

Legend of the Burning Sands
Rulebook, Online Version
Black Hand, Black Heart (Episode 3)

Turn Sequence

1. **Dawn Phase**
Straighten bowed cards.
2. **Day Phase:** Do any or all of the following:
 - Perform any Day or Open actions.
 - Bring a Hero or Holding into play.
 - Attach a Follower or Item to a Hero.
 - Move cards among Heroes.
 - Once per turn, create an Attack Phase.

The Attack Phase

1. Declare an attack against other players.
2. The Attacker, then the Defender, assigns Ground units.
3. The Attacker, then the Defender, assigns Flying units.
4. For each battle, beginning with the Defender, each player can:
 - Perform one Battle or Open action.
 - Bow a unit to engage the enemy.
 - Bow a unit to return it Home.Repeat Step 4 until both players pass consecutively.

3. **Night Phase:** Do any or all of the following:
 - Perform any Night or Open actions.
 - Pay 3 Water to return a dead Khadi Hero to play, bowed.
 - Once per turn, create a Raid Phase.

The Raid Phase

1. Declare a raid against other players.
 2. The Raider assigns units with a face-down card on each.
 3. The Defender assigns units with a face-up card on each.
 4. Compare Fate values; the highest wins. Put one Water token from the raided City Section on each successful Hero.
4. **End Phase**
Draw four cards, then discard to your maximum hand size.

What is Legend of the Burning Sands?

Legend of the Burning Sands is a trading card game, a cross between traditional card games and collectible cards. The first episode of Burning Sands introduced over 150 different cards to collect and trade with your friends. New cards are available about every other month in the Rolling Thunder release system. Each new episode introduces two new Factions in the struggle to control the Jewel of the Desert and advances the ongoing storyline.

You begin with the sixty cards that came with this rulebook, and you can buy more in Caravan Packs from your adventure game bazaar. Some cards are hard to find (those are the most fun to discover!), but on the whole, you can collect Legend of the Burning Sands much easier than many trading card games. You do not have to buy new cards right away; you can play using just the cards that came in your box!

Your local adventure game bazaar often holds game demonstrations and tournaments in which desert warriors can pit their skills against each other. Check in to see what events will be in your area!

The back of your box depicts your Stronghold. Your deck includes a card with the same art and abilities, so you can use the card in the game.

As each Episode is released, we add rules to the game and expand the options available for play. Legend of the Burning Sands is much more than a game-it is a complex story with many interesting characters that will grow and change as time passes. When you and your friends sit down to play Burning Sands, you're telling a story-a special, unique story that you create as you play.

What's New

- * More complete rules for allies and battles
- * Council actions introduced
- * 2-Copper costs to overlay Experienced Heroes

How Do You Play?

Very easily. You get together with one or more friends, each with a deck of Burning Sands cards. Keep some tokens handy—glass beads, spare change, etc.—to represent Water and other elements of the game. During play, you can't change the cards in your deck, but between matches, you can trade and barter your cards with your opponents.

Preparing your Deck

You need to have at least fifty-five cards in your deck, plus your Stronghold and City Section cards, which we'll explain soon. Part of the fun of a trading card game is deciding what cards to include. Cards work together in interesting ways, and you can increase the chance of drawing a given card by increasing the number of copies of it that you include in your deck. In Legend of the Burning Sands, you can have up to three copies of any card in your deck, even of cards marked Unique.

If you're playing your first game of Burning Sands, don't worry about deck-building. After playing a few games, you'll see how the cards interact, and that's when you'll really enjoy constructing your deck.

You should read each of your cards carefully before you begin play, so you'll be sure that you understand the various forces and abilities you'll have at your disposal during the game. Also remember that you can request a pause to review the rules or read cards in play at any time, but once the game begins, you cannot look through your deck unless allowed to do so by a special card effect.

The following pages contain brief descriptions of each card type you'll find in the game!

Stronghold

On the back of your deck box is a depiction of your Stronghold. It includes your Stronghold's name and determines your Faction, such as Senpet, Moto, or Assassins. The three numbers in the middle of the card are your Stronghold's City Points, Copper Production, and Influence.

Use your City Points before play begins to purchase and place on the table City Sections.

Copper Production is the amount of Copper your Stronghold produces when bowed.

The number on the right is the amount of Influence your Stronghold can produce when bowed (turned at a 90° angle).

Also on your Stronghold card are its special ability and Fate value. The ability may be in effect all the time, like that of the Moto Oasis, or it may require you to bow your Stronghold, like that of the Empire of the Senpet.

Your Stronghold starts the game in play. It is not a Holding (as described later), and it cannot be destroyed. More than one player can represent the same Faction—there are often as many internal struggles as external!

City Section

These are the sections of the City of a Thousand Stories controlled by your Faction. They contain your initial reserves of Water. A City Section's name is at the top of its card. It has three numbers printed on it: its Base Strength, its Water Capacity, and the number of City Points you must allocate to begin the game with that City Section in play. The text box describes abilities or restrictions associated with the City Section.

Each City Section costs City Points. Select which City Sections you will control by allocating some or all of your Stronghold's City Points. For example, if your Stronghold has 20 City Points, you could start the game with four City Sections costing 5 City Points each ($5 + 5 + 5 + 5 = 18$). After you select your City Sections, leftover City Points are lost. This is the only time you can select City Sections.

The Base Strength of the City Section is how much damage it can take before it is destroyed.

The City Section's Water Capacity is the number of Water tokens that begin play on the card. This is also the maximum number of Water tokens that the card can hold, unless text on the card indicates otherwise.

Hero

Heroes are the city inhabitants who will make a lasting mark on its destiny. Flanking the Hero's name, in the upper left hand corner is a globe representing the Sun. The value in the Sun is the Hero's Strength. The upper right hand corner

contains a globe representing the Moon; its value is the Hero's Ka, or her inner force of will. If a Hero's Ka is ever reduced to 0, the Hero dies.

Just below your Hero's picture are three values. The left value is your Hero's Water cost, and the center value is her Copper cost. These values determine how much of each resource you have to pay to bring that Hero into play. The value on the right is her Influence.

