

BRAVE THE ELEMENTS

A game for **2 to 4 players**, by Miles Ratcliffe, © 2013 Chaos Publishing

Brave the Elements is set in a world where everyone has a degree of control of the four basic elements; Fire, Air, Earth and Water. Some have even developed the ability to send forth powerful disasters that bring devastation to the land. Wage war against your rivals to prove your tribe's dominance...but can you brave the elements?

Game Components

108 Cards: 46 Disaster Cards, 56 Location Cards, 4 Reference Cards, 1 Start Player Card and 1 Round Tracker.

85 Tokens: 12 Element Markers, 32 Element Tokens, 10 Military Tokens, 30 Victory Point Tokens and 1 Time Marker.

Also... 16 Army Markers (in four colours), 2 Defence Dice (custom sides: Fire, Air, Earth, Water, Wild, 'Draw a card') and 1 Assault Die (standard sides: 1 to 6).



Roll the assault die and apply the result. Roll the die before deciding to add any extra support bonuses.



This disaster cannot be prevented (by any means).

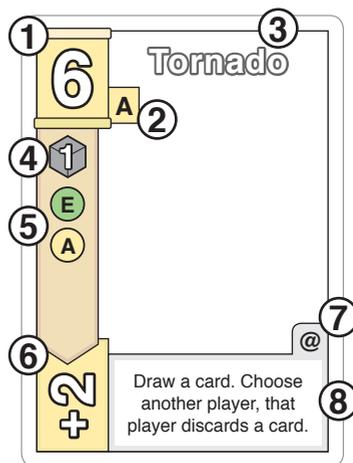


Two / three of a kind.

R! Use at any time, as appropriate.

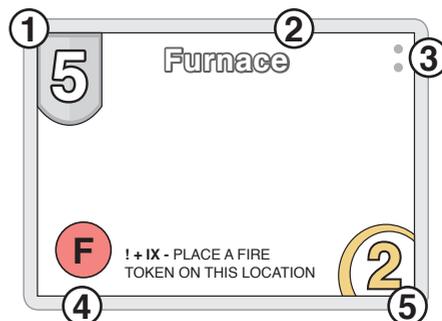
D! Use after rolling to defend against a disaster.

Disaster Cards



- (1) Strength of disaster. (2) Element.
- (3) Name. (4) Number of defence dice a player rolls. (5) Defence requirements.
- (6) Support bonus. (7) When the ability can be used. (8) Card ability.

Location Cards



- (1) Defence of location. (2) Name. (3) Number of these locations in the deck. (4) Card ability. (5) Victory point value.

Element Markers



The element markers are used to mark which element a player has chosen for a particular location or WILD (?) disaster.

Element Tokens



Locations can only ever have 1 element token on it. Element tokens are placed on locations and can be used to help defend against disasters.

Military Tokens



Locations can only ever have 1 military token on it. Military tokens are placed on locations and have 2 functions. They both increase the defence of the location it's on by 1 and give you +1 military.

Victory Point Tokens



Throughout the game, you will gain victory points [VP]. These come in 3 denominations (1, 3 and 6).

Time Marker



This is a marker to place on the round tracker card to keep track of how many rounds have passed.

Army Markers

(Use meeples or similar. You will need 4 of these in each of 4 separate colours; ideally Blue, Green, Red and Yellow.)

These represent your military forces and are placed on other players locations throughout the game.

Defence Dice

(Use 2 six-sided dice, ideally blank, 16mm or larger. Apply the dice images provided to each face, or use net.)

These dice are rolled when defending against disasters. On these: F = Fire, A = Air, E = Earth, W = Water, ? = Any Element, [] = You draw a card.

Getting Started

1. Each player chooses a set of 4 Army markers of one colour.
2. Next, shuffle the location deck and deal 7 location cards to each player, face-down.
3. Players now look at the location cards they were dealt, without revealing them to other players, chooses 1 location and places it face-down in front of them.
4. Once all players have chosen a location card, they turn them face-up, resolve any abilities and pass the remaining location cards they have to the player on their left.

5. Players now look at the location cards they were passed, chooses another location and, again, places it face-down in front of them.
6. Except for Outposts, no player can choose a location card with the same name as another they have previously chosen.
7. If a player is unable to choose a location card (because all of the location cards they have been passed match locations they have previously chosen), they must choose 1 to return to the bottom of the location deck and take a new location card from the top.
8. Once all players have chosen their second location card, turn them face-up, resolve any abilities and pass the remaining location cards they have to the player on their left. Continue this process until each player has 5 location cards face-up in front of them.
9. Once all players have 5 location cards face-up in front of them, shuffle all the remaining location cards back into the location deck and place it face-down in the centre of the playing area.
10. Reveal the top 3 cards of the location deck, placing them in a row, face-up next to the location deck, forming the development area.
11. Shuffle the disaster deck and place it face-down beside the location deck. Place the tokens and dice near the centre of the playing area, within reach of all of the players.
12. Give the Start Player card to player who controls the lowest victory points worth of locations. Resolve ties randomly.
13. Place the time marker on Round 1 of the round marker and start the first round of the game.

