range can offer support to their party member. Add one auxiliary die per support unit, regardless of the information displayed on their adventurer cards. Adventurers situated in the targeted area are never considered support units. The maximum number of auxiliary dice you can use in a single combat is 2.

Dice: The game comes with 8 dice in 4 colors. This is the maximum number of dice you can use in a single roll. Even if the sum of several rules calls for rolling more than 2 dice of the same color, you can only roll 2.

Fighting technique: Each adventurer has a unique fighting technique determined by their superclass. It is represented by a symbol at the top of the adventurer card. The entire party must use the active adventurer's symbol during an attack.

Attack: Roll your total sum of combat dice and add the symbols that correspond with the active adventurer's fighting technique. You must also add all your ☉- (bonuses). The total amount equals your number of Hits.



Elathor attacks with one support and gets four superclass and one instant victory symbols for an amount of five hits.

Targets: All enemies within the target area receive the attack simultaneously. However, each enemy unit must defend itself from the attack individually. The player under attack will determine the order in which targeted units defend themselves. If enemies belong to several players, they must roll the dice clockwise. Adventurers from the attacking party situated on the targeted hex do not receive the attack. Also remember that they cannot engage in battle.

Roll the dice and take note of the value of your roll. The defender might need one of the dice you just used.

Defense: The targeted player rolls as many defensive (auxiliary) dice as specified on the attacked unit's adventurer card. Also count the same symbol used by the attacker, plus any ☉- (bonuses). The total amount equals your number of Blocks.

Outcome: If the number of Hits is greater than the number of Blocks, the target receives damage. If there is a tie, no one is hurt.

Counterattack: If the number of Blocks exceeds the number of Hits, the target returns the attack against the active adventurer. Note that this only happens if the targeted adventurer is equipped with a weapon suited to the combat range. If this isn't the case, the combat ends in a tie.

Next target: If there is more than one targeted unit, the defensive player proceeds with the next roll. The attacker will use the same roll against all targeted units during a battle.

Each combat costs 1 action point, regardless of the number of supporting units. You can engage in up to 2 battles per activation. Defending your units does not cost any action points.

RANGE AND LINE OF VIEW

There are 3 types of attack range:

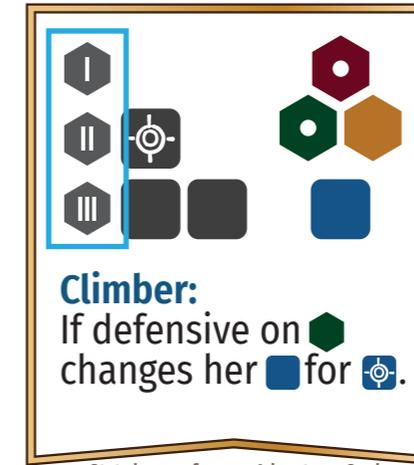
Short range: Within the same area.

Medium range: Attacks to an adjacent area.

Long range: Combat against areas in 2 different attack ranges.

All movements and attacks require a direct line of view. Line of view can only be obstructed by rock formations or special rules (see figure below).

Actions or effects can only be used against targets in direct line of view.



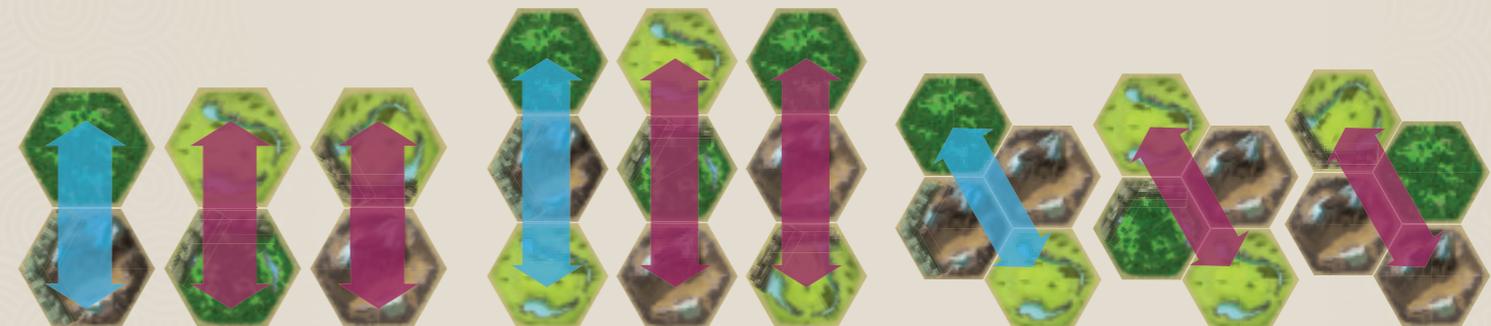
Stats banner from an Adventurer Card

I Short range: The first row shows how many dice are rolled for hand-to-hand combat. If this row is empty, the adventurer cannot engage in close combat.