The text box contains a description of the Hero's traits and abilities, possibly including her affiliation with any of the Factions. If you bring into play a Hero aligned to another Faction, you must pay 2 extra Copper more than her printed cost. You do not incur this extra cost when bringing into play Heroes from your Faction or Unaligned Heroes.

The number at the bottom of the card is the Hero's Fate value.

A Hero plus any cards attached to that Hero are often referred to as a unit.

Action

Action cards usually represent something you order one of your Heroes to do, like challenging someone to a knife fight or haggling with a merchant. You do not attach Action cards to Heroes. The name is at the top of the card.

Action cards have three important numbers. The center left number is the Water cost of the card, and the center right number is the Copper cost of the card. As with all cards, both of these costs must be paid before the card can be brought into play. The bottom number is the card's Fate value. Between these numbers is the text box, which tells you the type of action the card creates (i.e., in what situation it can be played) and its effects.

Actions (both on Action cards and as abilities on other cards) come in five varieties: Open, Battle, Day, Night, and Reaction. The "Actions" section fully explains their differences. In short:

Day actions are played during the Day Phase.

Night actions are played during the Night Phase.

Battle actions are played during Battles.

Open actions are played whenever you can play Day, Night, or Battle actions.

Reactions tell you when they can be played.

Holding

Holdings are your resource cards. Many of them generate the Copper necessary to hire Heroes and buy Items. Some also perform special abilities when activated. A non-Fortification Holding enters play bowed and cannot generate any effects until it straightens.

A Holding's name is at the top of the card. Much like other cards, Holdings have both a Water cost and a Copper cost, both of which must be paid to bring it into play.

The text box contains a description of the Holding's function and operation, such as whether it produces Water, Copper, both, or a special ability. The Holding's Fate value is at the bottom of the card.

Some Holdings have the Fortification trait. Unlike other Holdings, which come into play in your Home and do not attach to other cards, you attach a Fortification to one of your City Sections. Most Fortifications make City Sections harder to destroy, but some have more exotic abilities. When a non-Fortification Holding is brought into play, the Holding enters the game bowed.

Follower

Followers are characters who have a lesser role to play in the ongoing story than the Heroes. To the left and right of the card name, are Sun and Moon values. The top left number is the Followers' Strength. Top right is the Followers' Ka.

Just below the Followers' picture are three values. The left value is the Followers' Water cost, and the center value is the Copper cost. The right value is their Influence, or political clout.

Under these values is the Followers' text box, which contains any special information about the card. The number at the bottom of the Follower card is the Followers' fate value.

You can only bring Followers into play by attaching them to unbowed Heroes you control. Followers with a "+" in front of their Strength or Ka value add that value directly to their Hero. For example, a Follower card with 0S/+1K increases its

Hero's Ka by 1. A Hero also gains any Followers' benefits (as described in the Followers' text box), as long as the Followers remain attached.

Followers with an Influence value (something other than "-") always add it to that of their Hero; Followers don't have Influence independent of the Hero to which they're attached.

Item

Items are objects you give to your Heroes to make them faster or stronger or give them magical abilities. Like Followers, you can only attach Items to unbowed Heroes you control.

The name, as always, is at the top of the card. An Item gives a Strength bonus) and/or a Ka bonus directly to its Hero.

Of course, you have to buy your Items. Like other cards, an Item has a Water cost and a Copper cost when you bring it into play.

The text box lists the special abilities (if any) that the Item grants to its Hero. Any other important traits the Item has are listed here in boldface. For instance, the card may be a Weapon or a piece of Armor. No Hero can have more than one Weapon and one piece of Armor at a time.

The bottom number is the card's Fate value.

Spell

Spells are magical effects generated by Heroes with the Sahir trait.

The card's name is at the top. The values in the center of the card are the Spell's Water cost and Copper cost.

The text box contains any further information about the Spell. It tells you the requirements for bringing the Spell into play, the Spell's action type (Day, Night, Battle, Open, or Reaction), the Spell's effects, and any other important information.

Spells, like other cards, also have a Fate Value.

To bring a Spell card into play, you must bow one of your Heroes with the Sahir trait, who casts the spell. You must also pay any Copper or Water costs associated with the Spell at this time.

Jinn Spells summon Jinn Heroes into play. Like other Heroes, Jinn have Strength and Ka, but they have 0 Influence. When a Sahir casts a Jinn Spell, just place the Jinn in play and treat it like any other Hero.

Some Spells, such as Curses, produce effects and are then discarded (placed in your Saved pile) or Buried (see "Saved and Buried Piles"). Others (like Jinn Spells) stick around. If a Spell does not indicate otherwise, it is discarded after use.

Story

A Story card represents one of the thousand tales that make up the legacy of the city. You can follow the fates of your favorite characters through Story cards. You cannot have more than one of each Story card in play. The name of the Story is at the top of the card, the information about the Story is in the text box, and the Story's Fate value is at the bottom of the card.

The requirements you must meet to bring a Story card into play are described in the text box following the "Tale Reaction:" indicator. As soon as these conditions have been met, you can play the Story card from your hand into your Home and its effects become available to you. Stories are worth Story Points; if you get cards with a total of 5 Story Points into play, you immediately win the game. This is called a Story Victory.

While in play, the Story card manifests an effect noted in the text box following the "Reward:" indicator. This is the benefit you receive for telling a Story through your masterful play.

Commands of the Sultan

These are the commands of the Sultan:

- * If a card or Stronghold contradicts these rules, that card or Stronghold takes precedence.
- * If you are removed from the game, all of your cards are removed with you, regardless of which player currently controls them.
- * If two or more players wish to take an action at the same time or control cards that affect the game at the same time, resolve the actions or effects in the order of play, beginning with the Blessed player.
- * If a card doesn't have a stat (e.g., Strength, Ka, or Influence), it's considered to have a 0 in that stat.

Bowing Cards

When a card is bowed, you tilt it 90° to indicate that it has used its action for the turn. The reverse of bowing is straightening, meaning the card is returned to its normal, upright position. A card that is not bowed is unbowed. Some cards have effects that manifest without requiring them to bow.

Once a card is bowed, it cannot be used for any other action until it straightens. It cannot attack, defend, raid, or use any action in its text box.

