

LEGENDS OF SIGNUM II
WARSEER



CAMPAIGN BOOK

CONTENTS

INTRODUCTION.....	3
FACING THE INEVITABLE.....	3
COMPONENTS.....	10
CARD TYPES.....	12
SCENARIO CARDS.....	12
FEATS CARDS.....	14
IMPROVEMENT CARDS.....	15
FOE CARDS.....	17
SCENARIO MODIFICATION CARDS.....	18
CAMPAIGN START.....	19
CAMPAIGN PHASES.....	21
PASSING THE SCENARIO.....	23
FOE BEHAVIOR.....	25
MOVEMENT AND ATTACK FOE.....	28
CAMPAIGN SCENARIOS.....	32



INTRODUCTION

In Solo Mode, players tackle Scenarios, each with unique conditions and goals. These Scenarios form a campaign, in which the challenge escalates with each new one. As players advance, they earn Dragon Coins. These coins help assemble a team of characters led by the player's Hero. They can also be spent on improvements like artifacts and spells, crucial for preparing for the upcoming Scenarios.

FACING THE INEVITABLE

This time the city assembly of Vallor was more noisy and crowded than usual. The Hall of Ruby Arcane resembled the market square in the fair day. Everyone was hustling, jesting, exchanging opinions, expressing suspicions, and swearing like the worst longshoreman. The colorful frocks of skywalkers and plenty of blazing jewelry could make heads spin.

The gathering hall was elongated, corners rounded. The places for representatives formed several levels along all four sides.



The central part of one of the long sides was designed for the city duke and distinguished peers of the city. The members of the duke's small council and their assistant seated a bit lower. On the other side, in front of the duke's tribune, there was a low podium, the pulpit for speakers. The rest of the representatives - permanent and temporary members of the city assembly - took the tribunes to the both sides of the main duke's tribune.

To the right there were the members of Great guilds and the rest of skywalkers, noble citizens of the Upper city. To the left there were the members of lesser guilds, merchants, and chiefs of craft quarters of the Lower city.

The special place on the tribunes belonged to the head of the Ortus Automaton corporation.

Today the hall was overcrowded. In order to make way to the tribunes

and take your place, you needed the skill of a strongman or the agility of a street thief. The ophidian tried to move in the crowd as cautiously as he could, and as discreetly as possible, but everyone gave a way to him nevertheless. So he thought that everyone's attention was focused on him only.

Kassar-un-Shair didn't visit such events very often, but that was a special day for Vallor. That's why no one was surprised to meet him there.

On the contrary, everyone waited for his appearance.

There's no better moment to reach out to the forecaster than before the war.

So his appearance caused omnipresent excitement and heated the interest in the upcoming gathering even more.



Kassar-un-Shair wasn't meant to get lost in the crowd, as he wished. Someone called him halfway to his place at the tribune.

«Maitre Kass! What a surprise to see you here!», hummed the high-pitched voice with sharp metal notes in it.

Kassar relentlessly had to stop and greet the person who called him.

«My pleasure, honorable maitre Varga».

The tall angular figure that rose above the ophidian was tightly wrapped in a long crimson robe.

Underneath the fabric one could see some mechanical body parts, including several additional limbs.

Varga Quark was the head of the Ortus Automaton corporation. The corporation was created due to the efforts and genius of this engineer.

This Varga's child was named corporation, not guild, because no one in Vallor, maybe even all over Signum, has such a genius. The corporation was waging a long and uncompromising war with Great guilds of Vallor, that considered themselves more reputable and more important only by the custom of precedence. But Varga already did some indispensable favors to the city, so lords of Vallor just had to reckon with him and the interests of his corporation.

«Rumor has it that the city council reached the forecasters guild, seeking help. Well, if it is so, things in the city are much worse than I suggested», wryly notices Varga Quark. The face of the inventor, hidden behind the metal mask, didn't express any emotion.

«The fate of Vallor today depends on our decisions».

«Pardon my audacity, maitre,

but I don't believe in fate.

I prefer to follow clear instructions and rely on calculation. And my calculation is this. Even if the information about the grypharim army is only half true, Vallor is at the brink of ruin».

«Future can be changed», was another evasive answer of the forecaster.

«I'd prefer to hear a clear plan of saving the city, instead of hazy thoughts about a changeable future».

So would I, you senseless piece of junk. I'd prefer to have such a plan, if it exists. Despite this imaginary reply, the ophidian looked like he remained totally calm.

«I won't persuade your skepticism, maitre Varga. The only thing I can tell is that hard times create strange unions, and we could find ourselves standing on more common ground than you

may think».

«I won't rule out that your words are some kind of trick in order to weave the veil of the unknown, like your folks forecasters love to do».

The ophidian came a bit closer to the inventor, either not willing to tell his words to so many unnecessary ears, or unconsciously trying to look behind his mirror mask.

«I have no idea what your calculation tells you, maitre Varga.

But the most advanced war machine of Signum will appear near the walls of this city very soon. But this is not even the main danger. The main danger is that this machine will be driven to fight by the oracle with unbelievable abilities. The old ones called him Warseer, no less».

Meanwhile, the duke Khan Dir knocked with his little hammer and declared the beginning of the extraordinary urgent city

assembly. All representatives that were crowded in the common hall rushed to their places.

«Real Warseer, maitre Varga, the real one. Think properly about it and add it to your calculation», dropped the ophidian in conclusion.

As usual during the war, the first to speak was Lord of War Brissa de Molfor. This woman wasn't very eloquent, her speech overall sounded like the general's explanation of combat tasks to his subordinates.

Brissa briefly and very clearly pictured the state of affairs to the gathering. The city was only half-ready to the siege. City walls, despite being known as the longest, the highest, and the most fortified in all Signum, needed the urgent renovation. Besides walls, the city needed to prepare wall weapons for the siege, store projectiles, tar and oil to repel the attacks of the

storming. Also, to strengthen and clean the moat. Also, to prepare extra trenches to defend the towers from tunneling and digging.

Also, to fortify seven main city gates and thirteen lesser ones.

Also, to recruit and arm extra troops of city militia...

The hardest news awaited for the audience at the end of the speech. The avantguard troops of crusaders army were in two-days march away from Vallor.

At these words, the frightened sigh rolled over the hall. Perhaps some skywalkers still hoped that the war rumor would be over-exaggerated, and the battle could be avoided.

After Brissa's talk, the duke, perhaps to boost everyone's morale, called Kassar-un-Shait.

«Before we start to widely discuss the main and - dare I say - the most important news for today, I would like to invite maitre Kassar-un-Shair,



the head of the guild of forecasters. Maitre, be so kind, we are waiting for a word from you. Bring us some hope for the future of Vallor. Our city went through many challenges and undoubtedly will stay strong in future».

Kassar shrank like being caught by surprise, but tried to calm himself right away.

Everything is as it should be. It's ridiculous to try hiding in the crowd, if I know how it will end anyway. They will hate me and spit at my back before the ancient sun of Signum sets beyond the horizon. He headed from his place to the speaker's pulpit, walking heavy and a bit clumsy. Dozens of hands touched his robe along the way, and he heard a muffled whisper rolling over the crowd.

«The Seer!»

«He knows what's ahead».

«Let him tell us how to win».

But there were different images before the sight of Kassar-un-Shair, and he heard bits of different words.

The ophidian unbelievably clearly heard loud cries of wounded and felt the bitter smoke of conflagration that ate away eyes and lungs. The whole city was burning, dying in the agony of war, writhing and spitting blood with its last strength. The suburbs of Vallor were charred ruins with hundreds of hundreds dead.

The invaders were rushing forward, to the very heart of Vallor, storming one quarter after another.

Here, the docks and the whole port fell, here the aggressors are ravaging New Circus, and here are they fully dominating the workshops of Automaton.

The Upper city is overcrowded with sick and wounded.



Skywalkers, once brilliant riches and nobles of the city, are jumping from high towers one by one, desperately trying to stop the unbearable horror of what's happening.

Last defenders are bravely dying at the last fronts. Empire crusaders are breaking into the hall of Ruby Arcane and setting fire to the Great guild banners hanging here, the main relics of the city.

Kassar-un-Shair was fiercely turning pages of the book of future, trying to find any hint that could change the future and save Vallor from inevitable death.

There were none. The pages in his hands swiftly began to decay, char, and fly away like the birds of sorrow. He helplessly tried to catch the shreds of elusive future.

Finally Kassar-un-Shair heard the sounds of rising impatience from the gathering hall.

He understood that he was silently standing before the audience, deep in his own thoughts. Perhaps the effect of jannat, a strong drug using for the foretelling, didn't end yet.

«I hope you won't stand here in silence until the siege of Vallor starts?», sarcastically yelled Thibaut de Bazan, cunning and scheming Master of Coin.

«Oh yes maitre, we all eagerly await your words of prophet, and I'm afraid that the expectation is taking too long», rushed him the duke Khan Dir.

The ophidian looked at the audience with a heavy, unblinking gaze...

«Vallor will fall. The city is doomed». It sounded like he gave a sentence that cannot be appealed.

The unimaginable storm took over the gathering hall.

«It's a lie!»

«Traitor, he sold out to the church».

«How much did they pay you for this lie, you viper».

Something heavy hit the head of Kassar hard. It was someone's boot, thrown in a wild tantrum.

«Arrest him right now!»

He saw satisfied, smiling face of Thibaut de Bazan among twisted faces. He was dictating something in the ear of his goblin secretary, and the latter was hastily writing it down.

