



THE RAVEN ORDER

The Rulebook

Start

- Shuffle the evolution cards.
- Each player receives a *camp* and 5 random evolution cards in their hand.
- The dice decides who goes first.
- The player who doesn't start gets 1 *sentry*.

Gameplay

You go through three phases during your turn. When all three phases have been completed, your opponent's turn begins.

1. Harvest phase

- You get 1 *worker*.
- If you have a *camp*, a *town* and/or a *capitol*. You get gold.
- If you have an *academy level 3*: You get 1 evolution card.

2. Construction phase

- You may build one building (see **Buildings**).
- You may train any number of units (see **Units**).
- You may use any number of evolution cards from your hand (see **Evolution cards**).
- You may sell any number of your *workers* for 1 gold each.

3. War phase

- (1) Choose your attackers

You choose your attacking units (*riders* and *druids*).

- (2) Your opponent defends

Your opponent can assign any of their units to stop an attacker. Multiple defenders can be assigned to the same attacker.

(3) Fighting the battle

Consider each group, consisting of one attacker and the assigned defender(s), separately.

The attacker dies if the defender(s) have at least as much power in total.

In turn, the attacker kills all defenders up to the point where their total power exceeds its own. If the attacker doesn't have enough power to kill all defenders, you choose which defenders die.

For example, if an attacker with power 4 is stopped by two defenders with power 2 each, all three units die. If one of the defenders had power 3, then only one defender would die.

(4) Destroying buildings

Any attacker that is not stopped does not engage in battle.

Instead, it attacks a building of your choice. The resistance of a building is equal to its cost in gold. It is destroyed if it was attacked with more power than its resistance.

For example, if two attackers with power 2 each are not stopped, they can destroy a guildhall (costs 4 gold), but not a town (cost 5 gold).

(5) End of the war

Killed units and destroyed buildings are removed. All nonlethal damage is healed.

Victory

Destroy all of your opponent's buildings.

Buildings

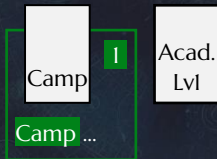
- You may construct 1 building per turn. Buildings cost gold.
- After construction, buildings enter the board and have a permanent effect.
- Some buildings can only be constructed if you already have the required building.
- You can only own one building of each type.
- You can rebuild a building after it has been destroyed.

Units

- Units can be improved by training (*for example, a sentry is trained from a worker*).
- Units can fight. The power determines how strong a unit is in battle.
- *Riders* and *druids* can attack. They can't attack during the turn they were trained.
- All units can defend. Whenever they attack, they can't defend until your next turn.

Evolution cards

- Your evolution cards remain hidden in your hand.
- Evolution cards can be played on your own units and buildings during the construction phase. Three conditions must be met:
 - (1) valid target;
 - (2) required academy level;
 - (3) the target does not already have an evolution card on it.



Example: Play this evolution card on your camp if you have an academy level 1.

- An evolution card is destroyed when its "host" unit or building is destroyed.

Learn more



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