Example: One of Abdul's Heroes is in a battle. After several battle actions, Abdul comes to the conclusion that his Hero is in trouble and decides to save that Hero. His Assassin Stronghold ability reads "Battle: Bow to send any Assassin Hero you control in a Battle Home, bowed." Abdul bows his Stronghold to send the Hero Home to safety. Now that the Stronghold is bowed, Abdul cannot send any other Heroes Home from that battle, because the Stronghold has used its ability for this turn.

If a bowed card is attached to a Hero, that Hero can take actions as usual. If a Hero is bowed, none of his unit can attack or defend during an attack or raid, although other cards in the unit can bow to use any special abilities they possess.

How To Win

Legend of the Burning Sands has several paths to victory. You can eliminate your rivals by destroying their City Sections or by outlasting them as available Water dwindles (a Military Victory), or you can win by creating a powerful legend through Story cards (a Story Victory). Some Story cards create and define other paths to victory (Alternate Victories), which are only available to you once you have such cards in play. The game ends the instant any player achieves victory.

You lose and are removed from the game if you end your turn with no Water tokens in your control.

Game Setup

Each player chooses his Stronghold and City Section cards, and prepares one deck of fifty-five or more cards, not counting Stronghold and City Section cards. You cannot include more than three copies of any one card in your deck.

Shuffle your deck and give your opponents the opportunity to cut your deck. Place your Stronghold into play in front of you. The area of the table around it is your Home, where you will bring your other cards into play.

Place your deck face-down to your right. Place your City Sections in a horizontal row to the left of your deck; this represents your scope of control in the Jewel of the Desert.

Draw four cards, plus one card for each City Section card you control, to form your hand. Do not reveal these cards to the other players.

Saved and Buried Piles

Cards are removed from play into one of two discard piles. Unless otherwise stated, cards that you discard or play from your hand are always placed in the Saved pile. This pile is immediately reshuffled to replace your deck whenever your deck runs out of cards.

Cards that are "destroyed" or removed from play are sent to the Buried pile. These cards are not reshuffled.

Determining Who Starts

Cut your deck and compare the Fate value of the exposed card with those of other players. The player with the highest Fate value has the "Caliph's Blessing" for the first turn. This player—the Blessed player—goes first. Resolve ties with another cut. Replace the cuts and square up your decks. After the first player takes an action, play continues clockwise.

Bringing Cards into Play

Before you can use any card, you must bring it into play. To bring a card into play, you must pay all costs and meet all conditions required to play the card, as described on the card and in these rules. Cards in your deck, in one of your discard piles, and in your hand are not considered "in play," and they have no effect in the game. The player who brings a card into play "controls" it, unless a card effect specifically transfers control to another player.

If a card has the Unique trait, only one copy of that card can be in play at any time. You cannot bring a Unique card into play if there is a Unique card with the same name already in play. If a Unique card was in play but has been destroyed, another copy of the card can be brought into play.

Many of the cards you play in Legend of the Burning Sands have Copper or Water costs. If you are unable to meet the Water requirements of a card after producing Copper to bring it into play or vice versa, the Copper or Water you paid is lost and the card does not enter play.

Paying Copper Costs

To produce Copper, you can bow any Copper-producing card, including your Stronghold, at any time. You cannot bow a card to produce Copper unless you are paying a cost. You can bow multiple cards to generate enough Copper to meet the Copper cost of one card, but you cannot pay for two or more cards with the Copper produced by one card. For instance, the Copper Mine, which bows to produce 2 Copper, cannot pay for a Follower costing 1 Copper and an Item costing 1 Copper. Only one card can be brought into play at a time. Excess Copper is taxed by the Sultan and lost. If you try to put into play a card that you cannot afford, the card goes back into your hand and any Copper produced in the effort is lost to the Sultan's coffers.

Paying Water Costs

Some cards require that you pay Water tokens to bring them into play. Pay the Water tokens from any of your City Sections; you cannot use Water tokens attached to any other cards as payment. All tokens used to pay a Water cost leave the game; they do not attach to the paid-for card.

Attaching and Moving Cards

When you attach a card to a Hero, place the card beneath the Hero. This card is under the command of or in the possession of the Hero. Newly attached cards are not bowed when they enter play and are ready for use as soon as they are attached. A Hero and all of his Followers are a unit.

To move Follower, Item, or Spell cards among Heroes, you must bow all of the exchanging Heroes. Once the Heroes are bowed, you can exchange any number of cards between them as one Day action. You cannot transfer cards to a Hero that was already bowed. Whether you are transferring cards this way or with a card effect, the Hero to which you wish to transfer cards must be legally able to attach them.

Once attached to a Hero, cards and tokens remain there and cannot be removed unless a card or rules effect allows or causes them to be removed.

Traits and Abilities

Many Heroes have traits and abilities, which specify their Faction allegiances (if any), indicate whether they are Sahir or Jinn, and occasionally produce interesting game effects. A trait is anything in a Hero's text box that is not italicized and is not prefaced by "Open:", "Battle:", "Day:", "Night:", or "Reaction:". Traits include Faction identifiers and titles, whether the Hero is a Warrior or Sahir, and bonuses.

Any card with, say, "Foo" (or plural "Foos," or possessive "Foo's") in the title or in the bold-faced section of the trait area is considered a "Foo" card and is affected by things that refer to "Foo" cards. Any action by a "Foo" card is considered a "Foo" action. "Foo" cards with Faction allegiances are "Faction Foo" cards.

Reserved game terms (including, but not limited to, "ally," "Attacker," "Faction," and "Stronghold") do not count as traits when they appear in a card's title, trait text, or italicized text. Any italicized text that appears on a card is considered flavor text and has no bearing on the card or the game whatsoever.

An ability is anything in a Hero's card text box that is prefaced by "Open:", "Battle:", "Day:", "Night:", or "Reaction:". An ability on a Hero with the Sahir trait is an innate ability.

Example: A hypothetical card called Monstrous Lost Giant reads: "Moto Giant ¥ Sahir ¥ Duelist ¥ Lost Giant cannot defend." Below the traits it reads: "Day: Bow the Lost Giant to destroy a bowed Scarab Hero."

This Hero is considered a Monstrous, Lost, Giant, Moto, Sahir, and Duelist card. (Moto, Giant, Sahir, and Duelist are traits.)