Then Kassar became fully surrounded by the fierce representatives. They brutally took him down from the pulpit and dragged to the exit, beating up. The duke Khan Dir broke the hammer in a rage, hitting the cradle with it.

«There's no place for the ophidian at our gathering».

He heard the fearsome, dominating voice of the duke.

«Throw him in the prison of Thousand steps. He's not the head of a guild anymore. He must pay for his insolence».

There were only insults and more humiliation ahead, Kassar saw it already.

It doesn't matter what I will tell them right now, the lie or the truth - the future won't change. But they will believe the lie better than want to face the heavy truth.

So the ophidian let his heavy, unblinking gaze go round the gathering, and predicted:

«Hard times of trials and losses await Vallor. But the city will stand if we all stay together to defend it».

The sigh of relief rolled over the hall. Kassar-un-Shair saw how the deep wrinkles at the faces smoothed out. They easily believed his words, but it's just words. In the name of foremother Angeborda, he had to give them hope. Meanwhile, he had some time to invent something, like find another way of the future for Vallor.





COMPONENTS FOR SOLO MODE

In addition to the core components of the game, this mode has a number of additional components:



FOE CARDS

These cards describe creatures that act as opponents during the campaign and outline their abilities and actions on the Battlefield.



FOE TOKEN

These tokens identify enemy characters on the Battlefield.



LANDMARK TOKENS

These tokens mark crucial locations on the Scenario map.



CAMPAIGN RULEBOOK

This provides detailed rules for each Scenario, including initial placement of Foe creatures and components, along with extra information.

The creatures that the player opposes are controlled by the algorithm. They are called Foe creatures.



SCENARIO MODIFICATIONS CARDS

These cards represent Buildings, Relics, and Enchantments that alter Scenario conditions.



SOLO FEATS CARDS

In this mode, the standard Feat deck is replaced by a 20-card alternate version with different interaction rules.



IMPROVEMENT CARDS

After completing a mission, players can convert Victory Points into Dragon Coins and use them to buy Improvement cards, which can contribute to the further advancement of a campaign.



STARTING CARDS

Contain information about the player's starting resources.

SCENARIO CARDS

These cards summarize the current Scenario's rules. The Campaign book contains more in-depth explanations of each of the Scenarios.



SCENARIO CARDS

Scenarios are divided into several levels depending on their difficulty. In addition, before starting a campaign, the player will need to learn about the conditions specified on the Starting card.



Green Scenarios - simple and quick challenges that allow players to test skills and develop progression tactics in the campaign.

Blue Scenarios - are a main part of the campaign (*can also be played as standalone missions without additional Improvement Cards*).

Red Scenarios - confrontations against significant bosses with unique mechanics, concluding the campaign.

Starting Card - includes general information about the campaign starting conditions, as well as character list.



Scenario Card include the following information:

- **SCENARIO DIFFICULTY.**
- **SCENARIO COMPONENTS** - list of components and what they represent in this Scenario.
- **STARTING NUMBER OF FEAT CARDS** in the Hall of Fame.
- **A LIST OF FOE CREATURES** in the Scenario.
- **STARTING PLACEMENT** on the Battlefield
- **PLAYER DEPLOYMENT ZONE** and other additional areas of the Scenario.
- **CHALLENGE LEVEL TABLE** - contains Lists of Scenario Modification Cards, that control the challenge level within each scenario.
- **EVENT TABLE** - certain missions feature random events at specific game phases. The table indicates which events occur and when.
- **GOAL** - conditions for the end of the Scenario.
- **ADDITIONAL SCENARIO RULES** which are crucial for gameplay.
- **REWARD** for completing the Scenario.

LANDMARK TOKENS

Landmark Tokens - these tokens signify crucial places on the map where interaction takes place during the Scenario. Different Scenarios have different rules for these Tokens. In some, numbers are used, while in others, all Landmarks are considered equal.



FEATS CARDS

The Feats Deck for Solo mode consists of 20 cards. They play the role of a timer during the game, and also bring Victory Points. A player starts with a certain number of random cards in their Hall of Fame. They're added there from the Deck during the Setup stage.



Once per turn, the player must exile at least one of those cards by choice. At this moment, they can receive one of the bonuses indicated by the exile card.

When a player defeats a Foe character during their turn, place 1 Feat card from the Feats deck into the Hall of Fame. At the end of the game, each card in the Hall of Fame awards 1 Victory Point (VP).

If a player is required to exile a card from the Hall of Fame but fails to do so, they lose the Scenario. It's crucial to note that the VP earned for completing a Scenario is converted into Dragon Coins, which are essential for progressing through the campaign.



IMPROVEMENT CARDS

IMPROVEMENT CARDS ARE DIVIDED INTO 4 TYPES:



BUILDING



SPELL



TACTIC



RELIC



BUILDING CARDS



Buildings are permanent improvements. Once purchased, they remain until the end of the Campaign. During the Preparation Phase, the player can apply an effect from each purchased Building card, but only once per phase.



SPELL CARDS

Spell cards are single-use cards that can be played before the game begins during the Preparation Phase. A Spell card provides a one-time benefit, after which it is returned to the Improvement deck and can be purchased again in the next Resource Phase.





RELIC CARDS



Relic cards are permanent improvements. Once purchased, they remain until the end of the Campaign. When the player summons a character from their War Camp, they can also equip character with 1 Relic card.

The character gains all the benefits listed on the Relic card. When the character is destroyed, the Relic returns to the War Camp and cannot be equipped again in that game. In the next match, they can be equipped to any character again.



TACTIC CARDS



Tactic cards are single-use cards that can be played at any moment during the game from War Camp. A Tactic card provides a one-time benefit, after which it is returned to the deck and can be purchased again during the next Resource Phase.

FOE CARDS

Foe creature cards are divided into:

-  -Heroes;
-  -Characters;
-  -Minions.

Interacting with them on the Battlefield is the same as with the corresponding creatures of another player. All keywords on cards and character abilities can be applied to Foe creatures.

Eliminating a Foe character, players add a card from the Feat deck to the Hall of Fame. Destroying a Foe Hero usually ends the Scenario.



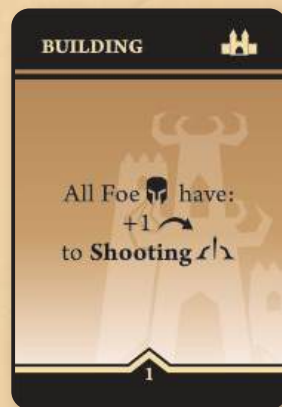
SCENARIO MODIFICATION CARDS

Scenario Modification Cards

These cards add additional abilities to Foe creatures. Some of them are specified in the Scenario description, others are added randomly.

Modification cards are also divided into several types:

- Relics are put on the Foe Hero. If the Foe Hero is wearing several relics with durability, the player decides which one to destroy first.



- A building gives the improvement specified on it to the suitable creature type. The player may destroy a building using a card with such effect, and the player decides which one to destroy first.

- Enchantments have a permanent effect. They are similar to buildings, but cannot be removed from the Scenario.



3. The Improvement deck needs to be divided into two parts. The player receives all the cards marked with Solo. Cards without Solo do not participate in this mode.



4. The player also receives a reference card with the costs of characters.



5. Prepare the Campaign deck: - Choose a random Red Scenario card, put it face down. On top, add 3 Blue Scenario cards, followed by 2 Green Scenario cards.



6. The player selects a Starting card at random or by their choice.



In this mode, you start with no characters. All of them can be bought with Dragon Coins in the resource phase.

CAMPAIGN PHASES

Each match of the Campaign is divided into the following phases:

I. RESOURCE PHASE

– Players receive a number of Dragon Coins according to the result of the past Scenario. Dragon Coins from the Start Card are used for the first Resource Phase.

– Players can spend these Coins on purchasing Improvement cards and acquiring or restoring characters.

Purchased Improvement cards, like characters, are located in the War Camp.

II. SETUP PHASE

Players prepare the Battlefield and the Feats deck according to the next card in the Campaign deck.

III. PREPARATION PHASE

Players can use the effects of purchased Spells and Buildings Improvement cards located in their War Camp.

IV. BATTLE PHASE

The main game on the Battlefield according to the Scenario rules.

V. RESULTS PHASE

Players get their rewards, receive earned Victory Points, and record the result of the Scenario on their sheets.

CHARACTER ACQUISITION

Before each match, choose up to 4 items:	
20	Add a rankless  to your War Camp.
25	Add a   to your War Camp.
40	Add a   to your War Camp.
60	Add a  to your War Camp.
You can acquire 1  of each Rank before each match and add it to your War Camp.	
B	

In the Solo mode a Hero cannot freely recruit characters into their warband by its leadership. The player must purchase every character individually, paying its price in Dragon coins.

Among Improvement cards, players can find a reference card with costs of characters available for purchase.

Before every match no more than 1 character of every rank can be recruited to the warband.

A character the player has purchased stays in the War Camp until the end of a Campaign. It can be exiled from War Camp only if the player want it to. But it won't bring any advantages except for the vacated leadership slot. A number of characters in the War Camp and their rank should comply with the leadership stat of the Hero.

CHARACTER INJURY

PLAYER:		HERO:
CHARACTER		UPGRA
	Injured: □□□□□	
	Recovered: □□□□□	
	Injured: □□□□□	

If a player's character is liminated during a match, the player must mark this character as injured on their Campaign sheet.

If an injured character enters the Battlefield in the next match, they immediately receive enough Wounds to leave them with only 1 Health point. Regardless of whether the character entered the Battlefield or not, they will fully recover by the next match if they were not destroyed again on the Battlefield.

