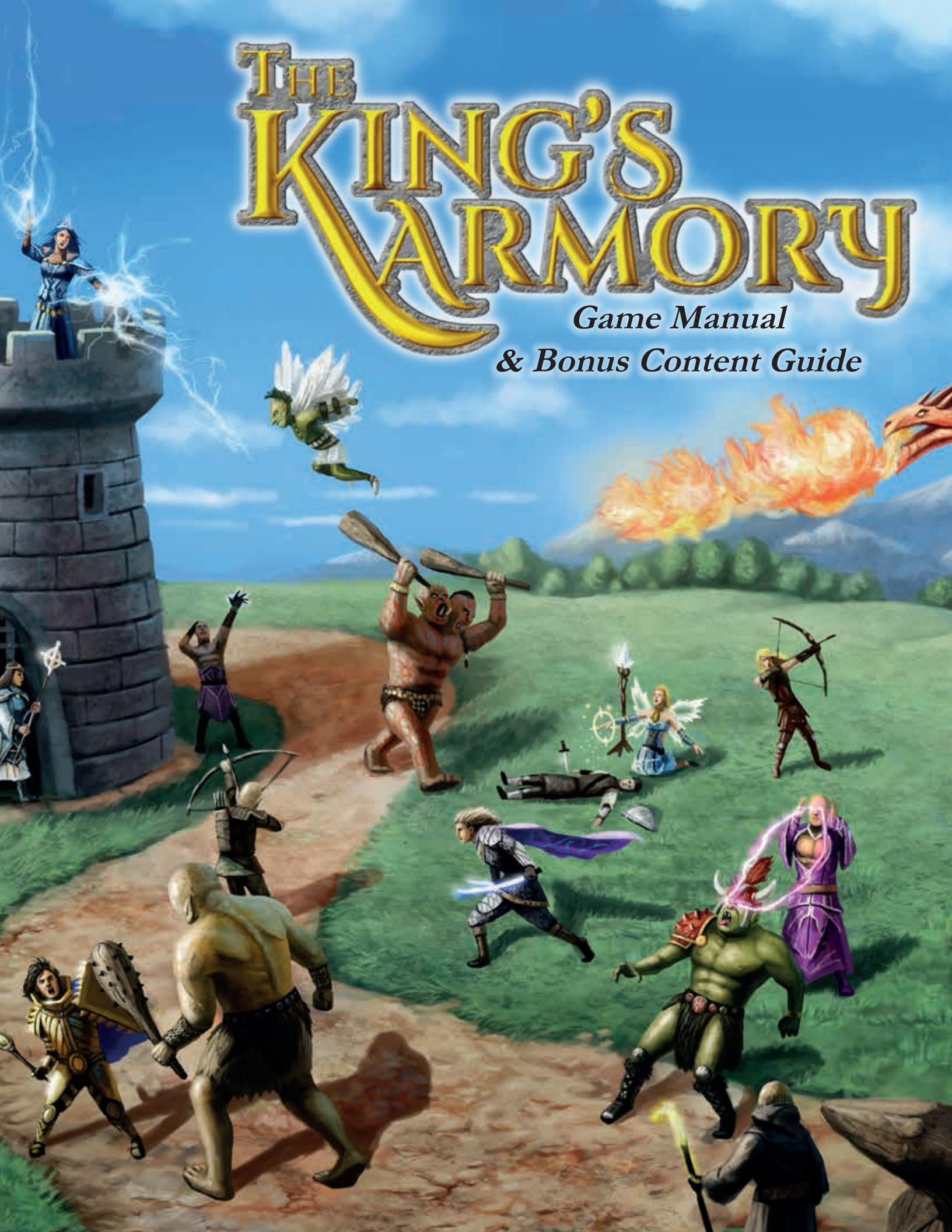


# THE KING'S ARMORY

*Game Manual  
& Bonus Content Guide*





# WELCOME TO THE KING'S ARMORY!

*Greetings, Heroes!*

*Welcome to The King's Armory! The amazing King welcomes you to his aid. Before setting out to defend the castle against the invading hordes, it is advised that you familiarize yourself with this rule and strategy guide. We'll let you know when you've read enough to send out the Call to Arms to your heroic friends. Fear not, you'll be playing by page 21... the rest of the manual is bonus content!*

*Brace yourself for a good time as you work together to save the kingdom!*

*John Wrot!*

## GAME COMPONENTS

### Game Board

- 17 Double-Sided Map Tiles
  - 6 Straight Tiles
  - 8 Elbow Tiles
  - 2 T-Tiles
  - 1 Special Monster Entrance (Cave)
- 12 Border Tiles
  - 1 Monster Entrance Tile
  - 1 Castle Gate Tile
  - 2 Long Tiles
  - 4 Short Tiles
  - 4 Corner Tiles

### Statistic & Wave Cards

- 7 Hero Stat Cards
- 12 Hireable Stat Cards
- 7 Boss Stat Cards
- 1 Wave Card

### Character Tokens

- 7 Heroes
- 51 Hireables
  - 4 Level 1, 2, 3 Foot Soldiers
  - 4 Level 1, 2, 3 Archers
  - 3 Level 1, 2, 3 Sorcerers
  - 3 Level 1, 2, 3 Psionicists
  - 3 Level 1, 2, 3 Clerics
- 1 Guardian
- 1 Sword Golem
- 85 Monsters
- 7 Bosses

### Towers & Miscellaneous Tokens

- 7 Unique 3-Dimensional Towers
- 1 Castle Gate Token
- 115 1 Hit Point Circles
- 36 5 Hit Point Heptagons
- 34 10 Hit Point Squares
- 1 Monster Controller Token
- 7 Player Turn Tokens (Optional)
- 3 Monster Reference Tokens
- 1 Game Order Quick Guide Token
- 2 Turn Order Quick Guide Tokens
- 56 BBSSB (Status Effect) Tokens
  - 12 Bleed Tokens
  - 12 Burn Tokens
  - 12 Slow Tokens
  - 10 Stun Tokens
  - 10 Bless Tokens

### Card Decks

- 36 Reward Cards
- 14 Equipment Cards
- 11 Reinforcement Cards
- 7 Armory Cards

### Dice

- 7 Unique Two-Tone Hero d20s
- 1 Monster d20
- 1 Monster Selection d12

### Manual

- 1 Instruction Manual
  - Includes Bonus Content Guide

# THE RULES OF THE KINGDOM!

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## OBJECTIVE

Through cooperative use of strategy, wise Tower, Hero, and Hireable placement, and clever application of attack assignments, you must defend the castle against every Foe that the game throws at you. Victory is achieved only when every Monster is defeated.

*“Welcome, my good friend.  
My name is Valcor, and I am  
the Grand General of the King’s army.  
My companions and I will be guiding you  
through the Rules of the Kingdom to teach you the  
ways of our land and the keys to victory. You are a  
much needed ally and your timing couldn’t be better.  
Only by working together will we  
be able to save the kingdom.  
Let us begin.”*





# SECTION A: ARRANGING GAME PLAY

## SECTION AI: GETTING STARTED

### Set up:

Before game play, remove all die-cut pieces from the cardboard supports. After removal discard the extra cardboard supports. (Please make sure you didn't miss anything). Arrange each set of Tokens by color, number, and shape coding.

### Game Length Selection:

Game length - 5 or 7 Waves

### Difficulty Level Selection:

There are 3 primary difficulty level factors:

- 1) Map Design
- 2) Monster Entry Variants
- 3) Castle Gate Hit Points

*(The rules that follow explain the norms for a standard game. For details on adjusting difficulty, up or down, see Section D2: Difficulty Selection.)*

### Assembling the Map:

You can alter The King's Armory map size and path design from game to game to suit your needs and creativity. For now, it is suggested that you start with the map shown in diagram D2-1 on page 24.

The Map Border is used to keep the Map Tiles together during game play; we recommend that you first fully construct the Border to suit the size of the game you intend to play, then design the path inside of it. The Standard game has a 4x4 (16 Map Tile) map arrangement.

When arranging the Map Tiles, follow these rules:

- One path tile connects to the Monster Entrance.
- One path tile connects to the Castle Gate (Exit).
- An unbroken path connects those tiles.

T-Tiles must always have the appropriate side connecting to the path's Entrance or Exit as indicated on each T-Tile; the other sides of the "T" must never be allowed to do so, or else non-functional Route-loops will be generated.

### Table Arrangement:

Shuffle each of the four card decks thoroughly and place the Reward, Reinforcement, & Equipment Decks face down on their corresponding map border piece. Randomly select one Armory Card and place it face down on its map border piece without looking at it; the other Armory Cards may remain in the box.

Sort all Monsters by level (color & number coded) and set into 6 piles, each well shuffled, with images face-down, in order: Yellow (1), Green (2), Blue (3), Purple (4), Red (5), Black (Boss) near the Entrance Border Piece. Do the same for the Hit Point (HP) Tokens: Black (10 HP); Purple (5 HP); White (1 HP). Place the Wave Card, Monster d20, and Monster Selection d12 (Wave Die) in the same area. For now, the Boss Statistic Cards may remain in the box. You'll use them during the Final Wave.

