



Fate of VENTERRA

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Field Manual

*In a flash of light, the storm has cleared and hidden within it, a mysterious island.
Legends tell of such a place, created in the beginning of time, and shrouded in magic.
Could this be Ventera?*

*It is no matter, several groups from around the known world have already set their sights on
this new land. Now the nations armies sail for Ventera with one thing in mind,
complete control.*

... May the gods help us all...



This is a early version of
the rulebook.

Some art and wording are
subject to change.

Summary Overview:

You have 10 rounds to gain the most victory points and establish your dominion over Venterra. Each round each player will collect income based on their structures, and choose two action cards to play. All players select and reveal their action cards simultaneously. After revealing the chosen actions, each player chooses and resolves their first action in turn order, and then each player resolves the remaining second action in turn order. Throughout the game players build structures, recruit units, claim territories and complete quests to gain Victory Points and increase their influence over Venterra. At the end of 10 rounds all players count up Victory Points from all sources and the player with the most Victory Points wins!

Goal of the Game:


In “Fate of Venterra” each faction is fighting to attain the most influence (Victory Points ) over the newly discovered continent. By engaging in warfare, completing quests, building structures, and attaining wealth; your main goal is to be the player with the most Influence at the end of the game.

Table of Contents

Included Components	1
----------------------------	---	---	---	---	---	---	---	---	---	----------

Setup	3
--------------	---	---	---	---	---	---	---	---	---	----------

Choose a Faction

Turn Order/Round Track

Player Setup

Building the Map

4

Placing Starting Structures

Territories

5

Explore Tokens

Quest Cards

Favor Cards

6

Wealth

Battle Tokens

Combat Cards

Faction Upgrade Cards

Winning the Game

Each Round	7
-------------------	---	---	---	---	---	---	---	---	---	----------

Income Phase

1st & 2nd Actions

Plan

Reinforce

8

Maneuver

9

Charge

Combat

10

Support Movement

Battle

11

Large Army Cost

Bidding

12

Included Components

Turn Order/Round Track ①

This track is used to track the current round and player turn order. The track is also double sided for 1-3 player games and 4-5 player games.



Included: 1 Track



5 Faction Tokens



5 1 Victory Point Tokens



1 Round Marker

Explore Tokens ②

These tokens are placed on each territory during set-up. When a player first conquers a territory with a token on it, they gain the reward on the revealed side of the token.



Included: 38 Explore Tokens

Favor Cards ③

Favor cards are special cards that grant players one time abilities and are gained through quests, explore tokens, and bidding.



Included: 19 Favor Cards



1 Cancel Favor Card

Quest Cards ④

Quests cards are completed by playing the plan action card and meeting the listed requirements. Quests grant you immediate in-game rewards at the moment they are completed and are worth victory points at the end of the game. There are always 4 face-up quest cards available.



Included: 22 Quest Cards

Battle Tokens ⑤

Battle Tokens are gained by a player when they attack another player and count as 1 victory point.



Included: 25 Battle Tokens

Faction Setup Card ⑥

Each player, after they choose their faction, will refer to their Faction Setup Card to figure out what resources they start the game with.



Included: 5 Faction Setup Cards

Wealth ⑦

Wealth is the main resource and used to make all purchases in game.



Included: 30 "1"s 10 "3"s

8-Hex & 4-Hex Boards ⑧

These boards are used to build the map at the beginning of the game and contain 4 different terrain types.



Included: 1 4-Hex Board
6 8-Hex Boards



Reference Cards ⑨

These Reference Cards contain information about units, structures that are able to be purchased, and the order of each round.



Included: 5 Unit Reference Cards
5 Structure Reference Cards

Faction Upgrade Cards ⑩

Each player has 4 upgrade cards to choose from which can be bought by playing the Maneuver action.

Included: 20 Upgrade Cards
(4 per faction)



Action Cards ⑪

Action cards are used to perform most tasks in game. On them is numbered the order in which each part of the action is performed.

