### Summon

If a tile with Summon is in play, in place of moving a tile or drawing from the bag, the player may “Summon the tile.” The player flips the Duke Tile (or any tile acting as the Duke) over (it remains in its current square), and he may move the tile from where ever it is located on the board and place it fully adjacent to the Duke; the called tile remains with its current side up. This move is NOT a Command move and so cannot be used to capture a tile; there must be an open, fully adjacent square for the summoned tile to occupy after being called.

### Divination

If a tile with the Divination ability is in play and has its non-starting side up, the player may choose to “move” the tile by flipping it back to its starting side (it remains in its square). Immediately the player must select three random tiles from the bag, choosing which one he wants to place on the board and puts the other two tiles either back in the bag, or the player may decide to “destroy” one or both tiles by simply placing them beside the game board as though they were captured; the chosen tile is placed normally.

### Escape

In place of moving a tile or drawing from the bag, the controlling player of a tile with the Escape ability may sacrifice any of his tiles fully adjacent to the tile (simply remove it and place it on the side of the board), to initiate the “Escape” ability. Then move the tile with the Escape ability back to one of the two starting squares where the Duke may set-up before play begins; the tile automatically reverts to its starting side. If one of the squares is occupied by an opponent’s tile, the escaping tile may automatically capture that tile; if both tiles are occupied by a friendly tile, the escaping tile sacrifices a tile of the player’s choosing (i.e. it’s captured and removed from the game).

### Ransom

In place of moving a tile or drawing from the bag, a player that has captured a tile with the Ransom ability on it may activate that ability. There are two instances when this ability can be used (a player can only ever use one ability at a time):

- In place of sacrificing a tile during an Escape (see above), the player ransoms back a previously captured tile with the Ransom ability to the opponent.
- The player may trade a captured tile with the Ransom ability for any previously captured tile by the opponent with the Escape ability.

Any retrieved tile in this fashion is placed in a staring square as though it just used the Escape ability (see p. 7).

In both instances of ransoming the tile back, the opponent receiving the tile with the Ransom ability places it back in his bag.
The enraging and re-orienting of the Dragon tile takes the Dragon's next in between turn action, and so play proceeds directly from the player that enraged the Dragon to his opponent. During the next in between turn after the Dragon was enraged, the Dragon will capture up to two tiles at once using only its Strike icons. If there are more than two tiles, randomly determine which tiles are captured. If there are no tiles it can use its Strike icons against, then randomly determine where it moves using its Move icons; if there is a tile in the square where it moves, capture that tile.

After it has moved into its new square, rotate the Dragon 90 degrees in the direction of the move; i.e. if it moves to the left, rotate the Dragon 90 degrees to the left, if it moves to the right, rotate the Dragon 90 degrees to the right. After the Dragon has finished moving and rotating, if it did not capture a tile through its Move icon, check again to determine if any tile(s) are captured using the Dragon's Strike icons. If it does not capture any tile(s), its in between turn is done.

Once the Dragon is enraged, it cannot be re-enraged again (i.e. using the Jump or Jump Slide icons) until it flips back over to its reverse side. The dragon only un-enrages once it has moved to the opposite side. In the in between turn when it un-enrages, even if the Dragon could, it will not move to try and capture a tile.

Mountain and Fort (Camelot) Tiles: See page 10 of the rulebook.

In some Alternate Objectives games, described starting at right, the players place Flag Tiles on the gameboard before play starts.

The Strike icon cannot be used if a straight line between the target square and the center of the square occupied by the Fort Tile does not start and end in the same row or column. If there is a tile along the path, then the icon cannot be used.

The Command icon can be used to move a Troop Tile into (or out of) a square occupied by the Fort Tile (which means a Tile can be captured in the Fort using the Command icon).

The Strike icon cannot be used if a straight line between the target square and the center of the square occupied by the Mountain Tile crosses any part of a square occupied by the Mountain Tile. That line directly cuts through a square "kitty corner" to the Mountain Tile, then the icon cannot be used.

The Command icon cannot be used to move a Troop Tile into a square occupied by a Mountain Tile.

New Troop Tiles drawn from the bag cannot be in this square.

The Strike icon cannot be used if a straight line between the target square and the center of the square occupied by the Dragon Tile crosses any part of a square occupied by the Dragon Tile. That line directly cuts through a square "kitty corner" to the Dragon Tile, then the icon cannot be used.

The Command icon can be used to move a Troop Tile into (or out of) a square occupied by the Dragon Tile (which means a Tile can be captured in the Fort using the Command icon).

The Command icon can be used to move a Troop Tile into (or out of) a square occupied by the Mountain Tile (which means a Tile can be captured in the Fort using the Command icon).

The Command icon can be used to move a Troop Tile into (or out of) a square occupied by the Fort Tile (which means a Tile can be captured in the Fort using the Command icon).

The Command icon can be used to move a Troop Tile into (or out of) a square occupied by the Mountain Tile (which means a Tile can be captured in the Fort using the Command icon).

The Command icon can be used to move a Troop Tile into (or out of) a square occupied by the Fort Tile (which means a Tile can be captured in the Fort using the Command icon).

The Command icon can be used to move a Troop Tile into (or out of) a square occupied by the Mountain Tile (which means a Tile can be captured in the Fort using the Command icon).