The card is not considered a "defend," "bow," "destroy," or "Scarab" card, because these terms are not bold-faced. These terms are, however, traits.

The section that begins with "Day: Bow the Lost Giant.." is an ability. It is also an innate ability, because the Giant is a Sahir.

Sequence of Play

1. Dawn Phase

Beginning with the Blessed player, all players straighten their cards. Cards with the trait "can/may remain bowed" do not have to straighten if the controlling player wishes them to remain bowed.

2. Day Phase

Starting with the Blessed player and continuing clockwise, each player takes an action from the list below (in no particular order) or passes. Take turns doing things from the list until all players pass consecutively, at which point the Day Phase ends.

¥ Play a Day or Open action from your hand or from a card in play.

¥ Bring a Hero or Holding into play from your hand by paying its Water and Copper costs. A non-Fortification Holding enters play bowed and cannot generate any effects until it straightens.

¥ Attach a Follower or an Item from your hand to an unbowed Hero you control.

¥ Move an attached card from one Hero to another.

¥ Once per turn, attack other players. (See "Attack Phase" and "Attack Phase Segments" below.)

You must give all of your opponents, in turn, a chance to play a Reaction to each of your actions before playing a Reaction of your own.

Attack Phase

You can only attack once per turn, but you can attack more than one opponent. You are never required to attack.

Attack Phase Segments

The Attack Phase is divided into four Segments:

I. Declaration Segment

II. Ground Maneuvers Segment

III. Flying Maneuvers Segment

IV. Battle Action Segment

I. Declaration Segment

First, you declare your attack against one or more players' City Sections. (You do not attack Heroes and Holdings; only card effects allow you to affect Heroes and Holdings.) Your attack declaration reflects your intention to crush your enemies.

You are the Attacker and the other players are the Defenders. You do not need to declare an attack against all the opposing players—only those you wish to designate as Defenders. You can attack as many of each Defender's City Sections as you want.

Requirements for Attack

By declaring an attack against one or more players, you are thereby obligated to send at least one unit against each Defender in either the Ground or Flying Maneuvers Segments. If you cannot legally send a unit, you cannot declare an Attack.

Offensive and Defensive Allies

During the Declaration Segment, the Attacker and then the Defender can ask any or all of the other players to become allies. A player does not have to become an ally if asked. Allies can commit as many units as they wish. The Attacker and Defenders can ask the same player for assistance.

A player cannot join as an ally unless invited, and a player cannot be both an offensive and defensive ally in the same Attack Phase. One Defender can ally with another. Potential allies do not have to state their intentions until they send units: you can remain silent or lie about your intentions.

A player can demand one Water token from each player with whom she is allying in return for a promise to commit at least one unit to that player's battle. A player who accepts a Water token must send at least one unit to assist her ally. All offensive and defensive allies return home bowed after battle.

In battles involving allies, each army can only play one action at a time. When one army plays an action, it can be from the ally or the Attacker/Defender, but not both. Then the opposing army gets to play an action.

The Attacker/Defender decides which cards in his or her army to sacrifice to absorb damage, but the ally decides whether or not he or she discards to help absorb damage. All actions, including engagements, on the cards in the battle must be played by the controlling player. Thus, allies can only engage their own units.

II. Ground Maneuvers Segment

There are two basic types of units: Ground and Flying. A unit is Ground unless its members have the Flying trait. A Hero and all attached Followers must have the Flying trait to make up a Flying unit.

The Attacker chooses the units to perform Ground attacks and names the City Section each unit attacks. Multiple units can attack and defend a City Section.

Once the Attacker assigns Ground units, other players can declare themselves offensive allies, if invited to do so by the Attacker in the Declaration Segment. Starting with the player on the Attacker's left, each player chooses to either send units or pass.

Every offensive ally assigns one or more Ground units to attack, declaring which City Section each unit is attacking. An ally can assign Flying units now or wait to do so during the Flying Maneuvers Segment. If an ally who accepted a Water token does not declare a Ground unit now, she must declare a Flying unit during the Flying Maneuvers Segment.

Example: During the Day Phase, Jabaar declares an attack against Aziz. Jabaar and Aziz both ask Habib for assistance. Habib demands a Water token from Aziz, who pays it. Jabaar assigns Khitai and Janan Barakah to attack Aziz's Secret Wall. Jabaar then assigns Argoun to attack Aziz's Jewel of the Desert. Jabaar has finished assigning his Ground units. Jabaar has no allies to assist him, but if he did, they would assign their units now.

Once all Ground attacks have been declared, the Defender brings Ground units into the battles to defend his City Sections. The Defender must indicate which City Section each unit will defend. He can assign units to City Sections whether they are being attacked or not, to be prepared for surprises.

Any player wishing to ally with the Defender then follows the same procedure, assigning one or more units to defend City Sections belonging to the Defender. Flying units can also assign now.

Example: Aziz does not assign any Ground units to defend his Secret Wall, but he does send Bonepicker to defend Jewel of the Desert against Jabaar's Argoun. Habib, who must assign at least one unit to the defense because he accepted Aziz's Water token, sends his Eye of Night to defend Aziz's Secret Wall.

III. Flying Maneuvers Segment

The Flying Maneuvers Segment immediately follows the Ground Maneuvers Segment and is conducted in exactly the same way. Only Flying units can be assigned to attack or defend in this Segment. This is the last chance for a player to declare an alliance with either side, by assigning a Flying unit to attack or defend a City Section.

Example: Abdul assigns his Jinn of Desire to attack the Secret Wall. On the defending side, Aziz has no flying units to assign, so assignment is passed to Habib. Habib sends his al-Hazaad to defend at the Secret Wall.

IV. Battle Action Segment

Once units commit to combat, the battles begin. The units of the Attacker and his allies are the attacking army. The units of the Defender and his allies are the defending army. The Attacker must assign at least one unit to one City Section. The Defender does not have to defend. Once a unit commits to a battle, it cannot move to another battle without using a card effect.

A battle takes place at each of the Defender's City Sections whether any units are assigned to it or not; some cards allow actions to affect battles without declared Attackers or Defenders. Each battle resolves with a different Battle Action Segment; the Attacker determines the order in which the battles resolve.