II Medium range: The second row shows how many dice are rolled for adjacent areas. If this row is empty, the adventurer cannot engage in medium-range combat.

III Long range: The third row reveals how many dice are rolled if the active adventurer is two areas away from your target. If this row is empty, the adventurer cannot engage in long-range combat.

In long range, non-aligned areas, the line of view will be obstructed if there is a rock formation on at least one side of the central hex. You will find examples below: blue marks a full line of view, while red shows an obstructed line of view.



HEALTH



Wounded, Fallen, Lifting and Healing

Adventurers' overall health can be described as:

Healthy: Their default initial condition. Their stats and special ability are in full swing. Healthy stats appear next to the color portrait on the adventurer's card.

Wounded: During battle, adventurers can receive damage. This will have a negative impact on their stats and prevent them from using their ability. They will generally also move at a slower pace. Reduced stats appear next to the black and white portrait on the adventurer's card.

Fallen: Fallen adventurers are completely knocked out and can't use actions. Therefore, they possess neither stats nor abilities.

How to affect an adventurer's health

Dealing damage: When a healthy adventurer receives damage during combat, they will be wounded. Rotate the adventurer card 180 degrees to show their reduced stats.

Knocking down: A wounded adventurer hit during combat will be knocked to the ground. Rotate the adventurer card 90 degrees to indicate that the fighter has fallen. Also, place their miniature face down on the board. A fallen adventurer cannot perform actions until they begin a turn standing.

Fallen adventurers are not considered when calculating an area's capacity. Even though their miniatures lie on the board, fallen units disappear temporarily from the game.

Lift: Any active adventurer can use 1 action point to lift a fallen party member. To do so, they must be in the same area. After paying in your action point, rotate the fallen adventurer's card to the wounded position. Also bring the lifted adventurer's card to the front, indicating that they are active. During this round, the adventurer will not be able to use any actions.

Heal: Adventurers can use an extra action point to heal the party member they just lifted from the ground. This can only take place when there are no enemies in the area.

Lift and fight: A lifted adventurer cannot perform actions during the round, but they can offer support in combat. Combat support is not considered an action.



Adventurer Card - Healthy



Adventurer Card - Wounded (rotated 180 degrees)



Adventurer Card - Fallen (rotated 90 degrees)

FORMATIONS



During a battle, your emblem can order your party members to adopt a particular formation.

Formations are comprised of 3 to 5 adventurers deployed across 3 adjacent enemy-free areas. The party's emblem must always be at the center of the formation. A formation will only be operative if the adjacent areas are in direct line of view.

Formations offer strategic advantages to the adventurers involved. Units will be stronger, faster, better equipped defensively, and prepared to use their emblem's combat technique. Adopting a formation does not cost action points.

In addition, no enemies can occupy the last available capacity slot on a hex with units in formation.

Formations (initial phase)

Before starting the activation phase, you can choose a tactical formation by calling its name (demi-orbe, wedge or phalanx) and size (3, 4 or 5 adventurers). This is only possible when there are no enemies in the area and adventurers are placed correctly, as specified on the emblem card. Place a formation token on each hex. Every

adventurer within these three areas will adopt formation.

When you adopt a formation, this affects all adventurers of your party situated in the three corresponding hexes.

If the formation holds throughout your turn, it will be active during enemy turns and remain active until broken.

You cannot adopt more than one formation at a time.

You cannot adopt a formation during the activation phase or an enemy turn.

Formations (final phase)

Once the activation phase is over, you can also adopt a formation. This allows you to perform end-of-turn formation actions. The formation will be active during enemy turns and remain active until broken.

Breaking formations

When a formation breaks, all formation tokens must be retrieved. A formation can break during your turn or an enemy turn:

During your turn: During your activation phase, if the last adventurer in formation leaves the area.