Place the Hireable Stat Cards near the Exit Border Piece. The Hireable Tokens and extra Towers remain in the box until they're needed.

Pre-assemble 3 to 4 Towers, and place them, along with all Bleed, Burn, Slow, Stun, and Bless Tokens, in a convenient location near the Castle Gate (the Exit Border Piece).

Finally, place the Castle Gate Token directly on the Castle Gate Border Tile with 20 Hit Points worth of Hit Point Tokens directly underneath it.



## SECTION A2: HERO SELECTION & TOWER PLACEMENT

*Fortunately for us, the King's Spritely Messenger-Scouts have tipped us off to the presence of the incoming Hordes, giving us the chance to prepare for battle.*

### Hero Selection:

Each Player chooses which Hero he or she would like to play, then takes the appropriate Hero Statistics Card and Character Token. Choose wisely, as you will have to compensate later for any abilities that have not been chosen. Any un-played Heroes should remain in the box. The Hero's listed number of Hit Point Tokens should then be placed on their Stat Card.

The Player sitting next to the Monster Entrance Border Tile in a clockwise direction will go first each Players' Round. Remaining Players will take their Turns in a clockwise order, so choose your seats wisely. This is the suggested manner of organizing Player Turn order since recalling who went before you, and who is yet to go after you, will be very important to your strategy. If preferred, the optional Player Turn Tokens (P1 – P7) may be used to keep Turn order instead. See Section: F: Final Tips and Strategy Guide for some tips on how to best arrange Player/Hero order.

Once you've chosen your Player order, each Player, in Turn order, takes two Equipment Cards from the top of the Equipment Deck. This Equipment may be looked at by all Players but starts locked and does not yet belong to the Hero; rather it is a display of what is being offered for sale to your Hero by the Armory Dwarves, and therefore is not yet available to equip. You will have a chance to purchase (and thus unlock and equip) them between Waves. The remaining cards remain as they were.

You may now place your starting Tower(s) on any Open Terrain, but never on the Border or the Path. The quantity of starting Towers is determined by the number of Heroes being played and can be found

on the Wave Card's Hero Scaling Grid (see #6 on Diagram B1-1 ~ The Wave Card, on the next page). Once the Towers are in place, each Player places his Hero on the map. Heroes must begin on or within 2 spaces of any Tower.

### Tower Hosting:

- Each Tower has 3 Hosting Slots, and may therefore host a maximum of 3 Allies (Hero or Hireables).
- Hireables always use a Hosting Slot when on or within 2 spaces of a Tower.
- Heroes always use a Hosting Slot when on a Tower, but only use a Hosting Slot when within 2 spaces of a Tower before the first Wave and during the Between Waves Phase. As soon as a Wave begins, Heroes on the Ground no longer depend on the Tower, and therefore no longer use the Hosting Slot, freeing it for another's use.

*"I'm a hired Foot Soldier, so I must always stick to the safety of a Tower. Even though I'll fight on the ground, I rely on the Tower for shelter and healing between battles."*





# SECTION B: BEGINNING, BETWEEN, & BOSSES

## SECTION BI: WAVE I - FOE'S FIRST ROUND

### Foe Quantity and Entrance:

Once all setup is complete, the Foes (or Monsters) start entering the board. The Player closest to the Monster Entrance Border Tile becomes the Monster Controller (MC). With the Wave Card in hand (see Diagram B1-1 below) the MC will first determine how many Monsters should arrive based on the information on the Wave Card. Consulting the Current Wave Number (see #1 on diagram B1-1 below) the base number of Monsters for any given Wave is indicated under the Foe Quantity symbol on the Monster Selection Grid (see #2 on diagram B1-1). This quantity is modified, up or down, based on the Number of Heroes Played (see #5); that modifier can be found on the Hero Scaling Grid under the similar Additional Monsters symbol (see #7).

Once the quantity of Monsters for the current Wave has been determined, the MC rolls the Monster Selection d12 (Wave Die) and consults the roll against the Monster Selection Grid, lining up the Current Wave Number, in this case Wave 1 with the 1-12 roll, (see #3). This will indicate which level

Monster (1-5) will enter the board.

The Hero Scaling grid may indicate a modifier to the Base Monster Selection roll thus increasing, or decreasing, your net d12 roll result (see #8).

The MC then takes 1 randomly selected Monster from that level's pile and places it, with the appropriate number of Hit Point Tokens beneath it, on the Monster Entrance Tile, according to the following rules, using the final (modified) Monster Selection roll's result:

*-If the result is an ODD number, the Monster enters on the left side, labeled Odd..*

*-If the result is an EVEN number, the Monster enters on the right side, labeled Even.*

*Note: Advanced Players may share this responsibility, with the MC rolling, while another Player selects the Monsters and moves them onto the board.*

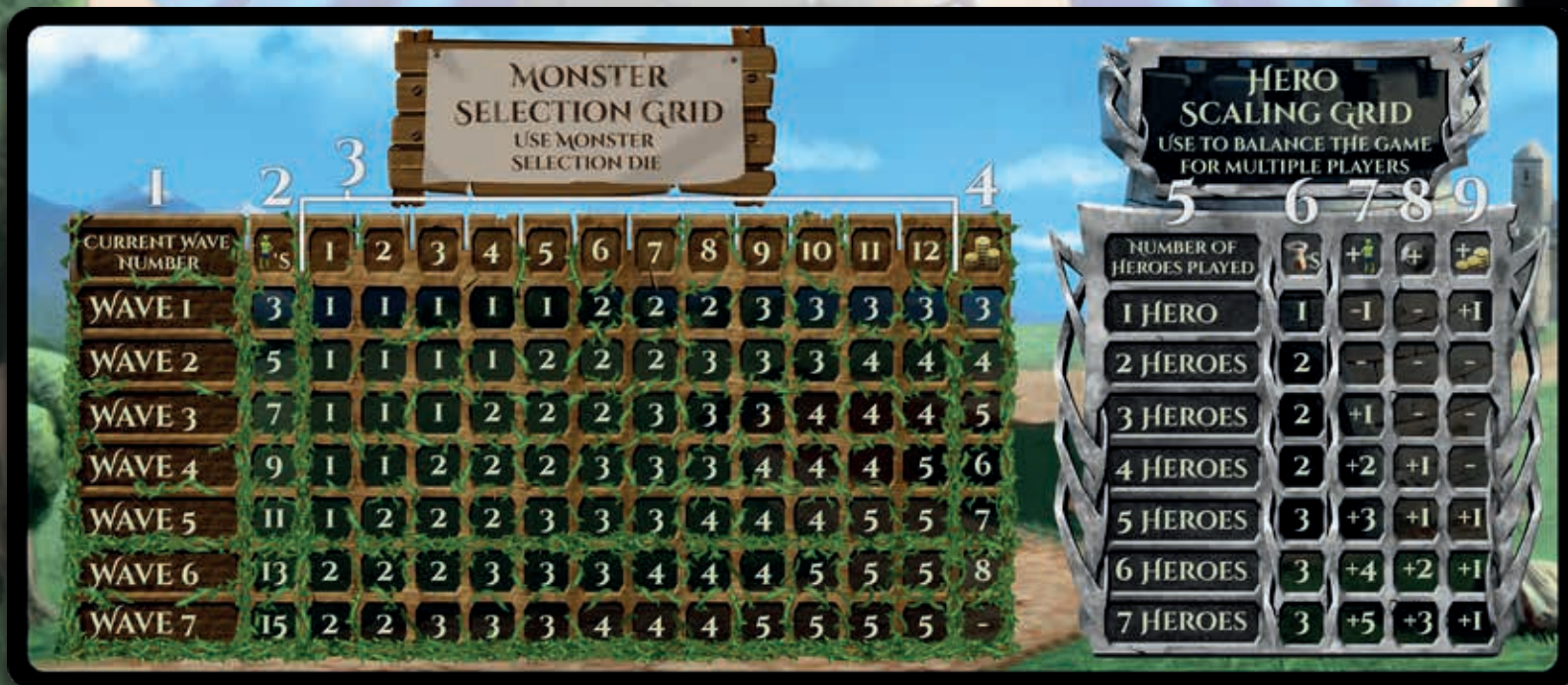


Diagram B1-1 ~ The Wave Card



As each Monster is selected and placed on the correct side, follow the Monster Turn Rules below before rolling for the next Monster.

### Monster Turn Rules:

Each Monster gets an Upkeep, a Movement, and an Attack each Turn, in that order. After the Upkeep phase, Movement always happens next (if possible), and then its Attack comes last. Simply put, the rule of:

## UPKEEP ~ MOVE ~ ATTACK

### Monster Upkeep:

This is the time to resolve any Bleed, Burn, Slow, Stun, or Blessing effects. They should be resolved in the above stated order. Consult Section C2: Attack Breakdown, for details.