Beginning with the Defender, each player can take one of three actions in the Battle Action Segment:

- 1.) Play a Battle or Open action. If you do not have a unit in the battle, you cannot take any Open or Battle actions, including playing an Omen. The only exceptions to this rule are cards that allow you to bring a unit into the battle, such as Flying Carpet. (This rule only applies to Battle and Open actions; if the trigger event for a Reaction occurs, you can play the Reaction no matter where your units are.) Omens take effect when played. Any Omen that is replaced by another Omen is destroyed. Battle Omens are destroyed at the end of battle.

2.) As a Battle action, bow cards in a unit you control at that battle to engage the opposing army. (See "Engaging the Enemy" below.)

3.) Bow an unbowed Hero you control, including Followers and Items, to return that unit Home.

A player can pass for his turn without taking an action. If all players pass consecutively, the battle ends (see "End of Battle").

Engaging the Enemy

To destroy an opposing army or City Section in a battle, your Heroes must engage. To engage, you select a Hero that you control in the battle to charge the opposing army. As a Battle action, announce to your opponent that this Hero is engaging, and bow the Hero. The Strength of the engaging Hero is the amount of damage that the opposing army must absorb. (See "Absorbing Damage in Battle" below.)

A Hero and his Followers can engage as a unit, forcing the opposing army to absorb damage equal to the total Strength of the cards bowed. Although Followers can engage simultaneously with their attached Hero, they do not have to. They can engage individually or with other Followers in their unit.

Absorbing Damage in a Battle

When your opponent engages cards to inflict damage, you must absorb that damage by destroying cards in your army, Water tokens on the City Section under attack, or the City Section itself. A destroyed card absorbs damage equal to its Strength. Each Water token you destroy absorbs 1 point of damage. Destroying the City Section absorbs all the damage.

Example: Your army consists of a 1-Strength Hero, a 2-Strength Hero, and a 3-Strength Hero. Saladin, your mortal enemy, engages a 4-Strength Hero. Your army must absorb 4 or more points of damage. To absorb the damage, you can sacrifice your 1- and 3-Strength Heroes, your 2- and 3-Strength Heroes, 4 Water tokens from the City Section under attack, the City Section itself, or any combination of cards and Water tokens so that the total damage absorbed is equal to or greater than the damage inflicted.

All the Water tokens attached to a City Section must be destroyed before the City Section is destroyed. Any cards or tokens attached to a destroyed City Section are Buried.

Any card with Strength greater than the initial engaging damage are immune to the attack. You need not destroy such a card, even if you cannot absorb all of the engaged damage. In addition, Followers that are immune to the engaging damage provide the same immunity to their Hero. This immunity is purely optional, so if you'd like to sacrifice one of these cards, you can.

Example: This time, you attack Saladin with a 2-Strength Hero and a 5-Strength Hero. Saladin defends with a 4-Strength Hero and engages that Hero as his first action. If you decide to absorb the damage with your Heroes, you need only lose your 2-Strength Hero, although you could sacrifice your 5-Strength Hero to save your 2-Strength Hero.

Sometimes you might not want to lose all of your Heroes to one engaging card. You can reduce your losses by sacrificing one or more Heroes and discarding cards from your hand, using their Fate values to absorb the damage. You must sacrifice one Hero for each card you discard in this manner.

Example: You attack Saladin again, this time with three 2-Strength Heroes. He defends with a 5-Strength Hero and engages that Hero as his first action. Normally, you would lose all three of your Heroes to absorb the damage, but you decide to absorb some damage with a card from your hand. You give up one of your 2-Strength Heroes and discard a 3-Fate-value card into your Saved pile to absorb the remaining damage: 2 Strength plus 3 Fate equals 5 points absorbed.

End of Battle

A battle ends after all players with units in the battle pass consecutively or after the City Section is destroyed. When battle ends, attacking and allying units return Home bowed. Defending units return Home in their current orientation (bowed or unbowed). After all battles at the Defender's City Sections resolve, the attack ends.

3. Night Phase

Players perform unscrupulous deeds during the Night Phase. Beginning with the Blessed player and going clockwise, each player takes an action from the list below (in any order) or passes. Take turns performing things from this list until all players pass consecutively, at which point the Night Phase ends.

- * Perform a Night or Open action.
- * Once per turn, declare a Raid (see "Raiding" and "Raiding Steps" below).
- * Pay 3 Water to return a Hero with the Khadi trait to play, bowed, from your Buried pile.

Raiding

Water is life. It controls the cards you bring into play and your defensive capacity. There comes a time in every game when you simply don't have enough Water to satisfy your needs. Since your opponent has Water, why not sneak in at night and take some from him? Your Heroes carry Water tokens away from a successful raid. Raiding only happens in the Night Phase. You do not have to raid.

Raiding Steps

There are four steps to Raiding:

I. Declaring a Raid Phase

II. Assigning Raiding Units

III. Assigning Defending Units

IV. Resolving the Raid

I. Declaring a Raid Phase

First, you declare your intention to raid an opposing player or players. You can raid more than one player at a time.

II. Assigning Raiding Units

Next, you assign one unbowed Hero to each City Section you want to Raid. You do not have to raid all of a player's City Sections. You cannot raid a City Section that has already been targeted for a raid this turn. When you assign a raiding unit, you must place one card from your hand face-down on it. The focus value of that card is your raiding Fate value.

III. Assigning Defending Units

After the raiding units have been assigned, each player being raided can assign one unbowed Hero to defend each of the City Sections being raided. As the Defender assigns each defending unit, he must place one card from his hand face-up on it. The Fate value of the card is the defending Fate value.

IV. Resolving the Raid

In the last step, reveal the raiding Fate value and compare it to the defending Fate value. If the raiding Fate value is higher than the defending Fate value-or higher than the City Section's Base Strength if there is no defending unit-the raid succeeds. The Raider takes one Water token from the raided City Section and places it on the raiding Hero. In an unsuccessful raid, no Water tokens are taken.

Discard the Fate value cards and return all raiding units Home bowed, regardless of success. Defending units return Home without bowing.

4. End Phase

Any players without Water tokens attached to any of their cards are eliminated from the game. If more than one player does not have any Water tokens, start eliminating Waterless players beginning with the Blessed player and going clockwise.