Playing a Round

Brave the Elements is played in rounds. The number of rounds you play is determined by the number of players involved in the game, see below:

- 4 Players = 4 rounds
- 3 Players = 6 rounds
- 2 Players = 8 rounds

Once all rounds have passed, players will count up all their victory points to determine who has won.

Each round is split into 9 phases. The players take turns, in clockwise order, beginning with the player that has the Start Player card, to complete each phase. Once all 9 phases have been completed by all of the players, the round ends.

Phase I - Acquire locations

Players take turns to choose and acquire 1 location card from the development area, placing it face-up in front of them and then resolving any ability. Whenever a player acquires a location from the development area, replace it with a new location from the top of the location deck, so there are always 3 locations face-up in the development area.

Players cannot choose a new location if they already have 5 or more location cards in front of them. Continue passing play clockwise until all of the players have at least 5 locations.

Except for Outposts, you cannot acquire a location with the same name as another you already have.

On a rare occasion where you have less than 5 locations in front of you and cannot acquire a location from those in the development area, reveal cards from the top of the location deck until you reveal a location you can acquire. Acquire that location and return all other cards revealed this way to the bottom of the location deck.

Phase II - Draw cards

Players take turns drawing cards from the disaster deck until they have 6 cards in their hand.

If the disaster deck runs out and a player cannot draw from it, shuffle the discard pile, place it face-down as the new disaster deck and continue drawing.

Phase III - Take actions

Players take turns to take 1 action by discarding a card from their hand and resolving its ability (see 'Disaster Card Abilities'). Players are not required to take an action and may simply pass.

It may be the case that a player gains extra actions from the actions they have taken or from a location. In this case, that player should take all of the extra actions they wish to before passing.

Phase IV - Make assaults

Players take turns to make 1 assault by choosing another player's location and rolling the assault die (see 'Making an Assault'). Players are not required to make an assault and may simply pass.

It may be the case that a player gains an extra assault from a location. In this case, that player should take all of the assaults they wish to before passing.

Phase V - Play disasters:

Players take turns to play 1 disaster card from their hand, targeting another player's location (see 'Playing a Disaster'). Players are not required to play a disaster and may simply pass.

Phase VI - Play disasters

Players take turns, again, to play 1 disaster card from their hand, targeting another player's location. Even if a player passed the first time, they may still choose to play a disaster for this phase or pass again.

Phase VII - Play extra disasters

It may be the case that some players have gained the ability to play a disaster during this phase. In this case, those players (and only those players) should continue to take turns playing a disaster if they wish, even if they have previously passed.

Phase VIII - Gain VP tokens

Players that still have 5 (or more) locations, gain 3 victory points [VP]. Players that still have 4 locations, gain 1 VP. Players that have 3 or less locations, however, gain 0 VP.

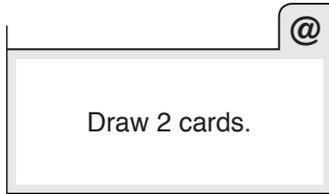
Phase IX - Refresh

If this is the last round of the game, end the game immediately. Otherwise players simultaneously resolve all refresh abilities on the locations they have.

Move the time marker onto the next round, pass the Start Player card to the left and begin the next round, starting with phase I.

Disaster Card Abilities

All disaster cards have an ability that you can use instead of playing it as a disaster. These abilities are located in the bottom right-hand side of the disaster cards. The majority of these abilities are actions (@) that used during the 'Take Actions' phase.



There are two other types of disaster card abilities:

D! - This ability can be used after rolling to defend against a disaster.

R! - This ability can be used at any time, as appropriate.

To use any disaster card's ability, reveal the card to all other players, resolve the ability and then place it face-up in the discard pile.

Making an Assault

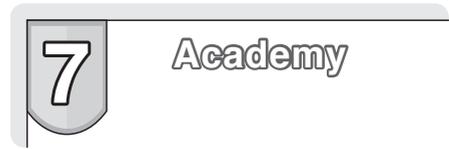
Choose any other player's location to be the target of your assault. You cannot target a location that already has another player's army marker on it.

Roll the assault die and add +1 to it for each military you have and for each of your army markers are already on that building.



Example: 5 + 2 military = 7

If the total is **less than** the defence of the targeted location, the assault fails and you place 1 of your army markers on that location.



If the total **equals or exceeds** the defence of the targeted location, the assault succeeds. Gain 1 victory point [VP] for each army marker on that location, remove all tokens or markers from it, take it and place it face-down in your victory point pile.

Playing a Disaster

Choose a disaster card from your hand and place it face-up onto the playing area. Choose any other player's location to be the target of the disaster. If you need to roll the assault die to determine the strength of the disaster, do so now.

