

Victory

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The timer alarm sounds the end of the game. Team Black wraps up their last turn. Now, you discover who won. Each team counts up the victory points (VPs) they secured in the game, as follows.

Not every adventure key is used in most games. Count only those that apply.

Survivors

If your team has more characters alive than the opponents, you score 1 VP.

Characters in prison do not count in this comparison. Henchmen also do not count.

You do not gain 1 VP for EACH character. Your team gains only 1 VP even if, say, you had five more characters than the opponents.

Team Base HQ

If you destroyed the HQ in the enemy team base, score 1 VP.

Remember that destruction can only occur by an Amaze result on the HQ attack.

Labyrinths

If your team marker is closer to the labyrinth entrance than the opponent's, score 1 VP.

A total of 4 VPs are at stake here – one for each labyrinth.

Lith Alliance

If your team marker is closer to the Alliance space than the opponent's marker, score 1 VP.

Mercenary Camp

If your team marker is closer to Merc #3 than the opponent's marker, score 1 VP.

Ruins of Cany XII

If your team marker is closer to Planetary Intellect than your opponent's, score 1 VP. If your marker is in Outpost or Dead City, it is treated as if it were still sitting on the entrance space.

Royal Tournament

If there are more of your team markers on the tournament key than your opponent's, score 1 VP.

Field of Honor

If you captured more of the attack types than your opponents did, score 1VP.

Tie or Sudden Death

The game can end in a tie.

If for some reason that is not acceptable, the game continues in "sudden death." Play a Team White turn, then a Team Black turn. At the end of those two turns, count VPs again. Continue this until one team gains the victory.

Military Victory

If a team loses all characters, the game ends immediately. The opposing team wins.

We Have A Tie

Team Black has five characters still alive. Team White has seven characters, but one is a henchman and two others are in prison, so only four count. Team Black scores 1 VP.

Team Black destroyed the HQ in the White team base. Team Black scores 1 VP.

Team Black also scores 1 VP in the Modern Labyrinth, and in the Royal Tournament. Team Black scores 4 VP total.

Team White wins the Ancient and Future Labyrinths, Mercenary Camp and Field of Honor – 4 VP total. The game ends in a tie.

Note that Lith Alliance and Ruins of Cany XII were not used in the game.

Team White Ahead



Team White Ahead



Teams Tied



Team Black Has More



Team Black Ahead



Team White Has More



Team White Ahead



VIP Words

DoA's rules, and the character special abilities, live and die by careful wording. Below are important words to watch for.

Adventure Roll

All rolls used to resolve an adventure are adventure rolls. Hit and Damage rolls are not adventure rolls.

Card

"Card" is a short term for the white equipment cards.

Challenge Roll

The words "challenge roll" refer to any roll that uses the Challenge chart. This includes Hit and Damage rolls, as well as adventure rolls.

Example: Phillip Redlegs treats a challenge roll of 11 as a 6. So, this applies not just to adventure rolls, but Hit and Damage rolls as well.

Character vs. Creature

When a rule or ability applies only to characters and not Creatures, the word "characters" is used. If it also applies to Creatures, you will usually see the generic words "opponents" or "enemies," etc.

Paradox's rating-switch ability affects only characters, not Creatures. Frostdancer's ability applies to opponents, meaning Creatures are included.

The word "Creature" never applies to characters.

Damage

Damage is the number in the middle of a weapon's Damage rating, not the color.

Example: Sir Gawain has the Elven Windsword. Normally it is a Blue 3 weapon. Gawain gains +1 Damage with Blades, so the Windsword is a Blue 4 weapon in his hand (not a Green 3 weapon).

Equipment Types

Each equipment item has a certain type, listed in the upper right. These are important classifications.

The Fanged Tracnids gain +2 Hit with Brawler. If they had the Combat Knife, they would gain the +2.

Equipment Types apply only to equipment, never to natural melee attacks. For example, the Brawler bonus does not apply to the natural melee attack of the Fanged Tracnids.

Equipped Melee Weapon

This is an attack using a Melee weapon card, not the character's natural fists or claws. This is the opposite of a natural melee attack.

Spartacus can use two equipped melee weapons at the same time. His natural melee attack

cannot be one of these weapons.

Living

Certain characters and equipment are living. On equipment, this is noted with a yellow "living" in the upper left.

Only a few characters are non-living. They include Reaver, TIAX Assassin, and Titanium Renegade. Although an android, Venya is composed of flesh and is considered living.

Mental Ability

Mental ability is a special classification of attacks and abilities. If a special ability does not use the phrase "mental ability," it is **not** a mental ability.

Certain characters are immune to mental abilities. This immunity applies only to mental effects directly upon the character, not to other nearby characters. For example, Merissa's mental ability that confers a +1 Hit bonus to a nearby ally is not negated by Milena Arrebató's immunity.

Natural

Natural means that a character has a certain ability inherently. He does not need an equipment card to use that ability.

All characters have a **natural melee attack**, which allows them to attack in melee without a melee weapon card.

Minx and Jinx, Thump and Rizzik the Red have natural ranged attacks.