Automatically, if the last adventurer in formation is knocked down (for example, during a counterattack).

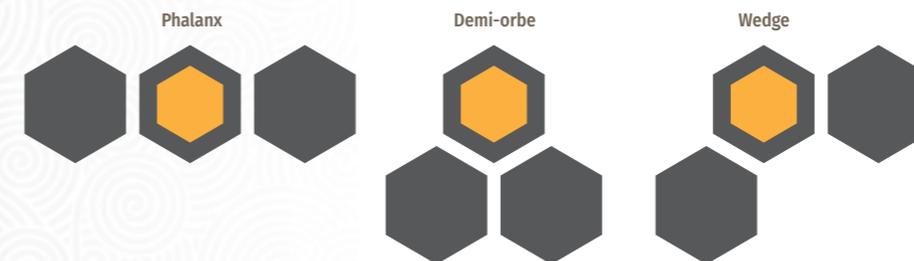
Automatically, if the emblem is knocked down (for example, during a counterattack).

During an enemy turn: At the end of the turn, if an enemy adventurer breaches your formation (remember they can never occupy the last capacity slot).

Automatically, if your emblem or the last adventurer on a hex is knocked down.

Formation abilities

When a party is in formation, the formation abilities detailed on the emblem card come into play. Every adventurer in formation possesses additional abilities and effects. These abilities can only be used if the formation tokens are on the board. Fallen adventurers are not considered to be part of a formation. Abilities meant for the initial turn phase can only be used if the formation is declared before the first adventurer is active, or if it was already in place during the previous turn. No enemy units can occupy the last capacity slot of a hex with adventurers in formation.



Example:

Mary has 4 adventurers in formation, which means an area with capacity for 3 units is occupied by 2 of her adventurers. While the formation stands, only an ally can occupy the last slot.

AREA CAPACITY

As a general rule, areas have a maximum capacity of 3 adventurers. If all capacity slots are occupied, the area is full.

At the beginning of the game, all party members start the round on the deployment area. At the end of the activation phase of the first turn, the active player must move their units in order to avoid exceeding the capacity of any area.

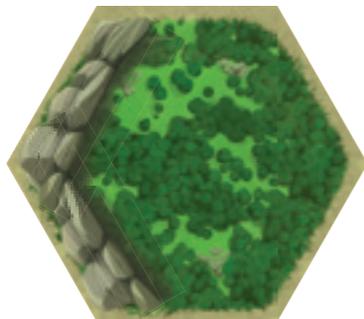
Remember: fallen adventurers do not count when calculating capacity. This is important when it comes to lifting ally units. If there are 3 standing adventurers and 1 fallen unit on a given hex, the latter can only be lifted if you have enough action points to move one of your adventurers out of the area before the activation phase ends.

If a hex is occupied by 3 adventurers, no other units may cross it.

When a turn ends, no hex can be over capacity. You must plan your movements in advance and keep tabs of your action points in order to reorganize your units and avoid exceeding capacity in any of the areas.

When you have conquered an area or adopted a formation, only you can occupy the last available slot. No enemy unit can enter an area if this means it will reach maximum capacity. However, in areas with capacity for 1 or 2 units, this restriction can be overridden. Anyone can enter the area and make it unavailable.

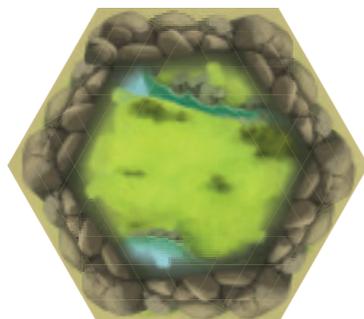
Capacity is reduced in areas with rock formations:



1 rock (2 blocked sides) reduces capacity to 2.



2 rocks (4 blocked sides) reduces capacity to 1.



3 rocks (6 blocked sides) reduces capacity to 0, which blocks the path entirely.

STRONGHOLDS

All areas, except deployment and blocked path hexes, can be explored in search of **strongholds**. Any adventurer can spend 1 action point to explore an area. During exploration, the **area center** token is turned over. The token contains a number between 0 and 3. 0 indicates the area is not a stronghold, which means the token should be removed after **exploration**.

Any value greater than 0 indicates the area is a stronghold and all parties can try to conquer it.

Conquering a stronghold

Conquering a stronghold grants you 1 torque (or victory point).