### Monster Movement:

Consult the Monster's Move Rate and Movement Arrow Color. The Monster, with its Hit Point Tokens, will move that many spaces along the path following the matching Path Arrow's color: Red or Yellow. This overall predetermined path is called the Monster's Route.

*-If the Monster's Movement Arrow is RED, its Route will follow the Red Path Arrows, ignoring the Yellow ones, unless Yellow is the only option along its Route on a given tile.*

*-If the Monster's Movement Arrow is YELLOW, its Route will always follow the Yellow Path Arrows, ignoring the Red ones, unless Red is the only option along its Route on a given tile.*

See Diagram B1-2 for an illustrated guide.

### Two Monster Entrances:

If playing with two Monster Entrances, the first Monster will always enter from the Monster Entrance Border Tile, the second will enter from the special entrance, and they will continue to alternate. Rules for Odd/Even still apply at the new locations. Both paths must unite using the "To Exit" T-Tile before reaching the Castle Gate.



Diagram B1-2 ~ Monster Movement

### If a Monster...

...runs into an Ally before it completes its full movement, it will ignore the Ally and run right past it if not Tanked; its goal is the Armory.

...is Ground Based and lands on another Ground Based Monster, it will by default bump backwards to the last open Ground space on its Route.

...is Flying and lands on another Flying Monster, it will by default bump backwards to the last open Flying space on its Route.

...is Ground Based and lands on the same space as a Flying Monster, or vice-versa, they will stack 1 high on top of each other, thus sharing the space. Place the Flying Monster on top.

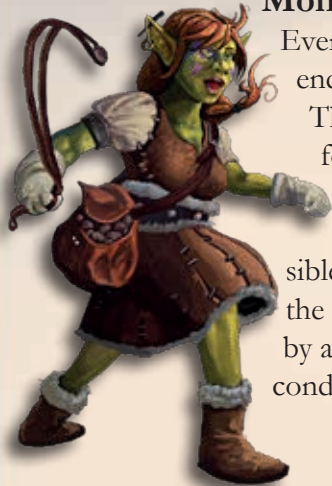
...lands on another Monster, and bumping back will move it back onto the Entrance due to lack of room, it will bump forward, all the way to the front of the line.

...lands on an Ally, place it under the Ally's Token; they will share the space.

...is Tanked, it will stop in the square it was in when Tanking was declared (may be mid-movement, before, on, or past the Ally).

...has resolved all movement, it will always attack if possible.





### Monster Attacks:

Every Monster will attack at end of its Turn if possible. They will always attack in the following order of Attack Priority; where there is a tie between multiple possible Targets, keep going down the list until all ties are broken by a single Target that meets all conditions in the category.

### Attack Priority:

*If any Ally is Tanking them:*

- 1) The Ally Tanking them.

*If not being Tanked but there are Allies in range:*

- 2) The closest Ally. (In any direction.)
- 3) The Ally that deals the same Damage Type.
- 4) The Ally directly on the Monster's Route.
- 5) The Ally that is on the Path.
- 6) The Ally closer to the Path.
- 7) The Ally closest to the Armory, directly.

*If there is no Ally in range:*

- 8) The Castle Gate.

*If there is no viable Target in range:*

- 9) No attack; end of Turn.

*Note: Hireable Clerics and Psionicists count as Damage Type: Supernatural for Attack Priority #3.*

The vast majority of the time, the Monster's Target will be determined by Attack Priority #3, though it is conceivable to make it to #7. If by some majestic chance you've still managed to arrange a tie at this point, step #7.5 would be to roll for it!

Once you've determined the Monster's Target, the MC rolls the Monster d20 and adds the Monster's Hitroll bonus to it. If the total is equal to or greater

than the Target's Dodge Value, then it has successfully hit. It Deals the listed amount of Damage to the Ally, who then reduces that Dealt Damage by their appropriate Damage Resistance Type, resulting in Actual Damage, or Damage Taken. Adjust the Ally's Hit Points to reflect their remaining amount.

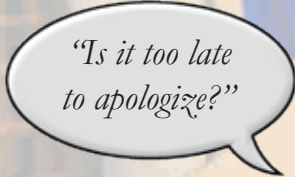
Once each Monster attacks, the MC repeats the above steps for the total number of Monsters due to arrive this Wave.

*(If playing with Delayed Monster Entry, see Section: D2-2: Monster Entrance Variants for details.)*



Once all Monsters have arrived and have attacked (if possible), it is time for the Allies to swarm upon them and dish out the punishment!

End of Foes' Round 1.





## SECTION B2: THE PLAYERS' ROUND

*When reading through this section, refer to the Hero Statistics Card on the next page and those from the box.*

### Players' Round Order:

The Players' Round consists of all Player's Turns. The Player chosen to be the first Player during set up naturally goes first. He must take all of his Hero's actions and those of any other Allies of which he is in charge, collectively referred to as his Team, in any reasonable manner furthering the destruction of the Foes. It is never permissible for any Ally to ignore the Monsters, avoid taking valid actions, or to simply move repeatedly to waste actions.

If a Player *can* take an Action toward the destruction of the Monsters, he usually *must*. See Section D1: Thematic Ally Behavior Rules. If any given Ally is ever

*Remember, you're a Hero!  
We're here for the greater good.  
Take a look at my Stat Card on  
the next page to learn more.*

entirely incapable of taking action towards this goal (such as a Cleric who has no Attack Options, at a time when all Allies have full Hit Points), and at these times only, the controlling Player may pass what remains of that Ally's Turn. When a Player is finished, the Player to his left now takes his Turn. When all Player's Turns are finished, the Players' Round is over and it becomes the Foes' Next Round.

### Player's Turn:

Each Player controls a Team of Allies, that is, his Hero and any Allies in his charge. Though Players must take their Turns in the previously chosen order of seating, within a Player's Turn his Allies may take their individual Turns in whatever order the Player finds best. Once an Ally begins its individual Turn, it must complete all of its Actions before the next Ally can start their individual Turn. Once all Allies on the Player's Team, have taken their individual Turns, that Player's Turn is over it becomes the next Player's Turn.

### Hero & Hireable Individual Turns:

Let's discuss the Heroes first. Each Hero has a certain number of Action Points (also referred to as APs or simply actions) they can use each Turn, noting that most have 3; this is listed on the Hero Stat Card next to "Actions:" in the Major Statistics Block, which is headed by the Hero's name, see #1 on the Hero Stat Card on the next page. Each Ally also has a unique list of Attack Options (see #2), and Special Actions (see #3). Every Hero has a total of four of these, with at least one in each category; note that Boleslaw has 3 Special Actions and 1 Attack Option. Each action has an assigned Action Cost, or AC (see #5 & 6). When the total AC of the actions used in a Hero's Turn equals the Hero's AP total, that Hero's Turn is complete. (The same rule holds true for Hireables.) Typically, a Hero's Turn (along with all Hireables) will involve a Movement, an Attack, and/or a Special Action, though any Action may be repeated in a Turn unless otherwise noted. When moving, Allies, like Monsters, may move through a space with another Ally, but no two Allies may share a space when still. If an Ally starts within range of a Foe, they need not take a movement action, and may make any combination of Attacks or Special Actions furthering the destruction of the Foes. Once a Hero or Hireable's Action Points are all used up, their Turn is over and another Ally on the Team may take their Turn.



**Notes:**

- An Ally may never use more actions (APs) than they are allotted.
- Some Allies have the Ability to make certain actions “out of turn”, meaning that they may use that action at any time during the Players’ Round, even when it’s not their Turn, so long as they still have APs remaining.
- Some Allies can even act during the Foes’ Round, following the specific rules as stated for these actions.

**Players’ Round Recap:**

- Within a given Players’ (plural) Round, each Player takes his Turn according to Player Seating Order.
- Within a given Player’s (singular) Turn, each member of his Team takes their entire individual Turn in any order chosen by the Player.
- Within a given Ally’s individual Turn, the Ally (Hero or Hireable) may make any combination of actions available to them (Movement, Attack, or Special Action) that furthers defeating the Foes. Any action may be repeated unless there is a rule specifically stating otherwise.

**Working Backwards:**

- Once each Ally’s Turn is over, it is the next Ally on the Team’s Turn.
- Once each Player’s Turn is over (consisting of his entire Team), it is the next Player’s Turn according to the pre-arranged order.
- Once the last Player’s Turn is finished, the Players’ Round is over and it becomes the next Foes’ Round.

Therefore, at this point: End of Players’ First Round.

**Hero Stat Card Key:**

- 1) Major Statistics Block with Hit Points, Actions (APs), Heal Rate, Move Rate, Tank Number, Dodge Value, and all three Damage Resistances.
- 2) Attack Options Block, with Attack Names.
- 3) Special Actions Block, with each new action headed by a bold print Action Name.
- 4) Hero’s Special notes (where applicable).
- 5) Attack Statistics, with AC, Attack Type, Range, Hitroll, Damage, Crit Range, Crit Mod, & Special.
- 6) Special Action common statistics, AC, along with Range and Hitroll (where applicable).
- 7) Hero’s image.