Natural Melee Attack

See Natural, above.

Penetration

Penetration is the color of a weapon's Damage rating, not the number.

Modifiers to Penetration are extremely rare.

Pistol and Rifle

Pistol refers to pistol-type weapons. This includes Revolver, Auto Pistol, Powder Pistol, Long Pistol, and Energy Pistol.

Rifle refers to Long Rifle, Auto Rifle, Powder Rifle, and Energy Rifle equipment.

Bill Hickok may use two pistols at the same time. This includes any of the pistol types listed above.

Simultaneous

There are two actions in the game that are simultaneous: melee attacks, and attacks from an Area weapon shot. If a character has a special attack-first ability in melee, then melee is no longer simultaneous.

" + 1 "

Several character special abilities use the short "+ 1" for a Hit bonus, instead of "+ 1 Hit." For example, Tex gains + 1 Hit with Long Rifles.

Variants

Presented here are variants sprung from the minds of the Duel of Ages website community.

Bear in mind that Venatic does not endorse these variants for standard play. All variants listed here accomplish some interesting twist, but suffer disadvantages that make them unsuitable for standard play. Those variants that the designers found truly advantageous became standard rules (see What's New, page 2).

Game End

Intentional delaying to run out the time is rare. But these game end variants can solve that problem if it crops up.

Hard Turns

Play for a set number of rounds. One round contains a Team White turn and a Team Black turn.

Short Game: 14 rounds

Medium Game: 18 rounds

Long Game: 22 rounds

Epic Game: 26 rounds

Aces Out

Remove the Aces from a deck of playing cards. Take 5 cards and one Ace, shuffle them. Place another Ace on top of this stack. Place 14 non-Ace cards on top of this.

At the end of each Team Black turn, turn over one card. The first Ace to be turned over signals that the game could soon end. The second Ace ends the game.

For a longer game, place 19 cards on top of the stack, instead of 14.

Hidden Alarm

Use an alarm clock. After agreeing to the ending time, a person who is not playing sets the alarm to a time that is up to 15 minutes earlier or 15 minutes later than the requested time. Players may not look at the clock. The alarm signals game end.

This method is recommended for tournament play.

Character Drafting

Character drafting methods give players some control over the character team that they play.

Keep in mind that these methods cause a certain "neglect factor," where players don't choose characters they feel are understrength. This can add an amount of self-inflicted routine to the game, as well as preventing players from discovering the capabilities of all the characters. However, all of these variants are recommended for tournament play.

Straight Draft

After determining total number of characters to play, deal out that number of characters, plus two additional. Deal the cards face-up in an area between the two teams.

Team White goes first, picking one of the characters. Team Black then picks two characters. Continue from there, with the teams alternating picking two characters until each has their allotted number. Place the two unselected characters at the bottom of the character deck.

One-Two Draft

After determining number of characters to play, deal out four characters face up. Team Black selects one of the characters. Team White selects two of the remaining. Discard the unselected character. Then deal four new characters. On this deal, Team White selects one character and Team Black two. Continue until each team has their allotted number.

Kennedy Draft

After determining total number of characters to play, add 4 to that number. Then deal out half that number of characters face up, and another half face down.

Team Black goes first, picking one of the characters. Team White then picks one character. Continue from there, with the teams alternating picking a character until each has their allotted number. Place the unselected characters at the bottom of the character deck.

The face-down characters are not revealed to the opponents until the map is complete.

Deal & Toss

To each player, deal one extra character (face-down) for every two characters they should receive. Example: a player who will control 3 characters is dealt 4 characters, while one controlling 4 characters is dealt 6 characters.

The players discard excess characters of their choice. The discarded characters are kept hidden until the map is complete.

Deal & Pass

Each team is dealt their allotted characters, face down. Each team chooses and places in a pass pile 3 characters. Once both pass piles are ready, the teams trade their pass piles.

Deal, Toss & Pass

Each team is dealt their allotted characters plus three extra characters, face down. Each team creates a dead pile of three characters, and a three-character pass pile. Once both pass piles are ready, the teams trade their pass piles and discard their dead piles under the character deck. The discarded characters may not be viewed by the opponents.

Card-Gathering

These variants increase the number of cards that enter the game.

These variants have a strong unbalancing effect on the characters, as the value of melee-dominant and card-gathering characters can be significantly decreased. None of these variants are recommended except for occasional use.

Banish Booty

If your guardian position is still on the red eye, and you suffer a Fail when challenging the guardian, you have a choice: You may accept the normal Fail result, or you may draw 1 card and be banished.

Stuffed Vault

Place six cards in the Vault to begin the game, rather than two.

Start Card

After the map is built, each team selects one of their characters, and draws a card for that character.

Amaze Reward

If a character Amazes a Lith Alliance, Mercenary Camp or Ruins of Cany XII challenge, he draws 1 card.

Miscellaneous

OpFire Restriction

An OpFire attack is not allowed on a target that was fired at in a later space of movement by a previous OpFire.

Hidden Characters

Characters are not revealed until they are ready to be brought on the map during the Reinforce phase. Do not draw cards or henchmen for characters until they are revealed.