The player can also purchase a special Improvement card, which can be used to avoid this penalty.



A character is considered injured only if, at the end of the match, their card is NOT in your War Camp or your City.

You can restore injured characters during the Resource Phase by paying the corresponding cost listed on the reference card. Additionally, during the Preparation Phase, you can use restoring Spell cards that were previously purchased or earned through specific achievements.

PASSING THE SCENARIO

- Take the top card from the Campaign deck and open the Campaign Book to the corresponding page.
- Select the creature cards used in this Scenario. Place terrain hexes on the Battlefield according to the Scenario and place creatures, if the Scenario requires any, in the initial setup.
- Add Scenario Modification cards specified in the Scenario according to the selected challenge level.



Scenario Modification cards have a type and a number. If the Scenario specifies to select random Building from 1, 2, 3, select Buildings with these numbers and randomly add 1 of them to the Scenario. Different challenge level

implies choosing from a different set of cards. Some Scenarios involve multiple cards of the same type or multiple cards of different types. You can always build a Scenario with Modification cards you feel are appropriate.

We recommend to follow this rule:

Use challenge level 1 for Green Scenarios, if it's the first Scenario in the campaign, and challenge level 2, if it's the second starting Scenario. For Blue Scenarios we recommend to use challenge level 1 for the first Blue Scenario in the campaign, challenge level 2 for the second one, and challenge level 3 for the third one.

Use challenge level 2 for the Red Scenarios.

Some Scenarios have additional difficulty stats in the Additional rules box.

We recommend the medium difficulty. However, you're free to change any difficulty rate according to your skills. Or, you can add or remove modifying cards to your own liking.

CAMPAIGN TABLE

1	2	3	4	5	6	7	8
PLAYER:	HERO:	SCENARIO	DRAGON COINS	SPENT	NOTES		
CHARACTER	Injured: □□□□ Recovered: □□□□	UPGRADE CARDS	START-UP	Starter cost Coins: Before the Match:			
	Injured: □□□□ Recovered: □□□□		VP:	Coins left:			
	Injured: □□□□ Recovered: □□□□			Coins:			
	Injured: □□□□ Recovered: □□□□			For VP Difference:			
				Coins left:			
				Coins:			
				For VP Difference:			
				Coins left:			
				Coins:			

1. NAME OF THE CHARACTER
2. NAME OF THE PLAYER
3. NAME OF THE HERO
4. SCENARIO NAME - The name of the Scenario being played in this match
5. SCENARIO VICTORY POINTS - Victory Points earned in this match
6. DRAGON COINS ARE RECEIVED BEFORE THE FIRST MATCH. In tournament mode, these coins are listed in the tournament table. In solo mode, they are listed on the starting card
7. COINS LEFT - Coins remaining after previous purchases before the Scenario.
8. SCENARIO REWARD - Additional coins according to the Scenario

9. COINS ACQUIRED FOR VP DIFFERENCE - Additional coins for the difference in Victory Points between players (tournament only).
10. COINS SPENT - Dragon Coins spent after the Scenario
11. IMPROVEMENT CARDS - The name of the purchased Improvement card
12. CARD COST - The cost of the purchased card
13. NOTES - Notes on spending Dragon Coins
14. Mark on the character recovered with a card or according to common rules
15. Mark on the character injured during the Scenario
16. RANK OF THE CHARACTER

STARTING A SCENARIO

The player plays the Scenario according to normal Signum rules with a few exceptions.

- The player always starts the first turn with 2 🏰 👤
- To finish the Scenario successfully, player needs to reach the specified objective.
- The player can use Improvement Cards.

STARTING A SCENARIO

The Scenario is considered fulfilled at the very moment when the player achieves the goal. If at that moment they haven't discarded the Feat card yet, they're free to not discard it.

In the Solo Campaign Mode the mission isn't finished when the player achieves 12 points. Although, the player still cannot achieve more than 12 points.

If the player has reached the Scenario goal, count the Victory Points and they earn the corresponding amount of Dragon Coins.

FOE BEHAVIOR

FOE CREATURES ON THE BATTLEFIELD

For every mission the Campaign Book has recommendations about a type of tokens used for every creature participating in missions.

You can use your own models instead. Some missions imply creatures' tokens management in different game areas. You can use tokens for your own convenience, for following the characters in every game area, marking Foe on the Battlefield with models.



Foe Heroes are represented on the Battlefield in the form of unique tokens with images. Foe characters and minions are marked with special double-side tokens.

There are 8 double-side Foe Character tokens in the game. As a rule, the Scenario has 2 types of characters, marked by one of the token sides each. In any Scenario the Foe cannot have more than 8 Foe Character tokens on the Battlefield.

FOE ACTIVATION

It is up to the player to choose in which order the Foe will be activated. The player must complete the activation of a creature before activating the next. All Foe creatures must be activated.

Every Foe creature has a behavior table on its card, which indicates how it behaves on the Battlefield. Also, there are common behavior rules for all Foe creatures.



TYPE

NAME

UNIQUE ACTIONS

NAME

GOBLIN KING

ACTIVATION (2 Blue Icons)

Summon the Goblin Warrior: Place Goblin Warrior in contact with Goblin King.
 Summon the Goblin Archer: Place a Goblin Archer in the nearest unoccupied Forest.

PRIMARY PARAMETERS

Movement, Attack. If not attacked, summons Goblin Warrior and ends activation.

ABILITIES

Summon the Goblin Warrior. (Purple Icon)

Summon the Goblin Archer. (Green Icon)

REACTION (Die Icon)

1	Crits effect doesn't work.
2	Ignores (2 Blue Icons)
3	Cancellation of attack.
4	1 damage to the attacker within 1.

CRIT EFFECT

When Goblin King summons the last (Blue Icon) from its Camp, flip this card and add 4 (Blue Icon) to it.

ABILITIES

When the Goblin King receives a lethal number of wounds: Remove all wounds from the Goblin King. Flip this card, then add 7 wounds on it.

CRIT EFFECT

Hammerblow

1 2 16

CRIT EFFECT

Movement: Nearest unoccupied Forest.
 Attack: Weakest creature in contact.

PRIMARY
PARAMETERS

ABILITIES

ACTIVATION
TABLE

REACTION

GOBLIN WARRIOR

PRIMARY PARAMETERS

1 1 2

ABILITIES

Add to attack (Blue Icon)

Counterblow: (Blue Icon)

ACTIVATION

REACTION

Δ Movement, Attack.

CRIT EFFECT

Opponent's closest creature >>
 Opponent's weakest creature.

TYPE

TARGET

CRIT
EFFECT

Some Scenarios use an Events table.

At the end of the Foe activation, the player rolls  indicated on the card to determine an additional random event. As a rule, Events from the table happen at the beginning or at the end of a Foe turn.

ACTIVATION TABLE

Activation Table indicates how many and what actions a creature takes when activated. At the beginning of a creature's activation, roll as many dice of the appropriate color as indicated in the table, and then perform actions from the table strictly in the prescribed order if the appropriate values are rolled.

If the same value is rolled more than once, perform the actions the appropriate number of times.

Actions marked with  are always performed, even if no dice are rolled.

The majority of creatures have Movement and Attack actions in their table.

Some creatures have unique actions detailed on the card. The table may refer to them.

Different creature actions are labeled with different signs indicating the type of those actions. For example - if the action line has a Spell card sign, it means that this action is considered casting a Spell card and can cancel it using the appropriate abilities. The same rule applies to playing character cards. Many actions of the reaction table are considered to be casting a Tactics card. See page 30 for more details.

REACTION

Some Foe creatures, such as Heroes, have a Reaction. This refers to how Foe reacts to the player's attacks. When the player declares an attack against such a creature, they roll  first. This die cannot be rerolled or altered in any way.

Apply an effect from the creature's reaction table according to the  result.



HIGHLY CRITICAL HITS

Players can use an optional rule for reactions.

When the player declares an attack against a creature with reaction, they must, add a  to roll. This die still cannot be rerolled or altered in any way. If the black die shows , it adds to the roll of the attacking creature.

At any other outcome, during the damage step, apply an effect from the creature's reaction table according to the main rules.



TARGET

Target determines the creature or object that the creature will choose as a movement or attack target.

MOVEMENT AND ATTACK FOE

Every Foe creature card has a Target section. If the action table indicates Movement or Attack, Foe uses this Target as a base for its actions.

The creature Target section indicates several specifications in decreasing order of priority, in case there are multiple identical targets.

For example:

Opponent's closest creature >>
Opponent's weakest creature.

Means that the Foe will attack the player's closest creature. If multiple creatures are within the same distance, the one with the least health left is chosen.

MOVEMENT

Before the movement starts, the Foe unit indicates its Target hex.

The Target hex is the closest vacant hex listed on the creature's Target section or a hex from which it can declare an attack at a creature specified in a Target section.

Even if the unit does not have enough movement to reach the target hex, it still moves, trying to get as close to the target hex as possible by running.

If this does not require movement, and there are no suitable hex on the Battlefield, the unit remains in place.

In any unclear situation, the player can decide how the Foe will behave.

Each action block of the table is performed separately. If there is a movement and an attack within the same block, the creature cannot attack if it has declared Run already. However if there is movement or attack in subsequent blocks both actions can be performed.



Example:

If the Goblin King rolls  and , it first summons a Goblin Warrior, then a Goblin Archer.

If the Goblin King rolls  and , the Goblin King moves to the target, then attacks if it is possible.

If it cannot, it summons a Goblin Warrior and ends the activation (the block with  is not performed).

ACTIVATION

Summon the Goblin Warrior: Place Goblin Warrior in contact with Goblin King.