Diagram B2-1 ~ The Hero Stat Card



## SECTION B3: FOES' NEXT ROUND

### What's new in the new Round:

The Foes' second (and third, and fourth...) Round works much like the Foes' first Round except:

- 1) The next Player in queue (in a clockwise order) becomes the new MC.
- 2) The order in which each Monster takes its Turn will need to be determined.
- 3) Monsters may now be denied any movement if already Tanked.
- 4) No new Monsters are rolled (unless Delayed Monster Entry is being used).
- 5) The Foes are getting close enough to be a real threat to the Armory!

### Monster Turn Order:

The Monsters take their Turns according to the Monster Turn Priority list below until all Monsters have taken their individual Turn.

### Monster Turn Priority:

*The Foe that is...*

- 1) Closest to the Armory by Spaces on Route.
- 2) Flying.
- 3) The lowest level Monster.
- 4) On the "Odd" side of the path.
- 5) A Red Path Arrow follower.

*If using multiple Monster Entrances:*

- 6) The Foe that entered from the Border Tile.
- 7) The Foe that entered from the 2nd Entrance.

The vast majority of the time, the Monster Turn order will be determined before Turn Priority #4, though it is conceivable to make it to #7. If by some majestic chance you've still managed to arrange a tie at this point, it's likely because you have multiple entrances and can't remember which Foe came from which Entrance. Not a problem. In this event just roll for it!

*Note: When playing with multiple paths (due to T-tiles and/or alternate entrances), it is common that the order of which side of the split path's Monsters go first is actually irrelevant, at least until the paths begin to merge at intersections. In this event it is permissible to choose a path and move all Monsters along it, and then choose another path and do the same. This will greatly simplify counting spaces for Turn Priority #1.*

Once you've determined the first Monster to take its Turn, go right ahead and follow the rule of..

## UPKEEP ~ MOVE ~ ATTACK

Each Monster performs: Upkeep, if it has any relevant status effects, then one Movement if possible, and then one Attack if possible.

*Remember, Monsters will not stop to fight Allies unless Tanked or their Move Rate stops them within range to attack.*





## Monsters at the Castle Gate:

The Castle Gate Border Tile (Castle Gate, for short) has exactly two spaces on it that count as part of the path, marked with red exclamation points in diagram B3-1. These are the only two spots on any Border Piece where there is ever any Monster activity.

If ever a Foe makes it to the Castle Gate, that is, onto either of these two spaces, it will automatically move 1 space further into the Armory (even if it is out of Movement). As the Castle Gate has no Damage Resistances, the Monster will immediately deal its full damage to it. The Monster is then removed from the board, as the Armory Dwarves and Gnomes unleash their creations against it.

*Note: Siege Equipment and Bosses will never move into the Castle Gate, but will instead sit on the Border Piece at the Castle Gate and attack Round after Round until it is*

*defeated, or the Castle Gate is destroyed.*

If a Monster stops within range of the Castle Gate (targets indicated by Damage markers in diagram B3-1) with no Ally to attack, it will shoot the Castle Gate, Dealing full Damage (see Monster Attack Priority #8 on page 8). As Monsters always move before attacking, with the ultimate goal of stealing the Armory Weapon, even ranged attackers will try to move into the Castle to try to take Armory Weapon, thus dealing their Damage and dying at the hands of the furious Dwarves and Gnomes.

## A Note About Parapets:

The two Parapets on the Castle Gate Border Piece, marked with gold exclamation points below, count as mini-Towers. They function in all ways like a normal Tower save that: they may host a maximum of one Ally each and are wholly indestructible!



*Diagram B3-1 ~ The Castle Gate*

## SECTION B4: FINISHING OFF THE WAVE

Play continues going back and forth between the Players' next Round and the Foes' next Round until one of the following conditions are met:

1) **All Foes are defeated** - With a successful defense, having defeated every last Foe, the Wave has ended; Allies may return to their Towers for recuperation, and prepare for the next Wave - Move on to "Between Waves Phase".

2) **All Heroes are defeated** - With no leadership, the Hireables run for their lives, and the Castle is left defenseless - Game Loss.

3) **The Castle Gate has been reduced to 0 Hit Points** - The Monstrous Hordes enter the Armory, overrun the Gnomes and Dwarves, activate the Armory Weapon, and use it against the King and Castle destroying everything and taking over the Kingdom - Game Loss.



## SECTION B5: THE BETWEEN WAVES PHASE

*Congratulations! You just survived your first Wave of attacks from the enemy Hordes! Now it's time to recover and to prepare for the next Wave, which is going to be bigger and more difficult than the last!*

### Step 1: Heal!

All Allies heal a number of Hit Points equal to their Heal Rate. If a Hero has been knocked out during the previous Wave, they are revived with a number of Hit Points equal to their Heal Rate. If a Hireable has been defeated during a Wave they do not revive and cannot be re-hired this game.

### Step 2: Get the Gold!

Looting the Monsters that were coming to attack your castle is a way of life in this kingdom, not to mention the perks of being in the King's heroic guard. Draw the appropriate number of Reward Cards for your Wave as indicted on the Wave Card (#4 on diagram B1-1, on page 6), including any bonuses indicated on the Hero Scaling Grid (#9 on diagram B1-1). Reward Cards come in values of 50, 100, 150, or 250 Gold, with 100 being the average draw per card. All Gold is always the shared property of all Players.

### Step 3: Spend the Gold!

You may now spend Gold on a wide variety of options:

- Building new Towers (100g)
- Selling unwanted Towers (+50g)  
*Note: You must have enough Towers to host all of your Allies at the start of the coming Wave.*
- Hiring Hireables (costs listed on Stat Card)
- Upgrading Hireables (costs listed on Stat Card)
- Unlocking your Heroes' Equipment (150g)
- Buying new Equipment Cards (100g)
- Selling unwanted (*unlocked*) Equipment (+50g)
- Recruiting Reinforcement Cards (200g)
- Funding the creation of the Armory Card (900g in a 5 Wave game - 1,200g in a 7 Wave game)

When hiring and upgrading Hireables, note that many statistics on their Stat Cards are listed as "V"; this stands for "Varies". Stats that vary increase with the Hireable's level. Consult the Leveling Chart on their Stat Card for the correct value by level. Hireables may only use an Action of equal or lesser level than they themselves are.

*Example: A level 2 Psionicist may use either Mind Cage, or Teleport Foe, but may not yet use the Time Rift ability. Time Rift will become available when they are upgraded to level 3.*

For a detailed explanation on how Hireables and each card type works, consult Section E: Encyclopedia Tkannica.

When buying new Equipment Cards, Reinforcement Cards, or the Armory Card, it is always a blind purchase, taking the top card from the appropriate deck. When the Armory Card is purchased, replace it with a new one, selected randomly.

If any single Hero has already unlocked both pieces of their starting Equipment, the Players as a team now have the option to buy a new piece of Equipment from the King's Armory Dwarves by taking the top card from the Equipment Deck at the listed cost. New Equipment purchases are blind, but come at a reduced cost and enter play already unlocked. This new Equipment, as with all unlocked Equipment, is immediately available to trade 1-for-1 with any other Hero's unlocked Equipment, regardless of which Hero made it possible.

Unlocked Equipment that is no longer wanted by the Players may be sold for +50g at this time between Waves (and at this time only). Locked Equipment may never be swapped or sold, as it does not yet belong to the team.

*"No money, no touchy!"*



All purchases are made by all of the Players as a Team, and all purchased goods are the shared property of all Players, even worn Equipment.

#### Step 4: Make Change & Shuffle the Deck

After spending, if you choose to save any money for the next Round, make change for all of the remaining Gold you have by turning it all into 100g Cards, and, at max, one 50g card. Then place all used/discarded Reward Cards back in the Reward Deck and shuffle it. (This allows you a chance to redraw those 50gs, as well as those awesome 250gs!)

*Note: All other played, sold, or discarded cards are to be placed on the bottom of their respective decks without shuffling unless otherwise indicated.*

#### Step 5: Equip Heroes

If you have unlocked any Equipment for your Hero, you may now equip it on the Hero for whom it has been unlocked, gaining the listed bonus!

Players may trade unlocked pieces of Equipment 1-for-1 with each other, in order to equip themselves for the upcoming battle as they see fit.

Each Player may be equipped with a max of two pieces of Equipment at a time. Extra unlocked Equipment may be set aside for future use, or sold.

Equipment may only be bought, equipped, unequipped, traded, or sold during this Step.

#### Step 6: Reposition Allies

Place each Hero and Hireable on or within 2 spaces of any Tower, with a max of 3 Allies per Tower. You must have enough Towers to host all Allies in order to start the new Wave or, starting with the most recently hired Hireable, you must have them sit out of the next Wave, one by one, until you are down to enough Allies for the number of Towers. It is not

recommended that you let this happen. Heroes may never sit out; if it occurs that this seems necessary, go back to the “Spend the Gold!” step and fix it.