Included: 20 Action Cards (4 per-player)



Units ⑫

Units are used to take and hold territory. Each faction may build the same types of units, but have access to different amounts of them.

Soldier — Ship — Scout — Siege — Knight

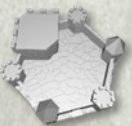
	Soldier	Ship	Scout	Siege	Knight
①	7	1	8	3	3
②	7	2	8	2	3
③	6	1	10	2	4
④	7	1	8	2	4
⑤	6	1	12	2	3

Starting Structures ⑬

Each player's expansion will start from these Structures.



Included: 1 Eldapriest



4 Fortresses

Structures ⑭

Structures collect income each round, are worth victory points, add defense to territories, and grant different bonuses.

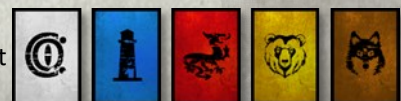
Included: 30 Structures (6 per faction)

Combat Card Supply ⑮

This is where player's purchase their combat cards from.



Included: 30 Combat Cards (6 per faction)



Combat Cards ⑮

These cards are used to add defense or attack values to player's units.



Ka'jer replaces one of yellow's shrines



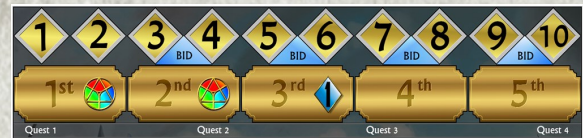
Setup

Choose a Faction

Name:	The Order	The Watchers	Legion of the Dragon	Children of the Bear	The Pack
Color:	White	Blue	Red	Yellow	Brown
Token:					
Turn Order:	1 st	2 nd	3 rd	4 th	5 th

Turn Order/Round Track

After choosing your faction, place the double sided turn order/round track to the side of the play area. Choose the appropriate side, based on the number of players, and place each player's faction token on the track in the correct turn order. When playing with less than five players, move the tokens to the left to fill in the gaps. The game will go 10 rounds no matter how many players there are, after the last round ends add up points and declare a winner. (see "winning the game" pg.6)



OR



Bidding happens at the end of the 3rd, 5th, 7th, and 9th rounds.

Player Setup

Each player should gather all cards marked with their faction's sigil along with a structure reference card and unit reference card.

- Collect wealth listed.
- Put the listed number of units near your starting structure.
- Draw a "1" combat card and "2" combat card.
- Put aside any structures listed on this card.
- Refer to the bottom half of the card for any faction specific bonuses.



Structure Reference Card



Unit Reference

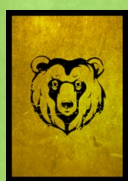
Cost to recruit



Unit Stats Including:
Attack
Defense
Movement

Special Abilities

Place cards on play area like shown below



Combat Cards
(facedown)



Faction Upgrade Cards
(black and white side faceup)

Place cards in your hand



Combat Cards
(1 and 2 cost)

Action Cards
(one of each action)

Building the Map

Now each player will take part in building the map, this will be comprised of a **4-Hex board placed in the middle of the play area** and **one 8-Hex board per player**.

To build the map, place the starting 4-Hex board in the middle of the play area with the side you wish to play with face up (all of these boards are double sided).

Starting with the first player and proceeding in turn order, each player may choose **one** 8-Hex board and place it touching the starting 4-Hex board. Each player may place their board on either side up, in any orientation they choose, with the following restrictions:

1. Each board must be placed touching the starting board (if possible)
2. No board may be placed in such a way that any part of the map is completely isolated by water.



Note: Gaps or “holes” in the map should be avoided **if possible**, especially for new players.

Placing Starting Structures

After all players have finished building the map, in turn order, they may place their Starting Structures. This is the place from which each player will start their conquest.

Starting Structures must be placed as follows:

1. On any territory on the edge of the map.
2. At least 3 spaces away from any other Starting Structure.
3. Cannot be placed on the starting 4-Hex board.

The units each faction starts with are placed beside or in each player's Starting Structure. This is the only place players will be able to recruit units until they build another structure.