Summon the Goblin Archer: Place a Goblin Archer in the nearest unoccupied Forest.

**Movement, Attack.**

If not attacked, summons **Goblin Warrior** and ends activation.

**Summon the Goblin Warrior.****Summon the Goblin Archer.**

ATTACK

If there is an attack indicated in an action table of the creature, it uses its regular attack. No matter if the creature reached its Target hex - it declares attack anyway, if there are the player's creatures within its reach.

Foe chooses the available target with maximum priority at the moment.

SPECIAL AND SPELLS

Some Foe creatures have abilities, which deal damage as Spells or Special. In this case, such a damage doesn't trigger critical or Push effects.

Besides that, the method for choosing the target is the same as for the attack.



If a creature has a Poison token, it loses it and does not perform actions in this action line.



If a creature has a Disease token, it loses it and does not perform actions in this action line.



This action line is always performed.



Counts as playing a Tactic card by an opponent with a cost of 0 .



Counts for summoning a character by an opponent or playing a character card with a cost of 0 .



Counts as playing a Spell card by an opponent with a cost of 0 .



FOE ADDITIONAL RULES

- When a Foe must push the player's creature after rolling , it always pushes the creature in the opposite direction. If the target hex is occupied, the player's creature receives 1 damage, even if it has vacant hexes around it.
- Foe doesn't choose to spend activation in order to remove tokens of disease or poison. Please note that some creatures have in their action line an option of removing the stats token. In this case, they lose said token or tokens without taking any actions from this action line.
- If the action line is marked with the symbol of card type, all actions listed there are considered the card effect. If player can cancel playing the card of that type, all effects from this line don't apply.
- In movement, Foe ignores Impassable stat of terrain. Also, they don't receive damage if the creature pushes them to the Impassable terrain by rolling  in attack.
- All Foe can be activated and attack in the very turn when they are summoned to the Battlefield.



CAMPAIGN SCENARIOS

GOBLIN INVASION

After a long and dangerous travel, you stayed in a distant village at the edge of the woods. Despite hard days in their country, the locals were kind to you. They generously shared their scarce food stock with you, and called you a great hero respectfully. You've just managed to take a breath, as the village residents gathered in the middle of a main street and began to anxiously discuss something. When you approached to ask what's happening, you met an extraordinary creature – kitsune, a fox with seven tails. After knowing that you were a hero who stayed in this village by chance, the kitsune asked you something...

«My name is Kumiko. They call me a mighty sorceress among my people. But I alone don't have enough power to save this village from destruction. A horde of goblins will be here very soon,



they are at the distance of one day march from here. I'm going to look for help from my tribe right away, but it's a long way and will

take a lot of time. I'm afraid I cannot manage to do it before goblins are here. Maybe you, my young hero, can hold off the goblins until help arrives?»



Goblin Warrior



Settlement



Settler

**Choose random
Modification cards:**

- 1 1x Building from 4,5,6
- 2 1x Building from 4,5,6,7,8,9
- 3 2x Building from 4,5,6,7,8,9

Settlers are not treated as creatures in game mechanics - they cannot move, attack, or be replaced. Creatures can share the same hex with your Settlers.

Each Settler has 1 and can be attacked by a Foe if no one of your creature is in the same hex. Foe can attack Settlers from an adjacent hex. However, if possible, they will also occupy the Settlement.

When a Settler is attacked, it receives damage on .

If your Settler is eliminated, your **maximum** Hero's Power level is reduced by 1 (e.g., from 10 to 9).

If a hex with a Settlement is occupied by a Foe, you receive 1 less at the beginning of your turn.

For example: If your Income value is 8, but you lose 4 Settlers, your Hero's Power level will only increase to 6. Additionally, if one of your Settlements is occupied by a Foe, your level will only increase to 5.

GOAL:**Destroy all Foe on the Battlefield****REWARD:****1VP = 8 Dragon Coins****FEAT CARDS: 4****Event Table:****At the beginning of a Foe turn roll** 

Place a Goblin Minion in contact with your Hero.



Place a Goblin Warrior in any unoccupied Forest, if possible.



Nothing happens.



Roll the die two more times and take the rolled actions (No more than 1 per turn).

Foe Creatures:

If all Settlers are destroyed, you lose the Scenario.

Destroyed Foe tokens return to the reserve and can be summoned back onto the Battlefield by Event Table effects.



FORBIDDEN MINES OF CALENHORN

«No step further, if you value your life!»

After these words, you intuitively reach for the sword by your side. Whoever crossed your way, he or she will pay dearly for their insolence.

«I wouldn't recommend you to test my patience. Besides, here at the foothills of the Bronze Kingdom, the dwarves won't tolerate any bandits». You speak loudly, for everyone hidden in bushes near the forest road to hear you.

«Bandits! He called us bandits!» The one who crossed your way was very angry. She pulled back her hood, and you saw a very combative dwarf girl with two sophisticated braids by the sides of her head.

Another two short figures, covered with hooded capes, came from the dark of the forest road behind her.

«Only a fool will take a road to the mines of Calenhorn nowadays», said the dwarf in a helmet with mechanic eyepieces and an extraordinary musket.

«A fool, or a true hero!», said the other with a laugh under his huge mustache.

«Karsin, the old veteran! Is this you?», you recognized one of the dwarves, the one with the huge mustache.

Instead of answering, the dwarf embraces you tightly, as a friend. His beret slid down to the back of his head, showing the shining bald spot. When the joy from meeting an old friend flew away, you asked with confusion:

«What are you doing in the middle of the forest, like bandits? You could rather drink some good ale at the common table in the mines of Calenhorn».

The faces of all the dwarves became severe, and Karsin's mustache stood up, like the ears of a hunting dog that smelled game.

«We guard the way to the mines. Here's lady Spark», the dwarf pointed at the girl.

«And he's Bran from the Order of Bronze Hammers», Karsin introduced his companions.

You bowed to the dwarves politely.

The Order of Bronze Hammers was known far above the borders of the kingdom, not only as blacksmiths, but also as famous warriors.



Card list

Goblin Warrior



Goblin Archer



Goblin Minion



Therefore you took a look at Bran with a certain interest.

Nevertheless, it didn't hide from you that Karsin wasn't eager to reveal you the reason why dwarves were guarding the way to Kalenhorn.

«But why you don't let anyone to go to the mines?», you wondered.

You knew that dwarves were never known for their hospitality. But never letting anyone go inside their place... It sounded paranoid. Karsin pulled his huge mustache with a rage.

«Goblins!», he admitted reluctantly.

«They came from beneath the floor, in a huge amount. Our masters and elders just didn't have time to do anything. Goblins flooded all the mines, and we had to retreat in a rush, with hope to find a hero who can help us to overcome this trouble».

Oh, here's the reason for dwarves not to be hospitable. You fix the sword at your side and pat Karsin's shoulder.

«Consider yourself lucky, old chap. I am the hero who will dare to do it».



Mines



Goblin Warrior



Goblin Archer

Choose random Modification cards:

- 1 1x Building from 1, 2, 6
- 2 Building 1 and 1x Building from 5, 6, 7
- 3 Building 1 and 2x Building from 5, 6, 7

FEAT CARDS: 4

Mine Control Effect:

If at the beginning of your turn, your creature controls a Mine hex, you gain 1 additional 

Example 1: If your Income value is 6, and you control 1 Mine at the start of your turn, your Hero's Power will increase to 7. This additional  can push your Income above 10.

Example 2: If your Income is 14 and you control 2 Mines, at the start of your turn, your Hero's Power will be $10 + 2 = 12$ .

Foe Creatures on Mine Hexes:

Foe creatures on a hex with a Mine do not move, even if movement is indicated in their action table. Ignore any such movement instructions. However, the creature can still be moved by other game effects.

Event Table:

At the beginning of a Foe turn roll 



Place a Goblin Minion in contact with your Hero.



Place a Goblin Warrior in any unoccupied Forest, if possible.



Nothing happens.



Roll the die two more times and take the rolled actions (No more than 1 per turn).

Foe Creatures:

One side of the Foe token symbolizes the Goblin Archer and the other side symbolizes the Goblin Warrior. Their total number on the Battlefield cannot exceed 8.

Destroyed Foes return to the War Camp and can be summoned back onto the Battlefield by Event Table effects. You win the Scenario the moment there are no Foe creatures on the Battlefield.

GOAL:

Destroy all Foe on the Battlefield

REWARD:

1VP = 6 Dragon Coins



GOBLIN KING

«Don't make such noise! We're almost there», whispered at your ear Estarin the Animal Charmer. «He's somewhere near, he's hiding in this thicket.

I don't want to crawl in these bushes a day more, if we startle him once again».

She was a pure-blood elf from Kalendanis Isle, and you didn't have any reason to mistrust her sensitive ears, especially in the woods. Besides, the elfess had a pet - a racoon or something like it, born on the same isle. Sometimes it seemed to you that Estarin could talk to him, or at least, see with his eyes or hear with his ears. Only thanks to this animal you managed to find the Goblin King in this thicket.

You didn't notice anything besides fallen trunks, braided with roots and covered with moss, but you had your weapon ready, just in case. But after some more time you didn't meet anyone. You began to grumble under your breath that you shouldn't trust the elf.

«There are no goblins here!», you said with anger, cutting the nearest branch in two pieces.

«No goblins here!», repeated the squeaky voice, and two eyes turned on in the dark, like two yellow moons.