This is also the time to reorder the seating arrangements at table if you feel the need to re-order your Player queue, or to reassign Hireables to a new Team, as this cannot be done mid-Wave.

*Note: If you do rearrange seating, it is quite possible to lose track of the Monster Controller order. It is fine to leave it assigned to the next Player chair, even if it means a Player dodges their chance at it, or has to do it twice in a row.*

#### Step 7: Start the Next Wave!

*“Remember, Between Waves is the only time to visit the Dwarves to get new Equipment. I think we should unlock both of my pieces now, so we can start buying new stuff in an effort to find my special Katana and awesome Griffon Gauntlets!”*

*“You gotta admit, it’s a good plan!”*







## SECTION B6: MIDDLE WAVES

The rest of the Waves, until the Final Wave, proceed in the same manner with a few minor adjustments, including:

- 1) The addition of the Hireables on your Team.
- 2) Bonus effects from Equipment.
- 3) The potential for special events from Reinforce-

ment and Armory Cards you may have purchased.

At the end of each Wave, return to the Between Waves phase to recoup and upgrade your defenses always keeping the ultimate challenge in mind...

**The Final Wave!**

## SECTION B7: THE FINAL WAVE & BOSS ENTRANCE

The Final Wave starts and functions the same as every other Wave, rolling for the Monsters and engaging them in combat until they are defeated. However, on the Foes' 2nd Round, after all other Monsters have taken their Turns, but before the Players begin their 2nd Round, the Boss arrives! The Boss is randomly selected from the pile of possible Boss Monsters, but before it enters the map the Monster Controller should retrieve that particular Boss's Statistics Card from the game box. Noting its special rules (*including possible additional Monsters!*), follow the unique instructions for its behavior, additional immunities, Monster additions, and rule modifications as outlined on its Boss Stat Card. Then roll an unmodified d12 Odd/Even check to determine its path side, and place it at the Entrance on its large Hit Point stack. It will now take its Turn. Bosses follow all the same rules of behavior that regular Monsters do, including the "Upkeep - Move - Attack" rule, along with Attack Priority Rules, unless otherwise stated on their Stat Card.

Unique rules that apply to any given Boss, as described on its Stat Card, are in addition to the special rules for all Bosses outlined in Section E: Encyclopedia Tkannica, under "Bosses". Rules for Boss behavior and actions detailed on their Stat Card overrule any conflicting general rule.

### 5 Wave Game vs. 7 Wave Game:

If you are playing a standard 5 Wave game, the Boss Monster arrives exactly as described above.

If you are playing the mega 7-Wave version, the Boss enters on Wave 7 *instead* of Wave 5.

Alternately, in a 7-Wave game you may decide to have two Bosses, though we recommend starting with one your first time (See Section D2-2 for details). If so, the first Boss Monster arrives as described above, then on the Foes' 3rd Round, the second Boss Monster will enter the board. The second Boss will always enter on the opposite side of the path (Odd/Even) from the first.

### Two Monster Entrances:

If playing with two Monster Entrances, after rolling to determine the first Boss's Odd/Even side, roll an unmodified d12 Odd/Even check again. If Odd is Rolled, the Boss will enter from Monster Entrance Border Piece, if Even is rolled, the Boss will enter from the special entrance.

If you are playing the 7-Wave version with two bosses, the first Boss Monster arrives exactly as described above, then on the Foes' 3rd Round, the second Boss Monster will always enter from the other entrance (Border/Special). In this case, Odd/Even should still be rolled to determine the second Boss's Route.

### Finishing the Game:

If you've managed to survive this far, defeat the Boss(es), *and* finish off all of the minions before they destroy the Castle Gate, you have just won the game! You deserve a mammoth congratulations!



## SECTION B8: RECAP OF GAME PLAY ORDER

### Game Play Order:

- 1) Set up, Hero Selection, and Seating
- 2) Wave 1
  - Monster Entry & 1st Round
  - Then repeat: Players' Round, Foes' Round...
- 3) Between Waves Phase
  - Step 1: Heal!
  - Step 2: Get the Gold!
  - Step 3: Spend the Gold!
  - Step 4: Make Change & Shuffle the Deck
  - Step 5: Equip Heroes
  - Step 6: Reposition Allies
  - Step 7: Start the Next Wave
- 4) Middle Waves
- 5) Between Waves Phase
  - Repeat #4 & #5 until the Final Wave.
- 6) Final Wave & Boss Entrance
- 7) Win or Loss



## SECTION B9: VICTORY & DEFEAT CONDITIONS

### Condition for Victory:

- 1) Defeat every Foe on every Wave, including the Boss(es), while at least 1 Hit Point remains on the Castle Gate.

### Conditions for Defeat:

- 1) All Heroes Defeated in a single Wave.
- or-
- 2) Castle Gate reduced to zero Hit Points.

*"With a reliable strategy, good teamwork, and a little sacrifice, we can and will achieve victory!"*





# SECTION C: COMBAT!

## SECTION C1: OVERVIEW, MOVEMENT, & TANKING

### Overview:

Heroes and their Hireables exist to defend the Castle, even at cost of life and limb; therefore Players have full control over the Allies on their team, as long as Player choices fall under the parameters for the behavior of any given Ally. Thematic Character Rules and behavioral requirements will be discussed at the very end of this section; they rarely need to be enforced.

Each action in combat will consume a number of Action Points, with each Ally having a certain number of Action Points available per Turn. You can find this number listed on their Stat Card next to "Actions:" (see diagram B2-1 on page 10). Monsters do not have Action Points; they simply get one movement if possible and one attack if possible, and that attack works the same way as the Allies'. Even Monsters that deal damage twice do so in a single attack (lookup "Special Attack Symbols" in Section E, for details). Therefore, in this section we will focus on the Allies and will only mention Foes where they function differently.


Before each Player's Turn, one should develop a plan: where they need to go, and who they need to hurt, hold, or help, planning for each action's AC.

### Step 1: Movement

For the cost of 1 Action, an Ally may move a number of spaces up to or equal to his Move Rate, over path or open terrain, but may not venture onto any Border, save for the Castle Gate's two path spaces and two Parapets shown in diagram B3-1. Movement is never allowed along diagonals. Towers must be walked around. Entering or Exiting a Tower costs 1 entire Action and must be done from/to one of the 8 directly adjacent squares, from/to any space on top.



Move Rate

enemy from moving, is imperative to the success of your campaign. Tanking too soon can get you killed, as you go right to the top of the Monster's Attack Priority list; Tanking too late can get everybody killed, as it may be too late to hinder all the Monsters effectively. Finding the correct balance is key. Tanking is a Passive Action, thus it costs no APs, and may be declared at any time, even in the middle of a Foe's movement, allowing an Ally to Tank them in the space you think best. Use this power wisely, as each Ally can only Tank so many Monsters at a time; this quantity, referred to as their Tank Number can be found on each Statistics Card next to: "Tank:". 

Tank Number

Tanking is always performed at Range 1, or on the same space, thus allowing diagonals (see Diagram C-1 below). Tanking cannot be done from within the safety of a Tower, save for the notable exception of the Psionicist's Level 1 "Mind Cage" ability.

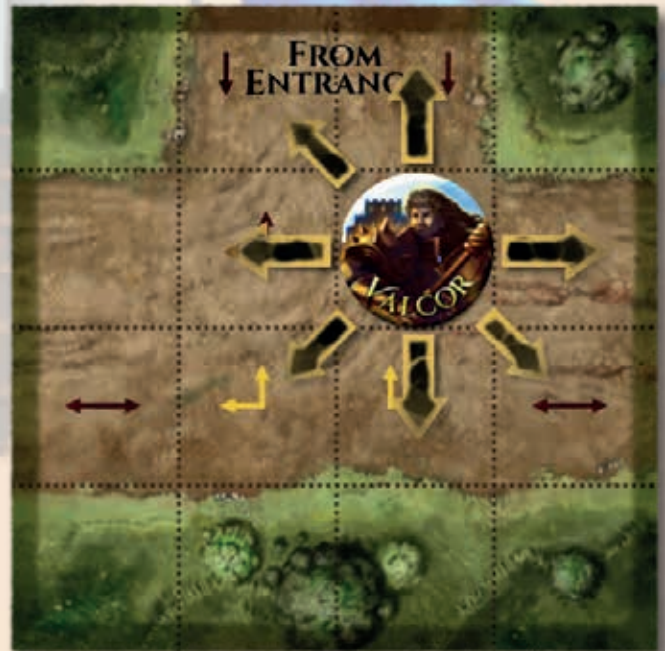


Diagram C1-1 ~ Range 1 Diagonals

### Step 2: Tanking

Clever use of Tanking, the ability to stop an

At the start of the Players' Round, all Tanking assignments are reset though may be reassigned at any



time. If a Tanked Monster is defeated, at any time, the Tanking Character's Tank Number is immediately freed up for alternate use.