If the Children of the Bear (Yellow) are in play, that player must place Ka'jer on any field or mountain territory adjacent to the starting board after all players have placed their starting structure. Ka'jer must be placed with the “0 Defense, 0 Income, and 3 victory point” side up at the beginning of the game.

Note: When a Fortress is placed, it completely covers the territory it is placed on and no longer counts as the original terrain type. (Does not apply to Eldapriest)

Pre-Built Map

For a quick setup or for a first play through, you may follow the layout below:

(Each board is labeled on both sides with a number and letter)

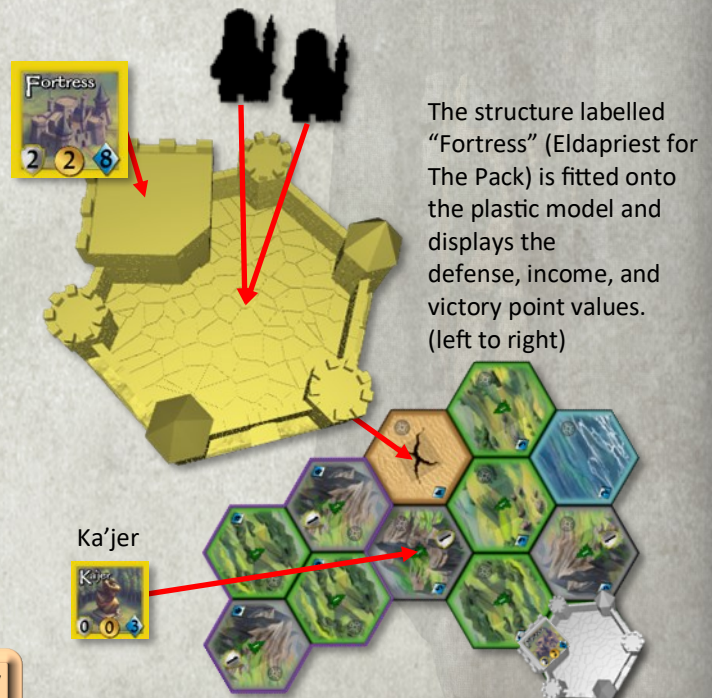


Players:

2
3
4
5

Boards:

1S, 1A, 2A
1S, 1A, 2A, 3B
1S, 1A, 2A, 3B, 5B
1S, 1A, 2A, 3B, 5B, 4A



The structure labelled “Fortress” (Eldapriest for The Pack) is fitted onto the plastic model and displays the defense, income, and victory point values. (left to right)

Territories

There are four different territories types and they are one of the largest ways to gain victory points. When a territory has no units on it, it defends at the number listed inside of the wilderness symbol. Once any player's units control that territory, the wilderness symbol no longer adds to the defense value. However, if those units leave and the territory is unoccupied and there is also no structure to maintain control, then the wilderness symbol once more acts as the defense for that territory.



Explore Tokens



Explore tokens are double sided and placed on the map, after starting structures have been placed. When a player conquers a territory with an explore token on it, they pick up the face down token and collect the reward.

Select the number of each type to place, according to the table shown on the right. After assembling the correct tokens, turn them face down, mix them around, and place **one** on each unoccupied territory (on the shaded explore symbol).

Below is a list of each explore token and it's reward.

	Number of each token used.				
Player Count					
2	2	3	3	4	6
3	4	4	4	5	8
4	6	6	6	6	8
5	7	7	7	7	10



Take the token and add it to your wealth.



Discard the token and immediately gain one combat card costing up to 1 wealth and add it to your hand.



Take the token as victory points.



Discard the token and immediately draw the top favor card and add it to your hand.

Discard the token and immediately gain a scout to the territory it was discovered on.

(If discovered on a water territory, gain a scout to the nearest friendly territory)

Quest Cards



Quests cards are completed by playing the plan action card and meeting the listed requirements. Quests grant you immediate in-game rewards at the moment they are completed and are worth victory points at the end of the game. There are always 4 face-up quest cards available. When a quest is completed or reserved, replace it immediately with a new one from the top of the draw pile.