Your maximum hand size is four cards plus one card for each City Section you control. Draw four cards, then discard to your maximum hand size.

Redistribute any Water tokens from your Heroes to your City Sections as you see fit. Any Water tokens that you cannot place on City Sections are lost at the end of this Phase. The Blessed player passes the Caliph's Blessing to the player on his left, who becomes the Blessed player for the next turn.

Actions

There are five types of actions: Battle, Day, Night, Open, and Reaction. Actions take the form of either text following action indicators, such as "Battle:", or Action cards. Play Action cards from your hand.

All actions except Reactions must resolve before another action can be played. For instance, you cannot use an Open action to raise the Ka of a Hero on his way into a duel caused by an earlier action.

If two players' actions have timing conflicts, the Blessed player's action takes precedence. Each other player then acts in turn order. During the Battle Action Segment, the Defender goes first.

Some action subtypes, such as Omens and Council actions, have special rules for play and costs.

Battle Actions

You can only use these actions (those prefaced by the keyword Battle) during the Battle Action Segment of the Attack Phase. While the battle at a City Section resolves, all Open actions (see below) and Battle actions must either:

- * come from a card or token at the battle;
- * move a card or token into the battle; or
- * target or affect one of the following: a card in the battle, a token in the battle, a player with units in the battle, the Defender, the Attacker, or the City Section under attack.

Day Actions

You can only use Day actions (those prefaced by the keyword Day) during the Day Phase.

Night Actions

You can only use Night actions (those prefaced by the keyword Night) during the Night Phase.

Open Actions

Any player can use Open actions (those prefaced by the keyword Open) during the Day Phase, the Night Phase, or a Battle Action Segment, as long as that player can legally take an action.

Reactions

Reactions (actions prefaced by the keyword Reaction) interrupt other actions. They are not restricted to an action phase like other actions; instead, a Reaction has an action to which it "reacts." It must be played immediately in response to a declared action and cannot be played after the action resolves or another action has been declared.

To play a Reaction that affects another action, announce that you are doing so immediately after the player using that action announces it. After you play an action, including a Reaction, all players can play Reactions in turn, beginning with the person on your left. All players can produce Reactions in turn until everybody passes consecutively.

If a Reaction redirects, nullifies, or alters the attributes of the target of an interrupted action so that the target no longer meets the requirements of the interrupted action, the interrupted action has no effect. Playing a Reaction is not considered an "action" for determining the order of playing actions.

Example: Aziz, during a battle, targets Habib's al-Hazaad and announces that he's using this innate ability on his Takiyah: "Open: Bow Takiyah to attach a -1S/-1K token to another Hero until the end of the turn." Each player can then react to the action. Jabaar passes, but Habib plays Alim's Charm of Protection, which reads: "Reaction: Play immediately after a Spell or innate ability has been cast that targets one of your Heroes. The spell or innate ability is negated." Abdul can then react, but he passes. Aziz and Jabaar also pass consecutively, so the reaction phase for the Spell ends. The Spell is negated. Aziz's action has been resolved, and it's the next player's (Jabaar's) turn to play an action.

Omens

Some actions have the Omen trait. An Omen is played like a normal action, but if another Omen is already in play, the previous Omen is destroyed, even if it is a Battle Omen. Omens take effect immediately. You cannot play an Omen at a battle in which you have no units unless that Omen moves a unit into the battle. A Battle Omen is destroyed at the end of the battle in which it's played.

Council Actions

To bring a Council action into play, you must fulfill its Influence requirement by bowing Hero and Stronghold cards you have in play so that their combined Influence meets or exceeds the requirement.

Bonuses and Tokens

Many cards in Legend of the Burning Sands allow you to give bonuses to other cards. These bonuses are often in the form #S/#K, where the #s are the changes to a Hero's Strength and Ka. For instance, a -1S/+1K token would give the targeted Hero -1 Strength and +1 Ka. If a negative modifier to a card drops the value below 0, the value is considered to be 0 instead. All bonuses and penalties accumulate and are recalculated as needed.

Some bonuses come in the form of tokens. A card can have many kinds of tokens on it at once. You cannot move tokens between cards or destroy tokens without special card effects that allow you to do so. Unless text restricts a token's placement, you can place any token on any Hero. Cards that are discarded or destroyed lose all attached tokens. If an effect mentions neither a token nor the word "permanent," it expires at the end of your turn.

Permanent Changes

Some cards make "permanent" changes to other cards. A permanent change to a card is not a token. It stays with the card until the end of the game, even if the card is discarded or destroyed. A permanent change to a card does not affect other copies of the same card. If the text of an effect neither mentions a token nor contains the word "permanent," it expires at the end of the turn.

Challenges and Duels

Some cards permit one Hero to challenge another. When you play a card that creates a challenge, select an unbowed Hero you control and a Hero controlled by another player. The other player can decide to refuse the challenge; if he does, nothing happens. If the challenge is accepted, a duel ensues.

Once a challenge is thrown down, it is too late to use any actions (other than appropriate Reactions) to increase or decrease a Hero's stats. Like any other action, the challenge must be completely resolved before any other actions can be taken.

Once the challenge has been issued and accepted, a duel begins. This is the only point at which Reactions referring to a Hero who "is entering a duel" can be produced.

Both players announce their Heroes' Ka values. A Hero's Ka is the value in the upper right corner of the card, plus any effects in play, plus Ka bonuses added by any attached cards with "+X" bonuses. If a card becomes involved in a duel for which it has no printed stat, it is considered to have a 0 in that stat.

Thrusting

The challenged Hero begins the duel by thrusting. To thrust, place a card from your hand face-down. You do not have to thrust in a duel. If a player does not thrust, he passes and his opponent can thrust.

Parrying

When a thrust is played, the opposing player must parry by drawing and playing face-up the top card from his deck or playing a card from his hand face-up. Parries played from your deck are Buried, unlike parries from your hand or thrusts, which are Saved after use. Although you can parry from your deck, you cannot thrust from it.

Resolving a Round of Dueling

After the parry card is played, reveal the thrust card. Compare the Fate value of the parry card to that of the thrust card. If the parry value is different than the thrust value, the Defender subtracts the difference from his Hero's Ka. (If the parry value is greater than the thrust value, the Defender over-extended his defense). The loss of Ka lasts until the end of the duel. If the parry value equals the thrust value, the defending Hero takes no damage.