You may willfully unTank at any point during the Players' Round, but never during the Foes' Round. It is usually wise to wait until the Foes' Round has

begun to make any Tanking assignments as plans can change quickly once combat has begun.

### Step 3: Making an Attack or Using a Special Action

Attacking the Monsters with a clever strategy is the only road to victory. Let's take a look at how to attack, step by step.

## SECTION C2: ATTACK BREAKDOWN

Let us assume for the purpose of the following example that an Archer is attacking a Bridge Troll.

### First: Choosing a Target within Range

Players must choose a specific target, or an intended Area of Effect (AOE), for all attacks. If there is no AOE indicated in the action's description, the attack focuses on a single Target.

- Single Targets must be within the listed Range.
- AOE's must fit *entirely* within your Action's listed Range.



Range

Range is counted by single spaces orthogonally, and diagonals do not apply (except when the listed Range is specifically Range 1). Each Action's Range can be found on the Range Symbol in the Stat Card.

*Example Attack: A Level 2 Archer chooses the Bridge Troll as her Target, who is just within her Range of 7. (See diagram C2-1.)*



Diagram C2-1 ~ Counting Range

stated. Melee attacks with a Range of 1 may Target at a diagonal (refer back to diagram C1-1 on page 17); Melee attacks at Range 2 count Range normally.

### Second: Determine Attack/Damage Type.

All attacks are one of 3 Types: Melee (M), Ranged (R), or Supernatural (SN); this can be found on the Attack Options Chart under "Type".

**Melee Attacks** - deal more damage on average than other attacks but usually have a Range of 1; certain Monsters and Hero bonuses may have a Melee Range of 2. Melee attacks, regardless of Range, cannot hit Flying creatures or Allies in Towers, unless uniquely



Melee

**Ranged Attacks** - tend to deal the least Damage but have the longest Range. These attacks can always hit Flying creatures and target into or out of Towers, even at Range 1. Attacks with this Attack Type gain +1 Range when attacking from atop a tower.



Ranged

**Supernatural Attacks** - have mid-level Damage and mid-level Range. These attacks can hit Flying creatures and target into or out of Towers, unless the stated Range is specifically 1; they also tend to have the most unique effects when rolling Critical Hits.



Supernatural



### Third: Rolling to Hit.

Now that we have selected a Target and made certain that it is within Range, it is now time to “Roll to Hit.” Roll the corresponding Hero’s d20. The number rolled is the Natural Roll. Add your Hitroll value for that action, from the Ally’s Statistics Card, to your Natural Roll to gain your Total Hitroll. Now compare the Total Hitroll to your Target’s Dodge Value, found on its Monster Token (See diagram C2-2). If your Total Hitroll is equal to, or greater than, its Dodge Value, then you successfully hit! If not, you missed, and that is the end of that Action. If you hit, move on to the next step.



Hitroll

*Example: The Archer rolls a “Natural 5”, and adds her Hitroll bonus of 7 (for being level 2), for a total of 12. This equals the Bridge Troll’s Dodge Value of 12, therefore she hits.*

### Fourth: Dealing Damage and Damage Resistance.

On your Attack Options chart you’ll find a column for Damage. Your Damage is always defined by your Attack Type, therefore a Melee attack would deal “X Melee Damage”, and a Supernatural attack would deal “X Supernatural Damage”. On a successful hit, that Damage is “Dealt” to the Target.



Damage

*Example: The Archer Dealt 2 Ranged Damage to the Bridge Troll.*

All Characters have 3 Damage Resistance numbers: one for Melee, one for Ranged, and one for Supernatural; these are used to reduce the Damage Dealt down to the Actual Damage Taken.

*Example: The Bridge Troll will now apply his Ranged Damage Resistance of 3 to the Damage Dealt, thus reducing it to a net “Damage Taken.”*

The minimum net Damage Taken on any successful attack that Deals at least 1 point of Damage is always 1, regardless of the supremacy of the defend-

er’s Damage Resistances, unless the Target is stated to be Immune to that Damage Type.

The attacking Player may now reduce the Monster’s Hit Points by the Actual Damage Taken. That Ally is now free to take its next action, or if they are out of actions, their Turn is over.

*Example: In this case, the 2 Damage was reduced to a minimum of 1 Damage. We will now reduce the Bridge Trolls Hit Points accordingly.*

*Tip: Characters that deal only 1 Damage on a successful, non-critical, attack can speed past Damage Resistance and simply adjust the Target’s Hit Points down by 1.*



Diagram C2-2 ~ Monster Token Symbol Reference

### Fifth: Critical Hits/Failures & Special Attack Events



Crit Range

From time to time, when rolling your Hitroll, you will roll the d20 and it will land on a Natural 20. In this event, for all Monsters, and most Hero actions, this will result in a Critical Hit. Certain Ally Attack Options result in a Critical Hit on other numbers; you can find these on the Attack Options Chart on the Ally’s Stats Card under “Crit Range”. In the event of a Critical Hit, apply any listed “Crit Mod” bonuses and, possibly, any additional “Special” bonus. Special bonuses are always reserved for Crits, except in the case of AOE.



Crit Mod

Critical Hit Modifiers, or Crit Mods, usually come in the form of a damage multiplier, listed as “x2” or “x3”; these modifiers apply to the Base Damage, resulting in more Damage Dealt and therefore a



greater ability to overcome Damage Resistances. Alternately, Crit Mods may list Bleed, Burn, Slow, or Stun effects, though these are most often found under the Special column. Crit Mods affect all Damage Dealt by the attack, including double hits (such as Cyrus's Dual Wield), as well as all Targets in an AOE.

Under "Special" in the Attack Options chart, there may be additional critical effects most commonly: Bleed, Burn, Slow, or Stun; these effects are in addition to any Crit Mods, and only apply on Crits.

*Example: Valcor, when attacking the same Bridge Troll, expects to deal his minimum of 1 Damage (4 Base damage on his Primary Attack minus the Bridge Troll's 3 Melee Resistance). In the event that Valcor rolls a Natural 19 or 20 on his roll to hit, his 4 Base Damage is multiplied by his Crit Mod of  $\times 2$  for a net 8 Damage Dealt to the Bridge Troll. After subtracting its 3 Melee Resistance, it results in 5 net Damage Taken by the Troll. In addition, the Troll will receive 1 Bleed Token from Valcor's "Special" of "Bleed: 1".*

All Monsters Crit on a Natural 20 (n20) only, and have a  $\times 2$  Damage modifier. Bosses may have superior Crit Ranges and effects.

Alternately, from time to time you may roll a Natural 1 (n1). This is a Critical Failure, an automatic miss. That means that even if your Total Hitroll is well above the Target's Dodge value, your action failed entirely, the attack misses, and no Damage is Dealt. This rule applies to all Allies & Foes.

Allies and Monsters with a Hitroll of "Auto" can neither fail nor Crit, because no die is rolled, nor can they choose to roll unless a unique card or event states otherwise.

### Sixth: Area of Effect (AOE):

Certain attacks, such as The Ranger's "Volley of Arrows" or the Sorceress's "Flame Thrower," hit an Area of Effect (AOE). This is listed under Special or described in a Special Action. AOE is always listed as Width by Length. AOE, though listed under



Special, is not Crit-dependent, and applies to every use of that Action. In the case of Ember's Volley of Arrows, it is an even 3x3 area, whereas Midnight's Flame Thrower is 1x3, that is: 1 space wide by 3 spaces long. Every single space of the AOE must fit within the net Range of the attack in order to use it in that area at all. A *single* Hitroll is made, and the Total Hitroll will be compared to *every* Character in the AOE. AOE Actions hit every valid Target in the area and do not discriminate friend from Foe, unless otherwise noted. AOE effects may spill off the map onto the Borders so long as the range is great enough to validate it going so far (as if there were spaces).

Certain AOE attacks are called Line Attacks; indicated by the AOE's dimensions starting with the number 1 and ending with a number equal to or greater than 2, such as Midnight's 1x3 AOE. Line Attacks always start on a space Adjacent to the Character responsible (thought never on the same space) and travels in a direct straight line outward from the Token. See diagram E1-1 on page 36 for details.

*Note: Foes who have a unique attribute, such as Siege, or an AOE effect on their attack, will have this noted at the top of their Token in the "Special" spot. See diagram C2-2.*

### Seventh: Status Effects: Bleed, Burn, Slow, Stun, and Blessing (BBSSB): Bleed:

Certain actions will cause the Negative Status Effect: Bleed, usually on Critical Hits. If a Bleed effect is caused, place the listed number of Bleed Tokens on that Target's Character Token (usually 1). At the start of each Foe's individual Turn, during their upkeep phase, it will take a number of points of Bleed Damage equal to the number of Bleed Tokens on it. This Damage is Non-Resistible. Bleed Tokens generally are not removed until the Character is defeated. Any given Character Token may have up to 3 Bleed Tokens at a time. Characters with Bleed Tokens are referred to as: bleeding.