In order to conquer a **stronghold**, adventurers must pass the occupation trial:

Attempting to conquer an area costs 1 action point. Remember you can only perform 2 attempts during an activation.

Roll a die of the same color as the terrain type and add any symbols specified for the active adventurer's superclass, plus all ϕ (bonuses).

If the adventurer is not alone, **add 1 auxiliary die max** to your roll (even if you have more than one allied unit).

If the resulting value is equal or greater than the number shown on the area center token, you will conquer the stronghold.

Mark the occupied stronghold with a conquered stronghold token of your color.

Destroying enemy strongholds

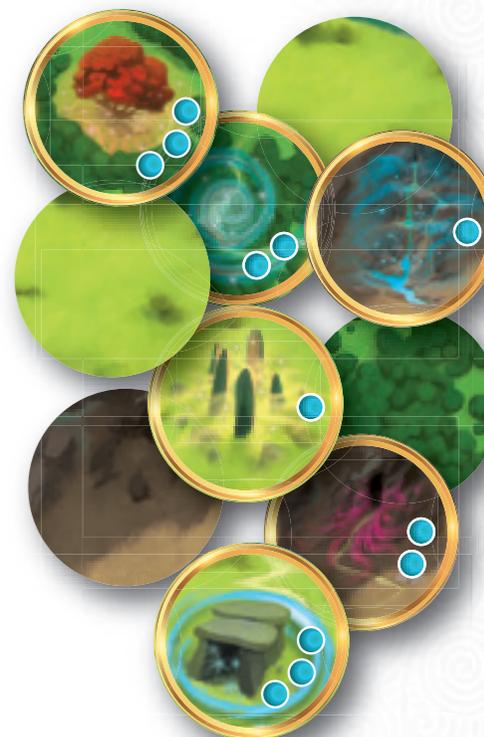
You can attempt to destroy areas occupied by your opponents. To do so, your adventurer must be inside the targeted area and pass a similar occupation trial. If you succeed, remove the conquered stronghold token. Now the stronghold is up for grabs and any party can attempt to conquer it. The challenge posed by a given stronghold will always be determined by the area's central hex.

Losing a stronghold does not entail losing torques.

Stronghold actions

As a general rule, enemy units cannot take the last available capacity slot in a stronghold.

Additionally, the ability detailed on an emblem card comes into effect in occupied areas. Follow the instructions specified on the card.



END OF GAME

The game ends when a player obtains the number of torques agreed upon at the beginning of the game.

If all adventurers of a given party start a turn on the ground, the player automatically loses and must abandon the game. If at any given moment only one player remains standing, they automatically win the game even if they don't have the most **torques**.

Torques

Torques are the only means to achieving victory. The first player to gather the number of torques agreed upon at the beginning of the game wins. Players can earn torques by:

Knocking an adventurer down: 1 torque.

Conquering a stronghold: 1 torque.

Completing an objective: See number of torques on the objective card.

Other cases: Certain abilities grant torques.

Objectives

There should always be 3 available objective cards by the game board.

Completing an objective grants **torques** (victory points).

In order to complete a main objective, you must have occupied all areas detailed on the objective card at the beginning of your turn.

To complete a secondary objective, you must fulfill the conditions detailed on the card:

If conditions are met, you automatically receive the specified number of torques.

Once completed, discard the objective and flip a new card from the deck.

For a main objective, you must also destroy all conquered strongholds from the areas that were occupied to complete the objective. Remember this does not entail losing the awarded **torques**. Furthermore, if you re-conquer the same strongholds, you will earn torques once again.



Torque (Victory Point).



Objective Card



Credits:

Design: Jaime González.

Illustrations: Patricia Castelao, Antón Blanco, Luis Miguel Fernández Yolanda Alonso.

Original Storyline: Sergio Prieto.

Collaborators: Gato Studio, Eclipse editorial, Wah Studio.





THE WAYLANDERS

The Waylanders is a board game for **2 to 4 players**, each managing a party of 5 adventurers. Each party must earn **victory points**, represented by **torques** and varying across different scenarios.

The Waylanders is set in a magical age, a time when men felt connected to nature and interacted with other races.

A time when adventurers were driven by an insatiable thirst for power, treasures and astonishing feats; when both allies and enemies were made in an effort to reach places of power.

2-4 players

60-90 min.

+12 years