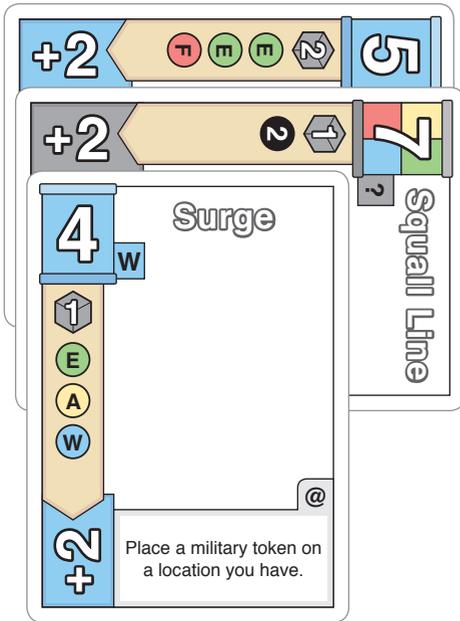


If you are playing a WILD (?) disaster, choose which element you would like it to be and place the relevant element marker on it.

Add +1 to the strength of the disaster for each of your army markers that are on that location, any bonuses from the locations you have and by adding support bonuses from your hand.

Adding Support Bonuses

You can add any number of support bonuses to your disaster, one at a time, using the cards in your hand.



Example: $4 + 2 + 2 = 8$ strength

Look at the bottom left-hand corner of the cards in your hand. This shows the bonus each card adds to the strength of the original disaster (usually +2).



You can only add to the strength of a disaster with cards of the same element. WILD (?) cards can add support to any element of disaster.

If, after adding support bonuses to the disaster, the strength of the disaster is **less than** the defence of the targeted

location, the disaster card and all cards adding support to it are discarded.

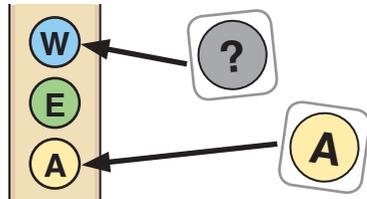
However, if the strength of the disaster **equals or exceeds** the defence of the targeted location, the player that location belongs to needs to defend against the disaster.

Defending Against Disasters

To defend against a disaster, you must first roll a number of defence dice, as shown on the disaster.



Match any elements you roll on the defence dice with the defence requirements shown on the disaster.



After rolling, you can then discard cards from your hand and/or element tokens you have to match any remaining defence requirements. WILD (?) cards can be discarded as any element. Element tokens are never WILD.

You need to match all the defence requirements of a disaster to prevent it. If it is prevented, the disaster fails.

If the disaster is **not** prevented, it succeeds. Its player gains 1 victory point [VP] for each army marker on that location, removes all tokens or markers from it, takes it and places it face-down in their victory point pile.

Whether successful or not, the disaster card and all cards adding support to it are now discarded.

End of the Game

At the end of the final round, players total all their victory points [VP] from the locations and victory point tokens in their victory pile.

The player with the most victory points is then declared the winner.

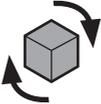
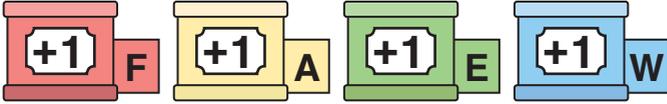
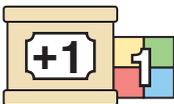
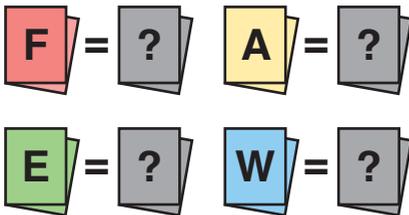
On a tie, the player with **the most location cards** in their victory point pile is the winner. If there is still a tie, the player most the most victory points from VP tokens wins. If there is still a tie, the player who has the most disaster cards in hand is the winner.

F.A.Q.

If a location a player controls is moved to the development area, remove any tokens or markers that are on it.

Whenever an army marker is removed, it returns to the player it belongs to.

LOCATION ABILITY REFERENCE

 <p>You have +1 military.</p>	 <p>You can make an extra assault (IV - during the assault phase).</p>
 <p>You can have any number of Outposts location cards.</p>	 <p>You can play a disaster during the extra disaster phase (Phase VII).</p>
 <p>Other locations you have cannot be the target of assaults.</p>	 <p>You can take an extra action (III - during the action phase).</p>
 <p>Draw an extra card (II - during the draw phase).</p>	 <p>Gain 1 VP (VIII - during the gain VP phase).</p>
	<p>Place an element token of this type on this location (! - when acquired) (IX - and during each refresh phase)</p>
 <p>Place an element token of your choice on this location (! - when acquired) (IX - and during each refresh phase).</p>	 <p>Re-roll any 1 of your defence dice (D! - after rolling to defend against a disaster).</p>
 <p>Add +1 to the strength to all disasters you play of the pictured element.</p>	 <p>Add +1 to the strength to all disasters you play of any element.</p>
 <p>Place an element marker of your choice on this location. Add +1 to the strength to all disasters you play of that element.</p>	 <p>Place an element marker of your choice on this location. You can use cards of that element as if they were WILD (?) cards.</p>
 <p>You can use cards of the pictured element as if they were WILD (?) cards.</p>	