Bleed



## Burn:

Certain actions will cause the Negative Status Effect: Burn. Burn works exactly like Bleed, except that there is a maximum of 2 Burn Tokens at a time and that Characters Immune to Supernatural Damage will not take Burn Damage. Characters with Burn Tokens are referred to as: on fire.



Burn

### *Bleed and Burn Combined:*

There can only be a combined total of 4 Bleed and Burn Tokens on any given Character Token at one time; at that point, the addition of one type will remove one of the others, as added bleeding will snuff out the fire, while added fire will cauterize a wound.

## Slow:

Certain actions will cause the Negative Status Effect: Slow. When an Action deals a Slow effect, place the listed number of Slow Tokens (usually 1) on the Target's Character Token (max 2). For every Slow Token on a Character's Token its Move Rate is reduced by 2, to a minimum of 2 for normal Foes, and a minimum of 1 for Siege Equipment. Slow Tokens generally are not removed until the Character is defeated. Characters with Slow Tokens are referred to as: Slowed.



Slow

*Note: Some powerful effects penalize Move Rates directly; these effects stack with all Slow Tokens.*

### *Greetings Heroes!*

*At this point, you are ready to host your own defense of the Kingdom! But know this: as you journey on, you'll find yourself running into any number of unique situations than are not covered above, and that's what the rest of the manual is for. Beyond this point, you'll find the Thematic Ally Behavior Rules that govern the minimum action requirements of each Ally, everything you need to adjust the difficulty level up or down, rules on how to add or drop Players mid-game, a 20 page Encyclopedia of terms, Hero & Hireable descriptions, a Monster Bestiary, a whole host of Game Play Variants, and more!*

*So, if you're the type to do all your research first, read on! Or, if you've been itching to get started, go ahead and throw this manual aside. But don't toss it too far; you will need it to answer those tricky questions about terms and unique situations that you haven't stumbled upon yet. Let's go keep that Gate!*

*John Wrot!*

## Stun:

Certain actions will cause the Negative Status Effect: Stun. When an Action deals a Stun effect, place 1 Stun Token on the Target's Character Token. During that Target's upkeep phase, deal any Bleed and Burn damage first, then remove the Stun Token and skip the rest of its Turn; all movement and Actions are lost. Only 1 Stun Token may be on any given Target at a time, but once it is removed they can be re-stunned.



Stun

## Bless(ing):

Certain actions will cause the Positive Status Effect: Bless. When a Character is Blessed, place a Bless Token on the Target's Character Token. A Blessed Character receives a +1 bonus to all 3 Damage Resistance Types: Melee, Ranged, and Supernatural. Only 1 Bless Token may be on any given Target at a time, but once it is removed they can be re-Blessed. Blessing Tokens are removed at the start of the Players' Round.



Bless

## Affected Allies:

All Status Effects (good, bad, and indifferent) on Allies are removed at the end of the current Wave, unless otherwise indicated. This includes effects that are "turned on", such as Midnight's Lightning Shroud and the Cleric's Healing Aura.



# SECTION D: DETAILS, DIFFICULTY, DROPPING OR ADDING PLAYERS, & DESCENDANTS

## SECTION DI: THEMATIC ALLY BEHAVIOR RULES

*The King's Armory is an exciting Team Strategy Game (TSG) that includes certain elements of role playing games (RPGs). We understand that there are many who have little or no experience with RPGs, or are simply hesitant to try their hand at the little bit of acting involved in such endeavors. Fortunately for them, no acting is required during a TKA game.*

*Following the general mechanics of role-playing, we have included the following Thematic Ally Behavior Rules. These rules have jurisdiction over the minimum required actions that must be taken by any given Character in any given Turn. This serves two major purposes. First, it aids Players with no experience in RPGs to understand the actions that a Hero of their type would take; by always putting the survival of King and Castle as their first priority. Second, this serves to prevent the abuse of certain Character actions that could otherwise be used to cause any number of game-breaking scenarios.*

*Bearing in mind that each Ally has a unique role to play in the cooperative nature of this game, all towards the primary goal of the safety of the Kingdom, we hereby present the following Thematic Ally Behavior Rules.*

### Offensive Allies:

...namely Valcor the Warrior, Ember the Ranger, Cyrus the Psionic Warrior, Midnight the Sorceress, and the following classes of Hireables: Foot Soldiers, Archers, and Sorcerers, must pursue attacking at least once per Turn, every Turn, even if it requires moving also. Offensive Allies who primarily do damage at range (Ember, Midnight, Archers, etc.) need not leave the safety of a Tower to pursue dealing damage unless there are 5 or fewer Monsters remaining on the board.

*"If you're here to destroy those poor misguided goblins, you must do so, and quickly. Don't worry, we'll heal you up between waves."*

### Utility Allies:

...such as Raphael the Psion, Boleslaw the Mage, Felicity the Master Healer, and the following classes of Hireables: Psionicists and Clerics, must attack at least once per Round if there are 5 or fewer Monsters on the board.

- Hireable Psionicists have no attacks but can negatively affect Monsters toward the betterment of the Kingdom; they must therefore use at least 1 of their Special Actions each Turn if there are 5 or fewer Monsters on the board, or attempt to relocate if no Monster is in range and he has not yet used his Time Rift Action.
- Hireable Clerics have no offensive abilities but are equipped with surprisingly decent Damage Resistance values as they are not afraid to Tank in an emergency and will pursue doing so to save the Castle. This choice is always left to the Players' discretion.

### Additional Rules for Hireables:

A Hireable may use all Actions to relocate from one Tower to another, in place of fulfilling the above obligations, if any of the following conditions are met:

- 1) There are 6 or more Monsters remaining on the board.
- 2) There is no valid Target currently within Range, and the destination is closer to where a Monster will be on the Hireable's next Turn.
- 3) There are 5 or fewer Monsters on the board, and you are moving closer to the Castle Gate Exit Border Piece.





Regardless of the number of Monsters remaining, any Hireable assigned to a Castle Parapet is never required to move, though a Hireable with Attack Options must attack at least once if a Monster is in Range (without moving) at the start of his Turn.

Allies do not need to take an action against a Foe that is Immune to their every possible Action. i.e. Valcor need not chase down a Flying Monster under normal circumstances, though an Elven Bow or Boleslaw's activity might require him to; a Psionicist can never harm an Orc War Mage, and therefore is not forced to take action against it. In either scenario, this Monster that can't be affected by the Ally still counts toward the universal "6 or more". Fur-

ther, using an action against a Foe that is Immune to it does not work to fulfill any Thematic Behavior Requirement.

### **If All Else Fails:**

...if there is only one surviving Hero in a Wave, they may break all Thematic rules and run for cover, allowing the Hireables to finish the job, or even allow the Monsters to smash into the Castle Gate, willfully taking the damage. This can only be done to prevent a Game Loss. ...this exception ought not be followed on the Final Wave.



## **SECTION D2: DIFFICULTY SELECTION**

The King's Armory is designed to scale dynamically in any number of ways. One of those ways is Difficulty. Many report on their first go at it, that TKA is "very hard". We like that. At the same time, it is not unheard of that people have won their first game. Either way, we believe that any fully cooperative game that you can utterly destroy on your first go at it ought to have been better designed. We find the difficulty level for the suggested base game to be just right for the average to above-average gamer. We, of course, understand that not every Player in the world has the same gift for strategy, and others simply favor thematic playing at the risk of potential loss. Regardless of the mindset from which you're coming, we have included this section so that as you master protecting The King's Armory, you can find an endless array of new difficulty settings. The youngest of Players can find a setting here that makes the game enjoyable for them; while the greatest minds of our time will meet their match using some of these options.

### **D2-1 Map Arrangement:**

The arrangement of your map is by far the most subtle and balanced way to adjust your difficulty level, and perhaps the most fun! As one can imagine,

the longer the Monster Route, the easier the game, while the shorter the Route, the harder. Here are a few options for Easy, Standard, and Difficult path layouts in both Single and Split Routes, starting with the standard map arrangement recommended for a first play for adult Players.

### **Split Routes:**

The King's Armory is best balanced when using split Routes, so we suggest them for all standard games, first plays, and when introducing the game to new friends.

Split Route Maps spread the Monsters out, thus divvying up the Monsters' damage output, but also forcing the Allies to do some chasing. Split Route Maps also offer a fairly balanced limit to the maximum road length. A Split Route Map that has 3 to 4 Open Terrain tiles (non-path side) will usually balance, 0 to 2 Open Terrain tiles will be easier, while 5 to 6 Open Terrain tiles will be much more difficult.

