

# PLAYER HANDBOOK

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# STORY

The Empire of Arcadium - an alliance between three nations, three races united under the banner of the Emperor. To the South, the Human nation of Mercer; worshipers of Merceres, god of efficiency and wealth, humans build their cities of stone and wood and metal. To the North, the Elven nation of The Wynwood, a vast and ancient forest; they are the protectors of nature and serve the goddess Aethwynna, who values far sight, wisdom, and longevity. In between the two nations rises an immense mountain whose core is alive with the fires of the world - this is Torvik, home of the Dwarves. Volgrik is their god, the god of fire and forge, strength and war. To the East, filling the mouth of Terminus Valley with its walls, sits Harmodia, the Imperial Seat. Harmodia is a neutral city, and the center of the empire. It is also the last bastion of defense between the three nations and the neighbor on the other end of Terminus Valley, the nation of Drak.

The ancient legends tell of a conflict between the fell country of Drak and the empire of Arcadium, in which the minions of the Draklord that live beyond the Terminus crossed that sacred border, flowing down the Terminus Valley like an avalanche of death, wreaking a path of destruction throughout Arcadium. Eventually, his army was defeated and banished beyond the Terminus, and all has been peaceful for ages.



Now the Draklord has returned, and he has been amassing his army for millennia. This massive tide of destruction is heading towards the Terminus even now. Humans, Elves, and Dwarves must fight side by side to repel this horde of devastation and defend their lands. The Emperor has decreed that he is re-instating the ancient order of the Drakbane, and shall bestow that hallowed title upon the army that can save the Empire, if any can.

# OVERVIEW

Players each choose a race and a character from that race. Players then create a map with a path using Terrain and Build Spot cards. Along these paths are plots of land that players can build towers on. As the Drakka march past the players attack the Drakka with their towers, gaining gold as a bounty from the Emperor for each kill, or petitioning the Emperor for assistance if not collecting bounty. There are 3 waves per Battle, and Victory Points are added up for each player at the end of every Battle. If a Drakka gets through the defense, they raise the Panic Level in the kingdom according to the Threat they present. If the Panic Level reaches 10, all armies must retreat and the game ends. Alternatively, if the players last through all 5 Battles in the game and clear the board, they are victorious & the game ends. The player with the most Victory Points wins the game.



# GAME COMPONENTS

## TOWER CARDS

\* THERE ARE 3 TYPES OF TOWERS

- **Air & Ground:** Attack both flying & non-flying creatures, less damage
- **Heavy Ground:** Attack only non-flying creatures, considerable damage
- **Holy:** Bestow blessings on other towers, making them more effective

\* **HOLY TOWERS CAN ONLY BE BUILT ON TERRAIN**

- Dwarves on Rocks, Elves on Trees, Humans on either but must pay 25GP to clear
- Treefolk on either but takes 2 turns to complete

### SPECIAL ABILITY

### DAMAGE

Damage counters assigned with each shot

### RANGE

Board squares in any direction

### RATE

Shots during Defend phase



### COST

GP required to build or upgrade

### RACE

### UPGRADE

Pay the Cost to upgrade to this level

## DRAKKA CARDS

\* DRAKKA ARE SPLIT INTO 5 DIFFERENT BATTLES

\* EACH BATTLE HAS 3 WAVES

### SPEED

Squares this Drakka moves during the Advance phase

### TOUGHNESS

Maximum Damage this Drakka can withstand

### EFFECT

Poison/Slow

### DAMAGE

TENS value

### DAMAGE

ONES value

### FACTION

Troop type

### BOUNTY

GP reward during the Resolve phase

### THREAT

Increase in Panic Level if this Drakka makes it all the way through



## IMPERIAL FAVOR CARDS



## IMPERIAL SANCTION CARDS



\*Refer to page 6 for more information



# GAME COMPONENTS

## ROCK & TREE TERRAIN



## BUILD SPOTS



## TOWER COVERS



## CHARACTER PLAYMATS



## BOSS CARDS & MINIATURES



## SPY NETWORKS



## 6 SIDED DIE



## DAMAGE COUNTERS



## PETITIONS



## WAR CHESTS



## VPs:

Victory Point Counters



## GPs:

Gold Piece Counters



## POISON TOKENS



## BLESSINGS



## SLOW TOKENS



## FEAR TOKEN



## PETRIFY TOKEN



## BATTLE MARKER



## WAVE MARKER



## PANIC LEVEL MARKER



## CHARGED CRYSTALS





# GAME SETUP

## 1 CHOOSE A MAP AND LAYOUT TERRAIN & BUILD SPOTS

Select a map from the 'MAPS' section on page 8; place Rock Terrain, Tree Terrain, and Build Spots to match the map. This will establish a path for the Drakka to advance along.