After a parry card is played and both cards are discarded or Buried, the Defender now becomes the Attacker and can play a thrust card or pass. The Attacker becomes the Defender, and so on. When a Hero is reduced to 0 Ka, that Hero loses the duel.

If neither Hero has lost the duel by the time both players have consecutively passed their opportunity to play a thrust card, compare the Heroes' Kas. The Hero with the higher Ka wins the duel. In the case of a tie, both Heroes suffer the loser's fate. Unless otherwise noted on the card, the loser of a duel is destroyed and the winner is unaffected. Ka lost in a duel is restored after duel resolution.

Example: Round 1

Rashat, with 4 Ka, challenges Nemet, with 3 Ka. Nemet begins the duel by playing a

2-Fate-value thrust card face-down. Rashat parries blindly from his deck and pulls a

2-Fate-value card. When Nemet reveals her card, Rashat takes no damage, but his parry card is Buried.

Rashat now plays his thrust card, with a Fate value of 3, face-down. Nemet defends by playing a 4-Fate-value parry card from her hand. Because her parry card's Fate value is 1 greater than the thrust card, she loses 1 Ka.

Example: Round 2

Rashat now has 4 Ka, Nemet 2. Nemet plays a 5-Fate-value thrust card face-down. Rashat takes a gamble and parries with the top card from his deck instead of using one from his hand. He pulls a 1-Fate-value card and takes 4 points of damage. He loses and is destroyed because now has 0 Ka. The duel ends and Nemet's Ka returns to its usual value of 3.

Destroyed Cards

Destroyed cards go to their owner's Buried pile. If a Hero is destroyed, so are his entire unit and his tokens. Effects that would have been produced by a Hero had he survived do not take effect.

Any Omen that is replaced by another Omen is destroyed. Battle Omens are destroyed after battle.

Influence

Your Stronghold and Heroes all have Influence values. Influence is the political and charismatic sway an entity has over the people of the city.

Special Card Traits

Many cards list traits that indicate their advantages and restrictions in comparison to other cards. These usually appear in the first line of the text box.

Archery (+X)

Some Heroes and Followers have the Archery trait. When these cards engage, their controller can choose the card in the opposing army to absorb the damage. Only one card can be targeted in this fashion per use of the Archery talent, and any extra damage is lost. Multiple Archery cards in a unit can bow together for this effect. You cannot target a Hero with attached Followers until you destroy all of the Followers. If a player does not use the Archery trait to engage the opposing army, the opposing player absorbs the damage as he wishes, as usual. You cannot use Archery to target a City Section or the Water tokens on a City Section.

Sometimes the term "Archery" on a card is followed by a modifier (e.g., +1, +2, -1). This modifier adjusts the card's Strength when it uses Archery.

Berserk

Some Heroes and Followers have the Berserk trait. When a Hero or unit with the Berserk trait engages the opposing army, the opposing player cannot use cards from her hand to absorb damage; she must absorb all damage with the cards and tokens in the battle.

Carry +X

A Hero normally carries one Water token away from a successful raid. This trait increases the number of Water tokens carried away from a successful raid by X.

Duelist

A Hero with the Duelist trait can increase his parry value by 1 after the thrust card is revealed.

Experienced Heroes

The storyline of Legend of the Burning Sands progresses over time, and this is reflected in changes in the expansion sets. The Experienced trait represents the changes that some Heroes undergo during the story.

If you have an earlier version of an Experienced Hero in play and the Experienced version in your hand, you can lay the Experienced version on top of the earlier version during the Day Phase without paying Water costs, for 2 Copper. The Experienced version keeps all of the attached cards, tokens, and abilities of the card it overlays, but the stats and traits of the Experienced version override the stats and traits of the inexperienced version. You cannot "underlay" an earlier version of a Hero under an Experienced version of the same card.

Flying

If a Hero and all attached Followers have the Flying trait, the unit can commit during the Flying Maneuvers Segment of the Attack Phase. If a Follower or the Hero does not have the Flying trait, the unit is considered Ground and must commit during the Ground Maneuvers Segment of the Attack Phase.

Khadi

The controller of a destroyed Hero with the Khadi trait can return that Hero to play in the End Phase by paying 3 Water. The Khadi Hero is bowed.

Raid +X, -X

This trait changes the Fate value you play in a raid by X.

Sahir

Sahir are Heroes skilled in the mystical arts. You must bow a Sahir you control to cast a Spell. The abilities of Sahir are called innate abilities.

Tactician

A Hero with the Tactician trait allows her controlling player to play a card from his hand as a Battle action once per battle. The player adds the card's Fate value to the Hero's Strength until the turn ends.

Targeting and Redirection

When an action specifies a target, or when you must choose among cards, tokens, players, or City Sections, you are "targeting" the card, token, player, or City Section with the action. When you target something, first choose the target of the action, then perform the action. You can target your own bowed cards with actions.

An action that requires a target is the only type of action that can be redirected (e.g., with the Tale of the Stolen Heart). If the action designates the thing it affects without allowing a choice on the part of the player taking the action, the action cannot be redirected. For example, a card that targets "your deck" or "the Stronghold of the player on your right" falls under this rule. It is possible to redirect an action more than once. Should an action be redirected, the new target is considered to be the target of that action. No action can be redirected to something it couldn't target in the first place.

Undead

Undead Heroes and Followers are Non-Human. Undead Heroes cannot raid.

Glossary

Advisor

A special kind of Holding that represents a member of your Faction with special abilities. An Advisor is not a Hero.

army

All the units involved in the attack or defense of a City Section.

attach

Put a Follower, Item, or Fortification into play from a your hand.

battle

The combat between attacking and defending armies.

Blessed player

The player currently controlling the Caliph's Blessing.

bow

Turn a card to indicate that it is in use and cannot perform another action.

Buried pile

Cards that are destroyed or killed, placed face-up.

Caliph's Blessing

The possession of the player who takes the first action in each Phase of a turn.