You stopped for a minute to take a proper look at the extraordinary creature ahead of you. His skin was covered with plenty of warts and blistered with mud and clumps of slime. His thin hair on his foreheadless head was tangled with roots and leaves, his huge hands looked like two huge branches. No wonder you mistook him for a stone covered with moss and stained with mud.

«Who are you?», you asked, not knowing exactly who was ahead of you.

«I am... The Goblin King!», declared the monster with a certain pride.

«But you... Not even a goblin! You are an ogre!», you guessed after a closer look.

«I am the king!», the monster sounded offended.

«Goblins bring me a lot of food and offerings, and I sit here and command them».



«You hide here while your subjects rob innocent locals. You're a coward! This is who you are. Fight me!», you pointed your sword at the Goblin King who was really an ogre.

«Fight?!», the monster was surprised.

«But I am not used to fight. I am the king», the monster repeated once again, not so self-assured this time.

Suddenly he slipped beside you with a swiftness that seemed unbelievable for his size. The wave of a horrible smell and clods of dirt hit you.

The monster runs, breaking the branches and whole young trees.

As soon as you managed to open your eyes, you saw the elf ahead of you.

«Who dug you in? Chase it! I told you that the Goblin King hid in this exact thicket. If he runs away, we will have to search for him once again».

The raccoon already took the trace of a huge thing, the light-footed Esterin followed. You only had to hurry up.



Goblin King



Goblin Warrior



Goblin Archer

Choose random Modification cards:

- 1 1x Building from 4, 5, 6, 7
1x Relic from 1,2,3,4,5,6,7
- 2 1x Building from 4, 5, 6, 7
1x Relic from 1,2,3,4,5,6,7
- 3 1x Building from 4, 5, 6, 7
2x Relic from 1,2,3,4,5,6,7
1x Enchantment 1,2,3

Foe War Camp Setup:

At the beginning of the Scenario, there are 8 Foe tokens in the Foe War Camp that can enter the Battlefield as Goblin Warriors or Goblin Archers. Defeated Foe tokens do not return to the War Camp; instead, they are removed from the game until the end of the Scenario.

Goblin King Phase Transition:

Once there are no more Foe tokens left in the Foe War Camp, the Goblin King transitions to Phase B (flip its card to side B) if it has not already done so.

The Goblin King can transition to Phase B in two ways:

When all Goblins in Foe War Camp are depleted, it gains 4

When you deal sufficient damage, Goblin King transitions to Phase B, regaining some of its health.

FEAT CARDS: 12

Event Table:

At the beginning of a Foe turn roll



Place a Goblin Minion in contact with your Hero.



Place a Goblin Warrior in any unoccupied Forest, if possible.



Nothing happens.



Roll the die two more times and take the rolled actions (No more than 1 per turn).

Note that in Phase B, Goblin King behavior patterns change to aggressive attacks.

Goblin King Activation End:

If the action table indicates that the Goblin King ends its activation, Goblin King no longer performs the remaining actions in the table, even if it still has available action dice.

GOAL:
Destroy the Goblin King.

REWARD:
1VP = 8 Dragon Coins



DRAGON HUNT

I was hiding my thoughts thoroughly, but the dragon guessed. I understood that he knew what I was about to do. I would burn at this place for sure, but Spark outran me and attacked the amber eye of the dragon. Paraxis was distracted for a moment with an attempt to shake the animal off his head and end it with a click of mighty jaws. In this very moment I leaped ahead and stabbed the Iatael sword between steel plates of his shell. Paraxis roared with anger and pushed off the cliff right away, making a wide swipe of wings. I hung onto the monster's chest, clutching the handle of the sword. The hot dragon blood spilled out the deep wound with pulsing splashes, running on my hands and spotting my face.

«How do you like my answer, oldborn?!»

I don't remember what else I shouted to him. Paraxis flew heavily, rocking from side to side. Sharp peaks of mountains and bottomless abysses flickered underneath at a frantic pace. He seemed to go down, picking ledges of cliffs and bringing down whole waterfalls of stone. He tried to throw me off his chest with various tricks in the air. He succeed eventually. After another hit against the cliff everything went dark in my eyes and my fingers uncurled...



The cold and the sharp pain in my palms, burned with a sword, woke me up. The dragon was not there, just several stones pulled out from their places, and blood stains on the snow. He flew away, and I remained lying alone at the snow-covered mountain slope.

Elia looked at her companions, testing them. «What is a dragon? A fierce monster, a sentient being, or maybe a living deity? I have fought dragons for many years, and I still don't know the answer. I only know why I am here. To kill a dragon!»



Dragon



Young Dragon



Dragon Whelp



Dragon's Lair

Choose random Modification cards:

- 1 1x Relic from 1,2,3,4,5,6,7
- 2 2x Relic from 1,2,3,4,5,6,7
- 3 2x Relic from 1,2,3,4,5,6,7
1x Enchantment 1,2,3

Dragon's Flame Ability:

The Dragon's Flame ability does not require Line of Sight.

Dragon's Priority Target:

The Dragon's priority target is the with the highest remaining health. If there are no  on the Battlefield, the Dragon targets the . However, if the Dragon must attack from its current position, it will attack your  with the highest remaining health within its attack range.

Monster ability:

Carefully review the **Monster** ability in the glossary. Monsters have various abilities, such as being immune to Support cards. However, you can still apply exile effects from Feats cards to them.

Dragon's Healing Exception:

The Dragon can heal according to its action table, even though the Monster ability typically prevents this.

FEAT CARDS: 12

Event Table:

At the end of a Foe turn roll  and add Young Dragon to the respective Dragon's Lair.

If the Hill is occupied, move the creature on it 1 hex.

Foe Creatures:

The Foe token symbolizes the Young Dragons. The total number of Foe characters on the Battlefield cannot exceed 8. Minions - Dragon Whelps are not included in this limit.

Destroyed Foes return to the War Camp and can be summoned back onto the Battlefield.

Event Table:

If a creature must be moved from the lair hex by the Young Dragon's spawn effect, but there is no space to do so, the creature takes 1 damage instead.

GOAL:

Eliminate Dragon

REWARD:

1VP = 8 Dragon Coins



RAID FOR GOLD

«The dragon has so much gold, you couldn't even carry it alone. More to say, you couldn't carry it with a party of ten. This is if you're rich and respectable dragon, of course. The one like Paraxis the Scarlet or Blacktooth, for example. This is why you're here! To help me carry gold, a lot of gold».

This was another round of explaining details of the plan to a huge dumb ogre.

«Mogul carry gold», he finally uttered the fruit of his torturous rumination.

You sighed heavily.

«Yes, Mogul carry gold».

By the evening you finally found the cave you've been looking for so long. Oh gosh, it was full of treasures – gold bars, coins, cups, various jewelry and gemstones. All this luxury made your head spin, and even your small-minded friend Mogul was shocked by this marvelous view.

«What are you waiting for? Go on, pack it!», rushed you.

Together you quickly filled all the sacks and bags you had. At this very moment, you've heard noise at the cave entrance, and then steps.

«The dragon is back!», you whispered in terror and tried to hide somewhere in the far corner of the cave. Mogul kept standing among the sacks filled with gold bars and coins, rubbing his thick nape.

When the monster got closer to you, one quick thought came to your mind.

While the dragon snacks him, I'll have time to get past unnoticed!

But when the monster finally showed up in the cave, you saw a little young dragon, not much bigger than an average dog. The young dragon had a big head and the same disproportionate paws.

You laughed wholeheartedly on seeing him.

«Mogul, it looks like this dragon isn't dangerous for us at all. Come here, little one, don't be afraid».

When the young dragon came closer, blowing steam from his nostrils and ridiculously spreading his little wings, you quickly put a rope on him and tied it tightly with help from Mogul.



«Well, let's not waste our time. Mogul, carry the sacks of gold to the exit», you commanded.

In this moment you heard a muffled noise and stomping at the entrance of the cave once again.

You pointed toward the exit and commanded to the ogre strictly:

«Go find out who's there, Mogul. If it's some tiny reptile fucker once again, just crush it, so that we won't waste our time anymore».

The ogre obediently put a club on his shoulder and trudged to the entrance. You were eager to carry away all this gold as soon as possible.

«Hey Mogul, what's taking you so long?»

Instead of an answer your dumb buddy ran into the cave with huge leaps. He fled past you, almost knocking you down. The head of an adult dragon entered the cave after him. His yellow eye glanced at you and Mogul without any kindness and stopped at a tightly tied young dragon in the corner.



Dragon



Young Dragon



Dragon Whelp



Dragon's Lair



Gold

Choose random Modification cards:

- 1 1x Relic from 1,2,3,4,5,6,7
- 2 1x Building from 1,5,6,7,9
2x Relic from 1,2,3,4,5,6,7,8
- 3 1x Building from 1,5,6,7,9
2x Relic from 1,2,3,4,5,6,7,8

Foe War Camp Setup:

The Dragon's priority target is the with the highest remaining health.

If there are no on the Battlefield, the Dragon targets the . However, if the Dragon must attack from its current position, it will attack your with the highest remaining health within its attack range.

Mission Objective Reminder:

In this mission, you are not required to destroy the Dragon. You will not gain any additional benefit from doing so.

Gold and Victory Points:

When your creature begins its activation on a hex with Gold, you take 1 Gold marker. You can turn any number of Gold markers into at any moment.

Every Gold marker that hasn't been spent brings 1 VP at the end of the game.

FEAT CARDS: 12

Event Table:

If a creature must be moved from the lair hex by the Young Dragon's spawn effect, but there is no space to do so, the creature takes 1 damage instead.