## 2 CHOOSE RACE & CHARACTER

First choose whether you'd like to play as the Dwarves, the Elves, the Treefolk, or the Humans. Then choose whether you'd like to play as the Military Leader, the Political Leader, or the Spiritual Leader.

\* Once you've chosen, collect the Tower Cards for your character



### RACE SPECIALTIES

**ELVES:** Long Range  
**DWARVES:** Extra Damage  
**HUMANS:** Extra Shots  
**TREEFOLK:** Poison/Slow

### CLASS TACTICS

**MILITARY:**  
Collect Kills / GP  
**POLITICAL:**  
Collect Petitions & Favors  
Spy Networks / War Chests  
**SPIRITUAL:**  
Bounties & Favors  
Tower Level / Spy  
Network / War Chests

## 3 SHUFFLE & PLACE BATTLE 1 DRAKKA CARDS

Place the Battle 1 Drakka cards in the shaded area on the board that lines up with your path.

## 4 EVENLY SPLIT THE WAR ALLOWANCE OF 480GP

1p: 480GP / 2p: 240GP each  
3p: 160GP each / 4p: 120GP each

## 5 ROLL THE DIE FOR INITIAL TURN ORDER

Highest roller goes first.

## 6 EACH PLAYER BUILDS

Starting with the first player, pay the Cost in GP and place ONE tower (with a Tower Cover). Upgrade it as much as you wish to.

\*1 Player: Repeat this 3 more times (4 towers total)

\*2 Players: The second player builds another tower, then the first player builds again.

\*3 Players: The third player builds another tower





# HOW TO PLAY

## TURN PHASES

\* ADVANCE THE WAVE MARKER & GIVE THE DIE TO THE ACTIVE PLAYER

### 1 ADVANCE PHASE

ROLL THE D20 AND APPLY THE EFFECT FOR EACH BOSS (IF PRESENT), STARTING AT THE FRONT, MOVE DRAKKA THEIR SPEED ALONG THE PATH

- \* No two ground Drakka can occupy the same square, nor can two flying Drakka. A ground Drakka and a flying Drakka can occupy the same square.
- \* Drakka can be leap-frogged, and stop in the furthest unoccupied square they can reach.
- \* Assign DMG for Poison tokens.
- \* Decrease speed by the value on Slow tokens, and downgrade them.

### 2 DRAW PHASE

ROLL THE DIE: REFER TO THE TABLE AND ADD THE APPROPRIATE MODIFIER, DRAW THAT MANY DRAKKA ONE BY ONE & MOVE THEM ALONG THE PATH

- \* If it's Wave 3, move the Boss for that Battle onto the path.
- \* Apply all movement rules from the Advance Phase.
- \* If there are no open spots for a Drakka, it gets TRAMPLED and put into a discard pile.

Battle	1	2	3	4	5
Modifier	2	4	6	7	9

### 3 DEFEND PHASE

STARTING WITH THE ACTIVE PLAYER, USE ALL TOWERS TO SHOOT AT DRAKKA

- \* If a tower can shoot, it must.
- \* Range is in any direction - even diagonal - and line of sight is never an issue.
- \* Apply damage counters or, if you killed the Drakka, collect it from the board and put it face-up in your DEAD DRAKKA spot on your Character Playmat.
- \* Once the active player has shot with all towers play continues clockwise, each player shooting with all towers.

### 4 RESOLVE PHASE

IF YOU KILLED DRAKKA, COLLECT THE BOUNTY - IF NOT, COLLECT A PETITION

- \* Once you collect the Bounty in GP, flip the Drakka card face-down on your Playmat.
- \* Trade in Petitions for Imperial Favors or Imperial Sanctions:

Petitions	Favors	Sanctions
2	1	-
3	3	-
5	5	-
5	-	1

### 5 DEVELOP PHASE

STARTING WITH THE ACTIVE PLAYER, BUILD NEW TOWERS OR UPGRADE EXISTING TOWERS

- \* Pay the Cost in GP and place a tower (with a Tower Cover) on a Build Spot, or move the Tower Cover on a tower to show the upgrade.
- \* Once the active player has built or upgraded all towers play continues clockwise, each player building and upgrading all towers.
- \* During the Develop Phase, players can choose to destroy one of their own towers for 1/2 the CURRENT value, rounded down to the nearest 5.



# IMPERIAL CARDS

- \* YOU CAN BUY 1 IMPERIAL FAVOR PER TURN BY PAYING 25GP/BATTLE
- \* IMPERIAL CARDS CANNOT BE PLAYED THE TURN THEY ARE COLLECTED
- \* ONCE PER BATTLE, PLAYERS CAN DISCARD AS MANY FAVORS AS THEY LIKE AND DRAW THAT MANY LESS ONE. *Example: If a player discards 3, they draw 2. Discard 2, draw 1.*

## IMPERIAL FAVORS



### SPY

#### EXECUTE A DRAKKA OR SABOTAGE A TOWER

- \* Kill any Drakka within 1sq of any of your towers, collect no bounty.
- \* May Sabotage after the shot is declared, before damage is assigned.
- \* Must Sabotage a tower that is eligible to shoot.
- \* May play to counter a Spy played by an opponent.
- \* VP bonus (Spy Network) during the Lull for playing Spy cards.