Remove the five Starting Quests (as indicated by the purple wreaths on the card face). Shuffle the remaining Quest cards and place the deck face down near the turn track. Now shuffle the Starting Quest cards and place them face down on top of the Quest Draw pile. Draw 4 Quest cards and place them face up below the Turn Order Track where indicated.

At the top of the card is the requirements section, in order to meet these requirements, you **MUST** have what is listed on the card (you do not pay those resources). However, if a quest has a coin with a **red** number in the Requirements section, this does mean you must pay that amount of wealth in order to complete the quest.



Note:

If a quest requires a basic structure, a developed structure from the same development tree may also fulfill the quest requirement (i.e. a Tower may count as an Outpost or a Temple may count as a Shrine). However, if the quest calls for a developed structure, then you must have that specific structure to meet the quest requirements.



Reward

Victory points

Purple wreath means starter quests.

Favor Cards



Favor cards truly mean the gods are on your side and give bonuses associated with the attributes of certain gods. Listed, on the card, is when to use them and also what they do.

Shuffle the Favor cards and place the deck face down near the turn track. Favor cards can be gained throughout the game through Exploration tokens, completing Quests, and winning turn-order bids.



The top of the Favor card states when it may be played.

The middle of the Favor card describes the immediate bonus or effect that occurs when the card is played.

Wealth



Place the wealth pool within reach of all players. Wealth is used to develop structures, recruit units, activate faction upgrades, buy combat cards, and bid on turn order. Players gain wealth at the beginning of each round based on their structures.

Battle Tokens



Place the battle tokens within reach of all players. Players gain a battle token each time they start a battle. (when they fight another player)

Combat Cards



Each player has 6 combat cards; 3 Mercenary cards, 2 Soldier cards, and 1 Knight card. Each combat card has a cost associated with it, shown on the bottom left of the card. Combat cards may be played from the hand during any combat to add to the attack or defense value of a player's units (Combat cards do not cost anything to play from the hand). Only **one** combat card may be played for **each** combat. If a player has **no** units involved in a combat that player may not play any combat cards for that combat. After a combat card is played it is returned face down to the combat card supply of the player that played it. A player may buy Combat cards from their Combat supply pile only when playing Charge Action 2 (see Charge Action section). Players gain combat cards by paying the cost shown on the bottom of the card and then placing it into their hand. Any number of Combat cards may be purchased during a single Charge Action 2. Players must reveal and declare which combat cards they are purchasing. However, after they have been purchased, players are not required to reveal which combat cards are in their hand or which ones are in their supply pile.

Mercenary

Soldier

Knight



Combat card cost

6

Each player starts with the combat cards shown on their faction starting setup card. The remaining combat cards make up the combat card supply pile for that player and are placed face down in front of them.

Faction Upgrade Cards



Faction Upgrade Cards are bought during a Maneuver action 2 and activated by flipping the card over to the colored side. For most upgrade cards, once they are activated, they stay activated as a permanent bonus to the player it belongs to.

Winning the Game

At the end of the 10th round, after all actions and bonuses have taken effect, the game will end. Each player then adds all of their victory points, any number within a blue diamond . Including 1 victory point for every 3 wealth and -3 points for uncompleted quest cards. (this will be their final score).

Make sure to look for any bonuses and alternative ways each player has gained points. Included in the game is a score sheet with picture references for each category and ways to gain points.



Victory Points

Each Round

Each round of the game will follow these 6 phases.

- 1. Income: All players collect wealth based on their structures.
- 2. Declare: All players choose two action cards, and reveal them simultaneously.
- 3. 1st Action: Each player, in turn order, selects one of the chosen action cards and resolves it.
- 4. 2nd Action: Each player, in turn order, then resolves the remaining action card.
- 5. Large Army: Each player checks for and resolves large army cost.
- 6. Bidding: Bid for turn order (starting on round 3, odd numbered rounds only)

Income Phase

When collecting wealth during the Income phase, each player adds up all the income values on each structure they control and immediately collect wealth equal to that amount.