City Section

A card that represents your spheres of influence and resources in the city. You are eliminated from the game if you lose all of your City Sections.

committal

The process of bringing units into an attack. Only units led by unbowed Heroes can be committed to an attack or defense.

destroyed

Sent to the Buried discard pile from play. A destroyed Hero has all of his attached cards and tokens destroyed. When a City Section is destroyed, it no longer exists and cannot be attacked again.

discarded

Placed in the Saved discard pile face-up, to the right of your deck.

discarded from play

Removed from play and put in the owner's Saved discard pile. A card discarded from play is treated as if it had never been in play.

deck

All the cards you use to play, except your Stronghold and City Sections.

Duelist

A trait allowing its Hero to increase his parry Fate value by +1 immediately after a thrust is revealed in a duel.

face-down

The status of all cards in a player's deck and hand and facing the table.

Fate value

The number at the bottom of all of your cards.

Flying

A trait that, if possessed by a Hero and all attached Follower cards, allows the unit to commit during the Flying Maneuvers Segment of the Attack Phase.

Fortification

A card that attaches to a City Section when brought into play.

Ground

The default combat trait for Heroes and Followers. A unit is considered Ground and assigns during the Ground Maneuvers Segment unless the Hero and all attached Followers are Flying.

hand

The cards drawn from the deck but not yet put into play. Cards in a player's hand are considered "face-down."

Hero

A leader hired by your Faction to further your goals in the city.

Home

The area of the table where the Stronghold and Holdings are kept.

Influence

A value that represents the political influence a character has in the City of One Thousand Stories.

innate ability

A Day, Night, Open, Battle, or Reaction effect that a sahir can produce without using a Spell card.

in turn

The way players normally play, usually decided by seating position and the standard clockwise progression of the game.

Jinn

A creature of "smokeless fire" that is usually summoned into play by a Hero with the Sahir trait. Jinn are Non-Human.

Ka

The inner strength and instincts of a Hero. A Hero is killed if his Ka drops to 0. This value is used for duels between Heroes.

Khadi

One of the heartless sorcerers who serves the Caliph.

Military Victory

Winning the game by eliminating all other players.

Omen

A card that affects the entire play environment while it is in play. Only one Omen can be in play at a time.

opposing units

The units in the army you are fighting against in a battle.

parry card

A card placed face-up in a duel, after a thrust.

raid

Steal Water tokens from another player.

Sahir

A spellcaster.

Saved pile

Cards that are used or discarded, placed face-up.

Story Victory

Winning the game by bringing at least 5 points of Story cards into play.

Straighten

Turn a card to indicate that it is no longer bowed and is ready to perform an action.

Stronghold

The representation of your Faction on the back of your box and on a card.

Tactician

A Hero who, as a Battle action, allows you to discard a card from your hand to raise her Strength by the card's Fate value. You can do this once per battle.

thrust card

A card placed face-down in a duel.

turn

An entire sequence of events from the beginning of the Dawn Phase to the end of the End Phase.

Undead Hero

The body of a human or inhuman creature re-animated after death.

Unique card

A card of which only one copy can be in play at any given time. You can have up to three copies of a Unique card in your deck.

unit

A Hero and all attached cards.

"your"

Controlled by you. Cards that started out in your deck and have since been kidnapped by other players no longer qualify as "your" cards, even though you still own them and get them back at the end of the game.

Errata

These errors were not caught in time to alter the cards:

al-Hazaad

Should read "Carpets can be attached..."

Fields of Rolling Grain

Should read "...without bowing."

Khadi Justice

Should read "...if a Khadi is in play."

Moto Oasis

Should read "...of any Advanced City in play."

Nizam

Should read "Nizam cannot cast spells..."

Takiyah

This card is not an Omen.

Credits

Original Concept David Seay, Ryan S. Dancey, John Zinser

Initial Design & Story Concepts Greg Stolze, Ross Isaacs, Steve Swarner

Lead Designer Raymond Lau

Art Direction KC Lancaster

Story Design and Flavor Text Patrick Kapera,

Jim Pinto, Ree Soesbee, John Wick

Design Team David Williams,

DJ Trindle, Erik Yapple, Robin Lake

Additional Design Luke Peterschmidt, Ryan S. Dancey, Scott Magner

Conceptual Graphic Design Cris Dornaus, Paul Allen Timm, Steven Hough

Editing D.J. Trindle, Jessica Beaven

VP NBD&L Rich Fukutaki

Brand Management Luke Peterschmidt, Ryan S. Dancey

AEG Project Administrator Maureen Yates

Creative Director Al Skaar

Packaging Design Blake Beasley

Card Typesetting/Layout Paul Allen Timm

Card Art: Anson Maddocks, Anthony Grabski, April Lee, Ben Peck, Bryon Wackwitz, CH Burnett, Chris Arneson, Craig Maher, David Monette, Diana Vick, Eric Anderson, Eric Polak, Frank Gemeck Jr., Heather Bruton, Jim Pavelec, Randy Asplund-Faith, Rob Alexander, Susan Van Camp, Theodore Black, Theresa Brandon, Thomas Gianni, Tim Gerstmar, Tommy Pons

Playtesters: Justin Berman, Jarrett Chaiken, Asif Chaudry, Eric Devlin, Colin Edwards, Curtis Enoksen, Marty Fenelon, Ben Handy, Peter Hartman, Jennifer Hastings, Allison Heimbach, Sean Harvey, Mark Jerome, Bob Jordan, Joe Keyser, Robert Kramer, Mike Maners, Ian McGuigan, Andy Morris, Neal Steed, Joe Keyser, Robert Owens, Jon Palmer, Al Parks, Serge Pierro, Dion Rigdon, Michael Schilder, Paul Stachel, Micah Swafford, Matt Turnquist, Elliot Wong, Joe Zakszewski

"Emerald Empire," Legend of the Burning Sands, the Legend of the Burning Sands logo, "Shadow of the Tyrant," the "Shadow of the Tyrant" logo, and all related marks, names, and characters are (tm) and (c) 1995-1998 by Five Rings Publishing Group. All rights reserved. Card illustrations are (c) 1998 by the credited artists. Game design by Alderac Entertainment Group. Produced by Five Rings Publishing Group, a division of Wizards of the Coast.

© 2001 Wizards of the Coast, Inc. All rights reserved.