Spy cards	3	5	7
Spy Networks	1	2	3
VP Reward	10	15	20

### TAX COLLECTOR

#### GIVES AN IMMEDIATE GP BONUS WHEN PLAYED

- \* GP bonus (War Chest) during the Lull for playing Tax Collectors.

Tax Collectors	3	5	7
War Chests	1	2	3
GP Reward	150	250	400

### COMBUST, FALCONRY, APATHY

#### HAVE AN EFFECT THAT IS IMMEDIATE AND LASTS ONE TURN

- \* Combust: +2 DMG/Battle for Elves, Dwarves, and Treefolk, +1 DMG/Battle for Humans.
- \* Falconry: +1 Range/Battle.
- \* Apathy: Slow all Drakka in one square for the next Advance phase.

## IMPERIAL SANCTIONS

- \* THERE ARE 2 OF EACH AVAILABLE, YOU GET TO CHOOSE WHICH ONE YOU WOULD LIKE

### RENOVATE

- \* Immediate tower upgrade to next level.

### CARNAGE

- \* Kill all Drakka on 3 connected squares.

### INVOCATION

- \* Bestow one of your Invocation blessings on a tower of your choice.





# BOSSSES

## GENERAL BOSS RULES

- \* USE THE MINIATURE TO MARK THEIR PLACE ON THE BOARD
  - \* Set Boss Card to the side (wherever is convenient) to track stats
- \* BOSSES SPAWN FIRST DURING THE DRAW PHASE ON WAVE 3 OF EVERY BATTLE
- \* BOSSES OCCUPY AN ENTIRE SQUARE, AND MOVE ONLY TO OPEN SQUARES
- \* BOSSES ARE IMMUNE TO APATHY
- \* ROLL BOSS DICE (D20) AT THE BEGINNING OF THE ADVANCE PHASE FOR EACH BOSS
  - \* Resolve effects immediately

## SPY & CARNAGE DAMAGE

BOSS	SPY	CARNAGE
Ork Chieftain	10 DMG	15 DMG
Lich King	20 DMG	30 DMG
Demon Prince	30 DMG	45 DMG
Drakkon Queen	40 DMG	60 DMG
Drak Lord	50 DMG	75 DMG



### FEAR

All towers with a Fear token on them deal 1/2 DMG (round down). Only lasts for 1 Defend Phase.



### PETRIFY

All towers with a Petrify token on them cannot shoot at all. Only lasts for 1 Defend Phase.

# POISON & SLOW

### POISON:

- One token per Drakka (doesn't stack)
- Upgrades if hit with higher Poison or Blessed
- DMG during Advance Phase while moving

### SLOW:

- One token per Drakka (doesn't stack)
- Minus to Speed (-1,-2,-3,-4) \*min Speed of 1
- Once used, downgrade Slow token 1 level
- Replenish with new hit

# LEVELING YOUR CHARACTER

- \* WHEN YOU ACHIEVE A NEW LEVEL, COLLECT CHARGED CRYSTAL(S)
  - \* Refer to chart on your character sheet
- \* USE A CHARGED CRYSTAL TO CAST SPELLS OR COLLECT FAVORS
  - \* Return it to the pile after using
  - \* Can be used immediately

## CHOOSE ONE FOR EACH CRYSTAL USED

		
- 2 Petitions - 1 Favor - 1 sq. Carnage	- 3 Petitions - 3 Favors - 2sq. Carnage	- 5 Favors - Renovate - 3sq. Carnage



# DURING THE LULL

- \* THE LULL HAPPENS AFTER EACH BATTLE ENDS (EVERY 3 WAVES)
- \* CERTAIN EFFECTS INCREASE WITH THE BATTLE:  
PRICE OF FAVORS, GP FOR TAX COLLECTORS, IMPERIAL CARD EFFECTS

## 1 TALLY VPs FOR EACH PLAYER

COLLECT VP COUNTERS FOR:

- \* 1 VP for each Dead Drakka killed during the last battle
- \* 1 VP per tower level (e.g. a level 3 tower is worth 3 VPs)
- \* Spy Networks
- \* You can buy VPs for 100gp/VP

## 2 MOVE DEAD DRAKKA TO GRAVEYARD PILE, RETURN THE FOLLOWING TO THE BOX:

- \* Trample discard pile
- \* Unused Drakka at the beginning of the path
- \* Drakka that made it through

## 3 SET UP NEXT BATTLE

- \* Shuffle next Battle deck of Drakka
- \* Place at the beginning of the path

## 4 DURING LULL 2 & LULL 4

- \* Re-roll for initiative to see who goes first.