Players control a structure if:

1. The structure is the same color as their faction and **no** enemy units occupy that territory.
2. The structure is in a territory controlled by that player's units.

Income



1st & 2nd Actions

All players have four action cards in their hand to choose from; Plan, Reinforce, Charge, and Maneuver. During the action phase, each player first plays one of their two selected actions in turn order, before resolving their second action likewise. Players may choose to not perform some of the steps on an action card, however all actions must be performed in numerical order.



All action cards have numbers on them to determine in what order it must be completed.



Plan

Action 1: Gain 2 wealth

Action 2: Choose to complete a quest **or** resolve one of the available face up quests.

Completing Quests: If you meet all the requirements listed at the top of the quest, you may take the quest card to complete it. You may complete one of the four face up quests in the common area or a quest that you previously reserved. Upon completing a quest immediately gain the listed reward (if possible).

Completed quests are placed face down in front of you and added to your victory point total at the end of the game. (Even if you cannot gain the listed reward)

Reserving Quests: If you do not have the requirements to immediately complete a quest, you may reserve a quest by taking it and placing it face up in front of you. Players may reserve up to 3 quests and your reserved quests may only be completed by you. In order to complete a reserved quest you must play the plan action again and also meet all the quest requirements again.

Reserved quests that are not completed are **-3 points each** at the end of the game.



Reinforce

Action 1: You may recruit any one unit by paying the cost (shown on the reference card). Anytime you recruit, all land units must be recruited **on** a territory with a structure you control and ships must be placed in water territory **adjacent** to a structure you control.

Action 2: You may pay the cost (shown on the reference card) to develop an existing structure you control. (Structures, in most cases, are unable to be developed the same turn they are built) (you may develop enemy structures you control)

Action 3: You may pay the cost (shown on the reference card) to build a new basic structure.

When building new basic structures:

- They must be placed in a land territory you currently have units in.
- They may not be placed in a territory with an existing structure.
- They may not be built on water or desert territories.

Structures

Basic Structures:

When building a structure, all structures must start as a basic one. Basic structures cost 3 wealth and occupy the shaded square on a territory.

Note:

Even without units, a structure may still control a territory for the player it belongs to. All structures have a defense value that adds to the defense of a territory.



Note:

All structure tiles are double sided. When developing a structure, just search for the right tile you need from your pieces and replace the structure you are developing. (if needed)

Developed Structures:

After you have built a basic structure, you may develop your structure further (for a cost of 2 wealth). When a structure is developed, its stats change and some also grant extra bonuses.

Units

Special Abilities:



None	When one or more brutes win a battle, they kill one extra unit.
Pay 1 wealth to add one attack or defense to an adjacent territory. (once per-action)	Ship support no longer has a cost, but still may only be used once per action.
When you recruit a scout, gain a second scout <u>to the same territory</u> .	Scout is unchanged
Attack is increased to 2 when attacking a territory with a structure.	Golem special ability is unchanged, but they gain an extra defense.
None	Knights may now carry one scout (per knight) with them when they move.





All players units start following these stats.

All of a player's units are upgraded to "Forge Units" the moment that player builds a Forge.

Maneuver

1 Move any number of units from a single territory.



2 Buy 1  or Recruit 1 unit 

Maneuver

Action 1: Move any number of units on one territory to any number of territories they can reach. (may only start 1 battle per action)
In addition you may make a support movement.

The soldier and scout have a movement of "1" so if they use the ship while moving, they can both make it to this field territory.

Ships act like bridges for other units. (moving through a ship does not expend that units movement)

The Knight has a movement of 2, so they are able to move through 2 territories.

Move all units in a single territory.



Action 2: Choose to buy a faction upgrade or recruit one unit.