The less gold on the Battlefield, the lower the chance that a new Young Dragon will appear at the end of the turn according to the Foe activation table.

Foe Creatures:

The Foe token symbolizes the Young Dragons. The total number of Foe characters on the Battlefield cannot exceed 8. Minions - Dragon Whelps are not included in this limit.

Destroyed Foes return to the War Camp and can be summoned back onto the Battlefield.

GOAL:
Gather all Gold

REWARD:
1VP = 6 Dragon Coins



NECROMANCER

Yesterday at sunrise there were seven of you. Seven daredevils who decided that there is no place for a necromancer at a local cemetery, so the time has come to end him. And what's more, to grab a bit of money and other things of value that a sorcerer could hide.

By nightfall, it was already five of you. Five against one. Chances were not so bad. If the necromancer was still alone...

When someone stabbed One-Eyed Betty between her eyes with a cleaver, two of your guys swore that it was Ruper. The Ruper guy who was the first to get into the cunning trap that the necromancer got ready for unwanted guests like you.

Slim Sam followed One-Eyed Betty. Henry the Goatherd was next, and finally, captain Noridge.

You were alone, and you were worried about necromancer's money way less than about your own life.

Slim Sam attacked you first, and you took off his head with a swift hit. You were known for a quick reaction and mastered your skill with all kinds of cold weapon.

But Sam didn't die as he should. He started to search nearby graves for his flyaway head.



Upon seeing this, you got the feeling that you didn't want to be there, not for all the money in Signum.

In this very moment, you saw the necromancer. Morren De Grave floated above the graves in his long black robe,

with a staff made of bones. His eyes were glistening diabolically under his low-pulled hood. You turn to run away. But you came face to face with your ex-buddies. Your dead buddies...



Necromancer



Zombie



Corpse

Choose random Modification cards:

- 1 1x Building from 2,3,4,5,6,7,8,9
- 2 1x Building from 2,3,4,5,6,7,8,9
1x Relic from 1,2,3,4,6,7
- 3 2x Building from 2,3,4,5,6,7,8,9
1x Relic from 1,2,3,4,6,7

Foe Tokens

This Scenario uses all 8 Foe tokens. All Foe tokens that leave the Battlefield return to the War Camp and can be used again.

When a Zombie or any other is eliminated, replace it with a Corpse (you may simply flip the token over if it's a Zombie or take a token from the Foe War Camp if it's your character).

Creatures cannot remain on a hex with a Corpse, but they can pass through it.

A creature in contact with a Corpse can spend an activation to remove it from the Battlefield.

Scenario Loss Condition:

If all 8 Foe tokens are on the Battlefield, you lose the Scenario. It doesn't matter if they are Zombies or Corpses at this moment.

FEAT CARDS: 6

Necromancer's Targeting Priority:

The Necromancer's primary target is the weakest creature (the creature with the lowest health). However, if the Necromancer must attack from its current position, it will attack your weakest creature within its attack range.

When the Necromancer turns to Phase B (its card is flipped) - It loses all wounds, poison tokens, disease tokens, status tokens, and etc. However, Armour tokens and equipped relics remain.



GOAL:

Eliminate Necromancer

REWARD:

1VP = 8 Dragon Coins



VAMPIRES

What do you know about vampires?

They sleep in coffins, they're afraid of garlic and mirrors, and they can be killed with sunlight or by stabbing a sharp stake in their chest. You thought so until today...

Bringing to rest another couple of bloodsuckers looked like easy-peasy job. When you cornered one of these bastards in the half-ruined stone chapel and raised your blade for an accurate strike, you heard a low voice behind your back.

«Be careful, chap. It's not so easy to put to rest these two».

You pinned the wiggling vampire to the floor with a heavy boot, half-turned your head and saw a girl in the moonlight. No doubt, she was one of the vampire huntresses, as you can tell by her equipping. You couldn't see her face under the wide brim of her hat, but the sharp scythe resting on her shoulder told you everything. Wilhelmina Hellsing, known as Scythe of Vengeance.

«I used to take down bloodsuckers who were much stronger than these two», you replied with confidence.

Wilhelmina Hellsing waved her scythe and slammed it on the floor.

«Well, let's try».

In this moment, the second vampire, that was probably hiding somewhere under the ceiling, attacked you, unexpected. He



knocked out your sword, but you drew your double-charging pistol and put two bullets in him. The vampire was thrown away, and a flock of bats hit your face. While you were fighting these little bastards, the vampire managed to escape from under your foot and run away. Your knife found his back.

And another flock of bats flew your way.

Quick wave of a scythe – and the little creatures' bodies fall down on the floor, halved.

«I don't know what exact dark magic these bloodsuckers have. But they breed bats with every wound», explained the famous vampire huntress.



Vampire



Swarm of Bats

Choose random Modification cards:

- 1 1x Building from 2,3,4,5,6,7,8,9
- 2 2x Building from 2,3,4,5,6,7,8,9
- 3 3x Building from 2,3,4,5,6,7,8,9

Foe Characters:

Please note that Vampires are ★ ☠, even though they have a larger card. This means you can add a Feat card to the Hall of Fame for eliminating them, but not for eliminating Minions - Swarm of Bats.

Your objective is to destroy the Vampires. The presence of Swarms of Bats on the Battlefield does not prevent you from declaring victory.

Vampire and Swarm of Bats Interaction:

When a Vampire inflicts wounds, add 1 ♡ token to every Swarm of Bats, up to a maximum of 6 ♡

When a Swarm of Bats inflicts wounds, add 1 ♡ token to that specific Swarm of Bats.

This applies only to wounds inflicted. Damage absorbed by ♡ tokens does not trigger these effects.

When one of the Vampire is destroyed, all Swarms of Bats lose 2 ♡ tokens.

FEAT CARDS: 18

Swarm of Bats Attack Bonus:

A Swarm of Bats gains an extra ♡ for every 2 ♡ it has.

Example: A Swarm of Bats with 6 ♡ will have 1 base ♡ and an additional ♡ ♡ ♡

Mission Difficulty Adjustment:

This mission has an additional difficulty adjustment based on the number of Foe creatures on the Battlefield. On Medium difficulty, the creature limit is 8. Therefore, with two Vampires alive, up to 6 Swarms of Bats can be on the Battlefield.

GOAL:

Destroy all Foe on the Battlefield

REWARD:

1VP = 8 Dragon Coins



WITCH

Your journey took you to the little town at a foot of the forested mountains. This place was completely unremarkable, if not for the visible ruins up the slope - some destroyed fort or a castle of a baron who lost the war.

At a central square, near the forge, an old man waited for you. He was sitting in a complicated mechanical wheelchair, his face covered with wrinkles. In his hands he clutched a whimsical musket that looked heavy and deadly enough. Both old man and a hunting dog at his feet looked at you with attention and evaluation.

«You must be the hero everyone is talking about», finally said the man.

«I don't know whether the gods led you here or it was just your twisted fortune, but it happened just in time. My name is Julius Insidious.

I've been hunting monsters around here for years, and I keep hunting right now. Tell me, what do you think about ruins over there, up the slope?», he pointed to where one could see a half-ruined tower among green tree tops.

You admitted that such impressive ruins just cannot do anything but emerge a hunting interest in you.



Upon hearing your words, the old hunter clapped his gloved hands with the awe of a child and rubbed them.

«This means that my suggestion to go there will interest you as well». Julius's eyes shone. «I fought vampires, werewolves, and sorcerers plenty of

times in my long life, but the witch sitting in these ruins is different. Her magic distorts nature itself, making the forest creatures obey her will and turning them into real blood thirsty monsters. I will need your courage and your skill to end her once and for all».



Witch



Kaora



Wolf

Choose random Modification cards:

- 1 1x Building from 3,7,8
1x Relic from 1,2,3,4,7
- 2 1x Building from 3,7,8
2x Relic from 1,2,3,4,7
- 3 1x Building from 3, 7,8
2x Relic from 1,2,3,4,7
1x Enchantment 1,2

Foe War Camp Setup:

At the beginning of the Scenario, there are 8 Foe tokens in the Foe War Camp that can enter the Battlefield as Wolves or Kaoras. Destroyed Foes  return to the War Camp and can be summoned back onto the Battlefield.



Ruins
Unbreakable.
Only Witch can occupy this hex.

FEAT CARDS: 10

Witch:

The Witch does not have movement listed in its action table. It moves only through game effects. However, it can still be pushed or repositioned.

The Witch's reaction cannot trigger if there are no Foe  on the Battlefield or if the Witch is not in contact with a Forest or Hill at that moment.

The Witch's critical effect activates in the following order: first **Swap**, then **Frenzy**, if possible.

GOAL:
Eliminate Witch

REWARD:
1VP = 8 Dragon Coins



RAT INFESTATION

You were sitting at the table with a mug of ale, enjoying an evening in the tavern, when an unusual lady drew your attention. She was elegantly dressed, her attitude and confident posture gave out a noble lady. But the couple of leather masks with long beaks, that were hanging on her belt, interested you the most. The lady's gaze rushed all over the room, like she was looking for someone, but in vain, as you could tell by her expression.

After hesitating a bit, you approached her and started a conversation. The woman introduces herself as Bianca Moreau, a traveling doctor. She briefly summarizes her problem: very soon the city will be drowned under the outbreak of Black Plague, a hundred times more dangerous and horrible than the average disease. Right now hordes of rats, carriers of infection, were crawling from the sewer. Bianca tried to find volunteers among citizens to clear up the lair of dangerous rodents beneath, but no one took her warnings seriously.



«These dumbbells laugh at me!», she said with irritation.