# END GAME

- \* PLAY CONTINUES UNTIL ONE OF TWO CONDITIONS HAVE BEEN MET

## 1 PLAYERS HAVE SURVIVED ALL 5 BATTLES

or

## 2 THE PANIC LEVEL HAS REACHED 10, FORCING RETREAT

## 2 ADD UP FINAL VPs, INCLUDING CHARACTER LEVELS

Character Level	1	2	3
VPs	25	50	75

# VICTORY

- \* THE PLAYER WITH THE MOST VPs AT THE END OF THE GAME WINS
- \* IN CASE OF A TIE, THE PLAYER WITH THE MOST GP WINS

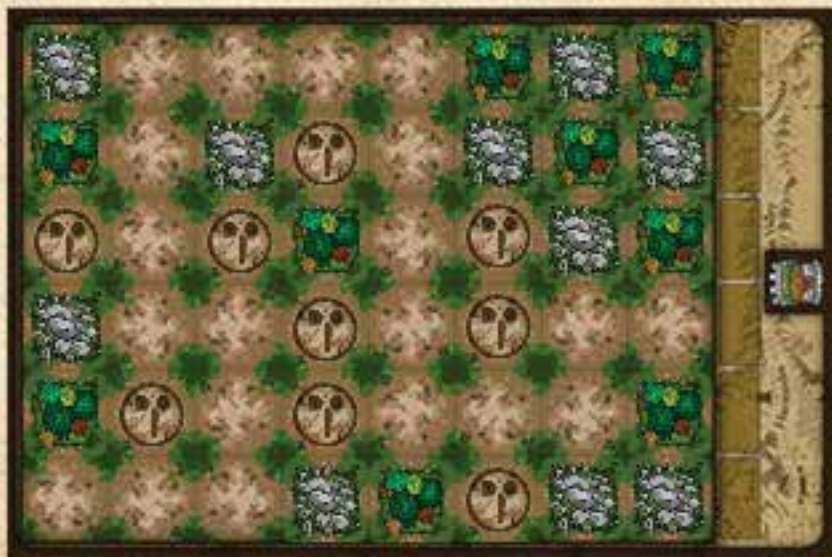


# EXAMPLE MAPS

## 1 NORMAL



## 2 HEROIC



## 3 LEGENDARY





# GLOSSARY OF TERMS

**Aethwyna:** The goddess of the Elves; values far sight, wisdom, and longevity.

**Battle:** Consisting of 5 Waves, each Battle has a deck of Drakka, and increases the Battle Modifier.

**Battle Modifier:** Throughout the game, the current Battle is used as a modifier for different things.  
e.g. "+1 DMG/Battle" during Battle 3 would be a +3 to the DMG stat of that tower.

**Blessings:** Each race has their own blessings, their Holy Towers bestow them on shooting towers.

- The blessing is permanent, and has a Battle modifier that will scale the effect.
- Blessings can be re-assigned when upgrading the Holy Tower.
- Blessings may stack on the same tower.
- You may bless other player's towers.

**Bounty:** GP collected for killing a Drakka.

**Carnage:** Kill all Drakka on a specified number of connected squares.

**Connected Squares:** Share a whole border, not diagonal.

**Drakka:** Invading enemies from the country of Drak, split up into 5 Battle decks.

**Kills:** Can be wherever you have room for it on the table, and represents the TOTAL number of Drakka in your Graveyard & Dead Drakka pile combined.

**Lull:** Time in between Battles.

**Mercer:** City of the Humans.

**Merceres:** God of the Humans; god of efficiency and wealth.

**Modifier:** Number added to dice roll result to determine how many Drakka are drawn.

**Panic Level:** Raised by the Threat Level of a Drakka that gets through, once it reaches 10 the game ends.

**Petition:** Collect instead of Bounty if no Drakka were killed.

**Poison:** Effect that causes automatic DMG to a Drakka during the Advance Phase.

**Slow:** Effect that decreases the Speed of Drakka.

**Terminus:** Border of Drak at the far end of the Terminus Valley.

**Terminus Breach:** Invasion of Drakka over the Terminus.

**Terminus Valley:** Large valley between Arcadium and Drak.

**Torvik:** Ancestral mountain home of the Dwarves.

**Tower Cover:** Use these cards to cover which version of your tower you're not using.

**Upgrade:** Pay the full Upgrade Cost in GP, and slide the Blank to show the new tower level.

**Volgrik:** God of the Dwarves; god of fire and forge, strength and war.

**Wave:** Consisting of all 5 Phases, a Wave is a game turn.

**Wynwood:** Ancient forest home of the Elves & Treefolk.