Buy 1 Faction Upgrades: Each player should have four faction upgrades in front of them with the price clearly displayed within the wealth symbol. When you purchase a faction upgrade, pay its price and flip the card over to the colored side. Unless it is a one time ability, this card is now active for you to use for the remainder of the game.

Recruit 1 Unit: Referring to the unit reference card, recruit one unit to a structure you control.

Charge

1 Move any number of units into a single territory.



2 Buy  or 2 

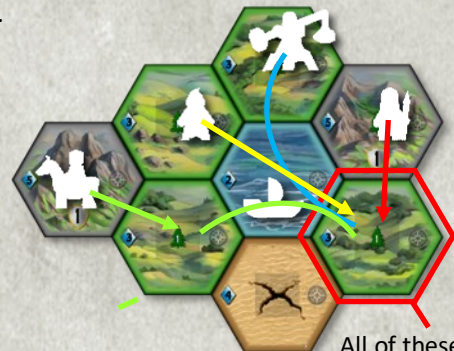
Action 1: Move any number of units from any number of territories to a single territory they can reach. (may only start 1 battle per action)
In addition you may make a support movement.

Action 2: Choose to buy combat card(s) or gain 2 wealth.

Buy Combat Card(s): You may purchase as many combat cards (from your combat supply pile) as you can afford, or have available to buy. price of each combat card is listed on the bottom left of the card.

When you buy the cards you MUST announce which cards you have purchased, but after that you do not have to inform other players of which combat cards you currently have. After you have purchased combat cards, return the unpurchased combat cards to your combat supply and add the purchased cards to your hand.

Gain 2 Wealth: Add "2" wealth to your supply.



All of these units can move to this territory on a Charge action 1.

Support Movement



This symbol means that, in addition to the normal movement action, any units marked with the support symbol may also perform a move. For this, you may move one support unit to any other territory they can reach, according to how far they can move. You may perform this movement either before the normal move action or after, but you may not split the action.



Note: You may use the normal move action to move support units, in addition to the support move. Units **not** marked with the support icon may not be used during the support move.

Combat



Combat occurs anytime a player moves units into a territory they do not already control, and is not occupied by another player's units or structures. There is always an attacker and defender during combats or battles, even if that might be the wilderness. Also, once a player's units occupy a territory, the wilderness defense no longer applies to that territory.

Movement resolves as follows:

1. Player moves their units.
2. Combat and Battles are resolved in any order.
3. Exploration tokens, rewards, and anything else is obtained.

Note: unlike battles, a player may start as many combats as possible in a single action.

Starting a combat:

1. The attacking player declares which units they are attacking with.
2. Add up the attacker's "attack" value  from units and other bonuses. (if the player has support units, they must declare if they are using them at this time)
3. Add up the wilderness defense value  from the number inside the symbol and any applicable territory bonuses, like mountains.


Resolving a combat:

4. At this time, if they want to, the player may play one combat card to augment their final attack value.
 5. Finally compare the attack value to the defense value and whichever number is higher, is the winner.
- If the wilderness won or tied, then the player must lose one unit of their choice and retreat into an adjacent territory. If the player won, then they may keep their units in the territory and they now control it.

Battle

A battle occurs anytime a player moves units into a territory with another player's units or structures. Players may only start **one** battle per action and gain a battle token when they first start a battle.

Starting a battle:

1. The attacking player collects one battle token  and declares which units they are attacking with. (if the player has support units, they must declare if they are using them at this time)
2. Abilities or effects that occur "at the start of combat" happen now.
3. If the defender has support units, they must declare if they are using them at this time.
4. Add up the attacker's "attack" value from units and bonuses.
5. Add up the defender's "defense" value from units, structures, and bonuses.
6. Abilities or effects that occur "before resolving combat" happen now.

Resolving a battle:

7. Each player **with units involved in the battle** may play one combat card from their hand to add to their defense or attack values.

In a battle each player secretly chooses **one** card they want to play (players may bluff and play unused action cards in the absence of combat cards) and reveals them simultaneously.