«But all I need is only one brave man who can help me before it's too late».

You didn't expect this coming, maybe the intoxicating ale was to

blame, but you agree to be this brave man. A true joy lit Bianca's face, and she gave you a beaked mask.

«From now on, you're a plague doctor», she said with a little smile. «It's time to save the city».

FEAT CARDS: 6



Rat's Den



Swarm of Rats



Swarm of Plague Rats

Choose random Modification cards:

- 1 1x Building from 3,4,5,7,8
- 2 2x Building from 3,4,5,7,8
- 3 3x Building from 3,4,5,7,8

Foe War Camp Setup:

At the beginning of the Scenario, there are 8 Foe tokens in the Foe War Camp that can enter the Battlefield as a Swarm of Rats or a Swarm of Plague Rats. Destroyed Foes return to the War Camp and can be summoned back onto the Battlefield.



Unbreakable. Impossible.

Use the center hex as the Foe War Camp in this Scenario.

Event Table:

At the beginning of the Foe turn roll

If the Rat Den is vacant, take a token from the central hex and place it on the Rat Den with the corresponding number.

If the Rat Den with this number already has a Swarm of Rats on it, turn it into a Swarm of Plague Rats. *Usually, Foe creatures have the Rush ability, so the rats are likely to leave the den immediately. However, certain game effects or your creatures might cause them to stay in place or return to the den.*

Otherwise nothing happens.

Swarm Transformation:

Whether a Foe is a Swarm of Rats or a Swarm of Plague Rats depends on whether the rat has a Disease token.

When a Swarm of Plague Rats loses its Disease token, it transforms into a Swarm of Rats. If a Swarm of Rats receives a Disease token, it becomes a Swarm of Plague Rats. You can track these states using double-sided Foe tokens.

GOAL:

All 8 Foe tokens are on the Central zone

REWARD:

1VP = 8 Dragon Coins



ESCORT THROUGH THE WOODS

You didn't like this merchant. First, he was a dressed goblin in tasteless rags that were very expensive once, and now became dirty hand-me-downs. Second, he was talkative – terribly, unbearably, over-the-top talkative. And third, when they tell you that the job would be easy, this means that it would be anything but easy.

This was the case. As soon as you entered the woods, you heard a very close howl – and another one that answered the first, from the other side. Right away you took the horse, that carried a cart with goblin's goods, by its bridle, putting your other hand at the handle of your weapon.

«Stray dogs are howling. There must be a whole pack here – poor starving dogs. They wouldn't dare to attack us. So stop clinging to the bridle of my horse and go forward I am paying you enough, ten dragons for such an easy job as escorting me through these woods. Go ahead...»

You listened, and it seemed that you heard the howl very close. It was hard to be sure because of endless chatter of the goblin. You looked back with regret. Your road still wasn't too long at the moment, and you could get back without any adventures.

«Stop looking back and slowing me down. I am not paying you for gawking around».

Maybe I should leave him here and let him have these ten dragons, thought you with a sigh. But your sense of honor and the word you gave brought end to these thoughts.

However, after the next turn you regretted not listening to your own intuition. From the thicket at



both sides of the road huge muzzles of big wolves showed. The drool was running from their fangs that looked more like short daggers. Answering the hungry growl, you draw your sword and took a defensive pose, draping the other hand with an edge of your cloak.

The green goblin turned pale blue. He blubbered with his teeth chattering:

«Are those doggies? Nice doggies. They would-d-d-n-t attack us, would they? Why would they...»

Maybe I should throw this talkative goblin to these dogs and run away with his goods?, came to your mind, but instead you command with a very low voice:

«Shut up and do as I say. Maybe we'll get lucky this time...»

Forest
EntranceForest
Exit

Den of Beasts



Kaora



Wolf



Commoner

Choose random Modification cards:

- 1 1x Building from 3,7,8
- 2 2x Building from 3,7,8
- 3 3x Building from 3,7,8

Foe War Camp Setup:

At the beginning of the Scenario, there are 8 Foe tokens in the Foe War Camp that can enter the Battlefield as Wolves or Kaoras. Destroyed Foes  return to the War Camp and can be summoned back onto the Battlefield.

Forest

Your  cannot enter the Forest this Scenario.

Commoner

- You can place a Commoner on the Forest Entrance at any moment. Commoners have 1  and 1  and can be activated during your activation phase. They are not counted towards your creature limit.
- When a Commoner reaches the Forest Exit, remove it from the Battlefield.
- If 3 Commoners are destroyed, you lose the Scenario.

FEAT CARDS: 6

Event Table:

At the beginning of the Foe turn roll  twice:



Place Kaora on a Den of Beasts with this number.



Place Wolf on a Den of Beasts with this number.



If the Den of Beasts is occupied, do not place a creature.

- Commoners are neither  nor  for the game effects, and they do not count toward your creature limit.
- Commoners can receive 

GOAL:

4 commoners have reached the Forest Exit

REWARD:

1VP = 8 Dragon Coins



DRAGON BAIT

In the middle of his military campaign, Carl the Magnificent, one of the most honorable lords of free baronies, suddenly called you. This was very unusual, because such men of influence used to send messengers with letters. After meeting you in his tent, he got straight to the point.

«My combat mage, Balthazar the Flaming, brought worrisome news to me», started Carl.

«The dragon laid her eggs in an abandoned silver mine outside of a town. Balthazar tried to destroy the eggs, but his magic only excited these creatures. Now young dragons are scattered all over the mine, and they'll become a real menace very soon. If no one kills them all now, they'll get outside and begin to attack the flock and burn the houses».

Carl frowned and looked around, as if he was checking if no one could overhear him.

«I cannot send my warriors there», he quietly complained. «If I do so, other barons will decide that I want to capture the mine, and it's a contested territory. Such acts will only escalate the latest conflict. But also I cannot pretend that nothing happened, such inactivity will



undermine my authority. You'll get a generous reward», said Carl, «if you kill all the young dragons before they show their muzzles out of the mine».

You agreed to fulfill the assignment and arrived to the abandoned mine, thinking about some strange things.

Why did no one around notice the big dragon? And how did the mage find the egg-laying? This story could hide more than can be seen at a first sight. But the most important thing right now was to eliminate the young dragons before it's too late.



Bait



Lair



Young Dragon

**Choose random
Modification cards:**

- 1 1x Building from 1,2,5,6,7
- 2 2x Building from 1, 2,5,6,7
- 3 3x Building from 3,4,5,7,8

Foe Creatures:

The Foe token symbolizes the Young Dragons. Armour tokens on Young Dragons prevent any type of damage (*magic and melee attacks, spells, etc.*). Thus, each of the 6 Young Dragons will have a different amount of health.

Lairs

Hexes with Lairs are impassable for your creatures.

When your creature begins a turn next to a Lair, you can put on it any number of Bait tokens for 1  each.

FEAT CARDS: 8**Event Table:**

If the amount of Bait tokens is equal or higher to the Lair number, place Young Dragon on that Lair. Put on it an amount of Armour tokens  equal to the amount of Bait tokens on that Lair. Then remove that Lair and all Bait tokens from that hex.

Roll 

Put 2 Baits on a Lair with this number.

GOAL:
Eliminate 6 Young Dragons

REWARD:
1VP = 8 Dragon Coins



RAT KING

You managed to break into the very heart of the city devastated by Black Plague. Its empty streets were cluttered with thrown away things and rotten bodies, that were the grim evidence of a disease that kills rapidly. Too rapidly and absolutely mercilessly.

Only few dared to join your mission. Even brave soliders and mighty mages were afraid of the plague more than a whole army of enemies. The enemies were there as well – dozens of citizens and city defenders who died of the plague, but weren't allowed to rest in peace by the Dark Unknowns.

A short instruction that you got before going on this deadly assignment came to your mind. Doctor Enrico Dziani showed you the map he drew after having flew all over the city on his metal wings. He marked several places on a map where the source of the infection could be. His colleague, a short but very noisy goblin, Doctor Sulfide, could not shut up, not even for a moment.

«It was a big city», pattered Sulfide, «so you can encounter Plague paladins or even an executioner of Plague.



We should not exclude an arrival of Plague priests, because the disease here spread too rapidly. But remember the principle thing – the Rat King is your target. Only his death could stop the invasion of rats that spread the infection».

Now, standing among the shattered city streets, clinging to your weapon, you could feel how the air, full of putrid miasma, tried to penetrate your mask. There was no time to think anymore – you had to move further, into the very source – the lair of the Rat King.



Rat King



Swarm of Rats



Swarm of Plague Rats



Rat Den

Choose random Modification cards:

- 1 1x Building from 4,5,6,7
1x Relic from 1,2,3,4,5,6,7
- 2 1x Building from 4,5,6,7
2x Relic from 1,2,3,4,5,6,7
- 3 1x Building from 4,5,6,7
2x Relic from 1,2,3,4,5,6,7
1x Enchantment 1,2,3

Foe War Camp Setup

At the beginning of the Scenario, there are 8 Foe tokens in the Foe War Camp that can enter the Battlefield as a Swarm of Rats or a Swarm of Plague Rats. Destroyed Foes return to the War Camp and can be summoned back onto the Battlefield.

Rat King

Once there are 5 Disease tokens on creatures on the Battlefield, the **Rat King** transitions to Phase B (flip its card to side B) if it has not already done so. Both tokens on your creatures and Foe creatures count for this effect.

The **Rat King** can transit to Phase B in two ways:

- Once there are 5 Disease tokens on creatures on the Battlefield, each of YOUR creatures with a Disease token takes 1 wound. Swarms of Plague Rats are not affected by this effect.