(If a player has only support units involved in the battle, they may still play a combat card)

8. Determine a winner by comparing the final attack value to the defense value of each player, including any bonuses, combat cards, and favor cards used. The player with the higher value wins the battle.

Note: There are some cards that allow players to perform an additional move action. Since this is a new movement action they are able to start another battle.

Declaring the victor:

- If the defender won, then the attacking player must lose one unit (of their choice) and retreat their remaining units to an adjacent territory.
- If the values are the same, then it is a tie. Each player loses one unit (of their choice) and the attacker must retreat their remaining units.
- If the attacker won, then the defender must lose one unit (of their choice) and retreat their remaining units in the territory, to an adjacent territory.

If there is a structure in the territory when it is conquered, then the attacking player may choose to do one of the following:

- Immediately destroy the structure and remove it from the territory. (it is returned to the player and able to be built again)
- Convert the structure by replacing it with their own of the same type.
- Keep that player's structure. It still belongs to the other player whose color it is and if the attacking player moves off of it, it will revert back to the control of the original player. But for now, that player's units control it. This option may only be done if the attacking player **cannot** convert the building.

Retreating:

When retreating, **all units** retreat at a movement range of "1."

They are not required to retreat to the same territory they came from or even all into the same territory. However, if they were defending units, they may not retreat into a territory attacking units just moved from. Retreating units may also start multiple combats, but may **never** retreat across ships/water.

If there are not places to retreat to, then all of the units are killed.

11

Large Army Cost

Any amount of units in a single territory **over** "3" is considered a large army.

During the large army phase, if a player has more than 3 units in a territory, they must pay 1 wealth per additional unit over 3 in order to sustain their large army.

If the player does not have the needed wealth or chooses not to pay, then they must lose units down to the amount they are willing to pay.

Example:

If a player has 6 units on a territory, their large army cost would be 3 wealth. They could pay 3 wealth to keep all of the units there, but if they only had 1 wealth or only wanted to pay 1 wealth, they would have to remove 2 units (of their choice) from the territory.



Bidding

Bidding for turn order happens at the end of the 3rd, 5th, 7th, and 9th rounds.

Before starting the bid each player must declare the amount of wealth they currently have.

To bid, each player takes all of their wealth in their hands and secretly places any amount of wealth they wish to bid in their right hand, hiding it in a closed fist. Players keep all of their remaining wealth not being bid hidden in their left hand. Once all players have made their selections, everyone **simultaneously** reveals their bid by holding out and opening their right hand for all players to see.

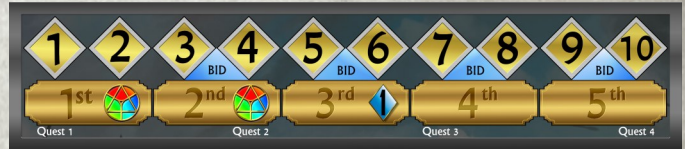
The player with the highest bid places their faction token on the 1st position on the track. The player with the second highest bid places their faction token on the 2nd position and so on until all players have placed their faction tokens in the correct order.

The outcome of all ties in bidding is decided by the player who was currently in the 1st turn position on the track before the bid began. If there is a tie for the highest bid, then this player decides the outcome of that tie too.

All wealth bid by players, **regardless of outcome**, is spent after the bid.

Bidding Rewards

Once bidding has been completed and the track has been adjusted accordingly, players may collect the rewards listed on the turn track.



For example:

In a 5 player game; the first and second place players would each gain 1 favor card, the third place player would gain 1 victory point token (blue diamond icon), lastly the fourth and fifth place players would get nothing.



Symbol Reference Sheet

	Plan Action		Soldier		Gain Gain Wealth = X
	Reinforce Action		Ship		Pay Pay Wealth = X
	Charge Action		Scout		Attack
	Maneuver Action		Siege Weapon		Defense
	Faction Upgrade		Knight		Movement
	Combat Card		Structure		Victory Points
	Favor Card		Battle Token		Explore Token
	Quest Cards		Wilderness		Support Units