FEAT CARDS: 6

Event Table:

At the beginning of a Foe turn:

All creatures in contact with Rat King receive a Disease token.

Roll to indicate the Rat Den number:

If the Rat Den is empty - place a Swarm of Rats in it.

If there is a Swarm of Rats in it - turn it into a Swarm of Plague Rats.

If there is Rat King in it - it heals by 1.

If you have a creature in that Rat Den - it receives 1 wound.

- When you deal sufficient damage, Rat King transits to Phase B, regaining some of its health.

Rat King's card side B indicates that it always has a Disease token. This effect works according to the usual rules in addition to the effect of distributing disease tokens from the event table.

GOAL:
Eliminate the Rat King

REWARD:
1VP = 8 Dragon Coins



TOTENTANZ

«This is not a job for weak hearts, I tell you! Old bones», the legionary veteran patted his thick mustache and fixed his steel helmet. «The midnight is very soon. Then, they'll come. Just try to count them all. Old bones»!

The veteran began to routinely sharpen the tip of his spear, which was already sharp as a blade. It seemed like the routine calmed him before the battle.

«Where do they come from?», you asked, because you knew what you should ask after that.

«Well, they come from the woods. On the other side, they say, there was an old cemetery or something like it. It remained after some ancient battle. Whatever battle it was, Gods only know, the locals don't remember anymore. But a lot died there, thousands of them. So now they rise and come here once a year. Old bones»!

The veteran became silent for a while. You could hear only «shick-shick», when he moved his sharpener over the metal. Other legionaries also waited and got themselves ready for the Totentanz, the dance of death, when the dead come alive and march in disorderly ranks,



rattling their bones and clicking their toothless mouths. The task of imperial legionaries was to stop them at any cost and not let them enter the nearby village. You only need to stand until the first ray of morning light.

You couldn't get the veteran's words about an old cemetery out of your head. It seemed that you've got an idea. It was initially crazy, but whatever could work!

FEAT CARDS: 6

Zombie



Graveyards



Tombs

**Choose random
Modification cards:**

- 1 1x Building from 4,5,6,7
- 2 2x Building from 4,5,6,7
- 3 3x Building from 4,5,6,7

Foe War Camp Setup:

At the beginning of the Scenario, there are 8 Foe tokens in the Foe War Camp that can enter the Battlefield as Zombie. Destroyed Foes return to the War Camp and can be summoned back onto the Battlefield.

Graveyards:

Landmark tokens represent graveyards. They must be placed in the same positions on the Battlefield as shown in the map. The number of Tomb markers on a graveyard equals its number.

Zombie Interaction with Graveyard:

- When a new Zombie is summoned to the Graveyard, remove 1 Tomb marker from it. A Zombie can still appear even if the Graveyard has no remaining tokens.
- As long as a Zombie is on the Graveyard, Zombie has a Shield.

Event Table:**At the beginning of a Foe turn:**

Roll and place a Zombie on the Graveyard with the corresponding number if the Foe War Camp still has tokens. Remove 1 Tomb token from that Graveyard, if available.

If your is on that Graveyard, it instead takes 1 damage, and the token is not removed.

If the targeted Graveyard is destroyed or occupied by a Foe, use the Graveyard with the maximum number of tokens. If there is a tie, use the Graveyard with the highest number.

Destroying a Graveyard:

If your creature is on a hex with a Graveyard, it can perform an attack. If the Graveyard has Tomb tokens, decrease the number of tokens on this Landmark by the number of and rolled.

If there are no tokens left on the Graveyard after the attack, remove the Graveyard from the Battlefield.

GOAL:
Destroy all Graveyards

REWARD:
1VP = 7 Dragon Coins



ASSAULT ON THE GOBLIN CAMP

Before bringing you to the goblin camp, they took away all the weapons from you and tied you tightly. The flock of yelling and hooting goblins dragged you into the center of a forest glade, tramped and littered with food leftovers. All the way there they pinched you, tried to kick or poke your ass with a spear – you were lucky that the spear was as blunt as their goblin brains.

A nosy goblin came out to meet you. All goblins were nosy, but this one overcame others with his nosy nose and was a real freak. He wore a cloak of mangy wolf fur and a crazy necklace of bones, hair, shards of glass and other junk over his thin neck.

The two hugest of these miserable guys dragged you by the sleeves closer to their chief.

The flock went silent, and the nosy one looked over you critically. He must be satisfied, because you surrendered to his warriors voluntarily, so the chief started delivering an inspirational speech to his fellows.

You didn't understand a word, but almost died trying not to laugh. The nosy chief yelled before his tribe, made threatening faces that were especially funny with such a big nose, beat his breast, spat and rolled his eyes. This tremendous show ended with his fall on the grass where he started to roll over in some wild paroxysm of inspiration or anger.

The hypnotized tribe observed this spectacle with a true respect, and at the end they almost cried, overwhelmed with feelings. You didn't feel like laughing anymore.

After coming to his senses, the chief decided to interrogate you. Distorting the words of a common language and nasalizing a lot, he informed you with a great pride:

«I am Ushgar the Raider, Great chief and helmsman of my people! My wisdom lights the way of my



Card list

Goblin King

Goblin Warrior

Goblin Archer

Goblin Minion

goblins and showed them the way to a brilliant future, through...»

You couldn't help but yawn. Then you asked:

«Chief, I understand. Could you be briefer, please?»

Ushgar was taken aback with such insolence. His eye began to tick, which was the sign of an upcoming tantrum. He croaked threateningly:

«We kill you hero a terrible death if you not us tell why here?»

You answered:

«Great chief, of course I'll tell you why I surrendered to your warriors. I was too lazy to search for your camp and you in these woods, so I made you bring me here».

After these words you finally throw away the ropes that you cut discreetly on the way here. You threw away both guardians, and with a winning roar you started chasing Ushgar who ran away at full speed.



Goblin King



Goblin Camp

Goblin
WarriorGoblin
Archer

Goblin marker

Choose random Modification cards:

- 1x Building from 4,5,6,7
- 1 1x Relic from 1,2,3,4,5,6,7
- 1x Enchantment 1,2,3
- 2 1x Building from 4,5,6,7
- 2x Relic from 1,2,3,4,5,6,7
- 3 1x Building from 4,5,6,7
- 2x Relic from 1,2,3,4,5,6,7
- 1x Enchantment 1,2,3

FEAT CARDS: 6

Foe War Camp Setup:

At the beginning of the Scenario, there are 8 Foe tokens in the Foe War Camp that can enter the Battlefield as Goblin Warriors or Goblin Archers. Defeated Foe tokens return to the War Camp and can be summoned back onto the Battlefield.

Goblin Camp

As long as the Goblin Camp is on a hex - this hex is **Impassable** and **Blocks the Line of Sight**. In this case, it is not considered a terrain.

The Goblin Camp can be attacked. Remove 1 Goblin marker from it for every or . All other attack effects should be ignored.

If there are no markers on the Goblin Camp after the attack, take it off the Battlefield.

Event Table:

At the end of a Foe turn roll . If there are character tokens in the Foe Camp, place a Goblin Archer on a Hill next to the Camp and a Goblin Warrior in a Forest next to the Camp. Remove a Goblin marker from camp for every token placed.

If there are no markers, or hexes are occupied, do not add tokens.



Goblin King

Use only side B of the Goblin King card from the beginning.

If there are less than 6 tokens in the Foe War Camp, place Goblin King in the nearest vacant Forest at the end of its activation.

GOAL:
Destroy the Goblin King

REWARD:
1VP = 8 Dragon Coins



	Hero
	Character
	Minion
	Armour token
	Multiple Use
	First Word
	Last Word
	Hero's Power
	Income
	Healer
	Draw a card from your Battle Deck


- Critical effect and hit


- Hit


- Push

BASIC ATTRIBUTES	TYPE OF ATTACK
- Gold Rank	- Melee Attack
- Silver Rank	- Range Attack
- Bronze Rank	- Magical Attack
- Range of Attack	
- Movement	
- Health	

Regeneration		- the creature is healed by 1. - the creature is healed by 2.
Poison token		- the creature takes 1 wound. - the creature loses a Poison token.
Difficult target		Attacker's and become
Warlord		An allied creature gains
Disease token		or - an adjacent creature receives a Disease token.

TURN ORDER SOLO MODE

I. PLAYER'S TURN START PHASE

- The player draws one card from the Battle Deck.
- The player untaps all tapped cards.
- The Hero's Power value becomes equal to the Income Value, unless it is the player's first turn.
- If the Income Value is 10 or higher, the Hero's Power value becomes 10.

II. PLAYER'S ACTIVATION PHASE

During this phase the player may:

- Activate creatures on the Battlefield.
- Use activated abilities of creatures, buildings, and relics.
- Summon no more than 1 character from the War Camp to the Battlefield.
- Play any number of Spell, Relic, or Building cards from their Hand.
- Discard no more than 1 Support card from Hand to their History without playing it.
- Play Tactic cards from their War Camp.

- Exile at least 1 Feat card from the Hall of Fame to activate its effect.

Players can carry out these actions in any order, according to the rules.

Only after all creatures of the active player on the Battlefield have finished their activations, the turn can be declared over.

All abilities and effects that are active until the end of the turn are ended. After that, the Foe's turn begins.

FOE'S TURN

Play a random event from the event table at the moment specified on it, if there is one in the Scenario.

Activate all Foe creatures on the Battlefield in any order following the rules.

END OF FOE'S TURN

Only after all Foe creatures on the Battlefield have finished their activations, the player's turn begins.