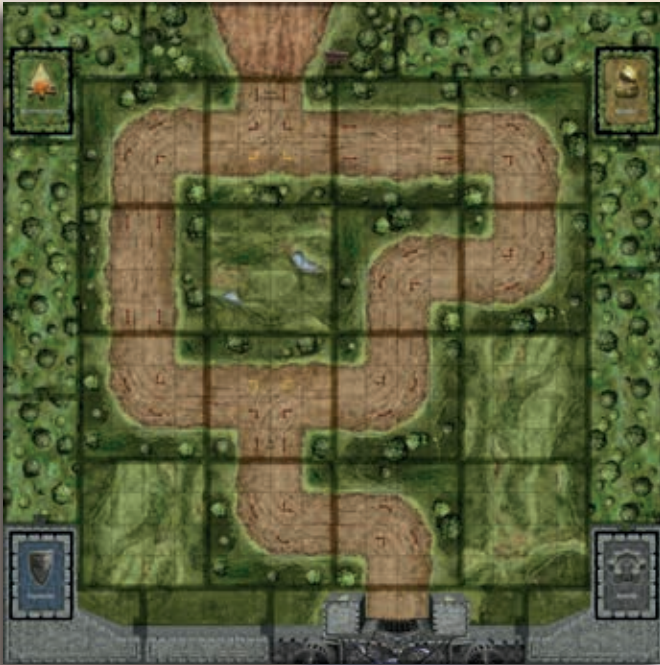
On the next page are two that you can try, starting with the strongly suggested Standard Path Design for a well-balanced game experience.



## Split Route Map Suggestions:

(See previous page for description.)

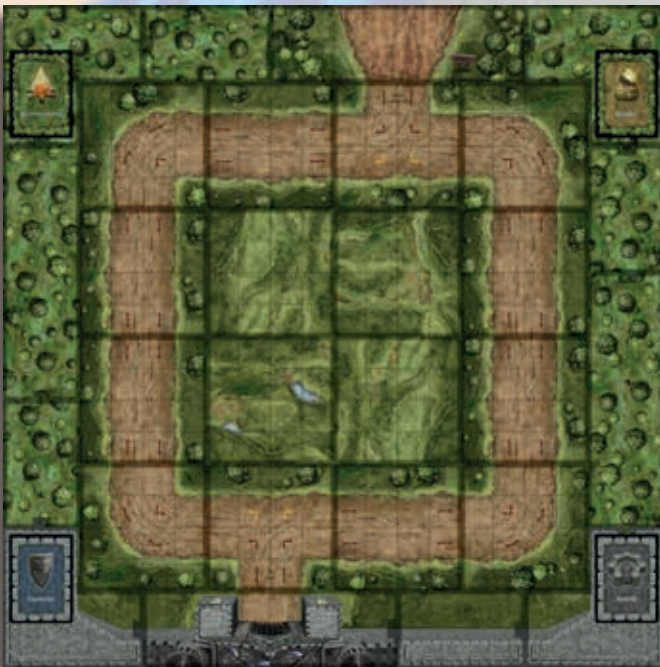
### Standard Difficulty Split Route:



*Diagram D2-1 ~ Balanced Split Route*

Use this map, or your own variant, for a reliably balanced game every time.

### Hardest Difficulty Split Route:



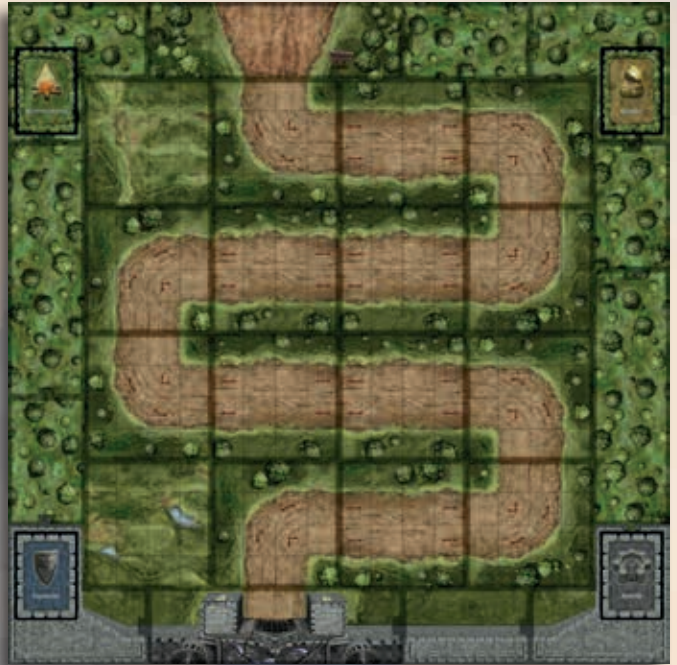
*Diagram D2-2 ~ Hard Split Route*

Very difficult as there are no choke points, and your Allies will struggle to stay within range of the Foes.

## Single Route Map Suggestions:

(See next page for description.)

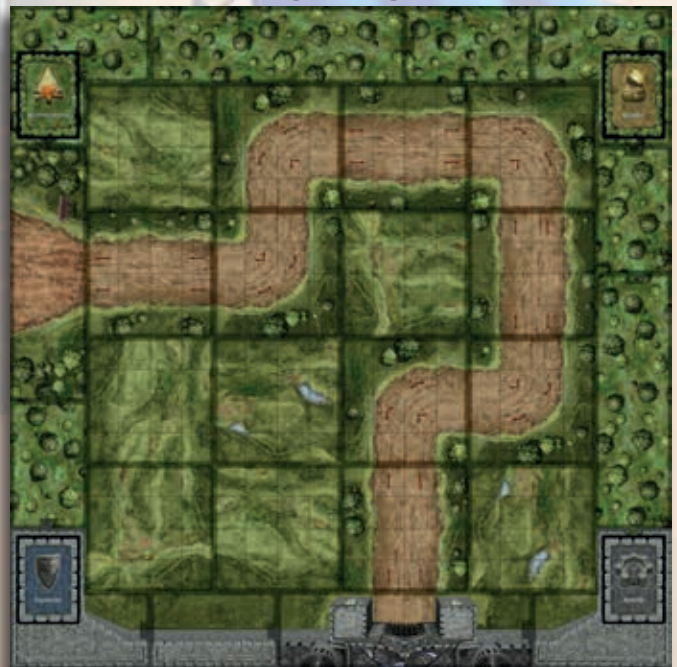
### Easiest Difficulty Single Route:



*Diagram D2-3 ~ Easy Single Route*

Unlike the last diagram, this map is laced with choke points; plus, the Foes will hang around a long time.

### Balanced Challenge Single Route:



*Diagram D2-4 ~ Balanced Single Route*

Why not rearrange the border to suit your needs? This map provides a solid but workable challenge.



## Single Routes:

Having the Dwarves design roads like these can be a fun experience, as the balance of power gets tipped, and pretty heavily at times, as the large clumps of Monsters getting bumped back are more susceptible to AOE attacks, while concentration of Monster attacks can quickly overwhelm the Allies standing on the front lines.

Balancing a Single Route can be tough, as Route length can vary so drastically. We recommend starting with an 8 to 10 tile-long path and going from there.

## D2-2 Monster Entry Variants:

The rate and manner by which Monsters enter the playing area is an easy way to adjust difficulty without breaking the balance. All decisions on Monster Entry Variants should be made before play begins and kept until the end.

### Standard Monster Entry:

This is the standard setting. It is recommended for all play, unless Players are seeking to take the edge off. In this setting, all Monsters enter at the start of the first Foes' Round as described earlier in Section B1.

### Delayed Monster Entry:

In this setting, only half of the Monsters (rounded up) will enter during the first Foes' Round, while the remainder will enter on the Foes' 2nd Round immediately after all Monsters already on the board have taken their Turns. The first Boss will not enter until the Foes' 3rd Round; while in a 7-Wave Game with two Bosses, the second Boss will delay an additional Round, and enter on the Foes' 4th Round.

### High Speed Boss Entry:

For those craving a challenge, we suggest allowing the Boss(es) to enter 1 Foe Round earlier than in the Standard Monster Entry set. This is a fine way to punish your friends who happened to roll a fairly easy final Wave during the most recent play through.

## Raise the Bar:

In any standard game, the probabilities take care of themselves, providing a well-balanced overall game; one Wave may be easier than the next, but another may be harder. If you prefer to guarantee that you can't roll too easy of a Wave, institute this rule: Each Wave, a minimum number of Monsters of the Highest Level possible for that Wave must arrive.

Wave 1 - Not applicable.

Wave 2 - Minimum of  $X$  Level 2 Monsters

Wave 3 - Minimum of  $X$  Level 3 Monsters

Wave 4 - Minimum of  $X$  Level 4 Monsters

Wave 5 - Minimum of  $X$  Level 5 Monsters

Wave 6 - Minimum of  $X+1$  Level 5 Monsters

Wave 7 - Minimum of  $X+2$  Level 5 Monsters

The standard suggestion for maintaining a balanced Wave is setting " $X$ " at 2. For a harder circuit, try 3. To really punish yourself, try 4 or 5. Regardless, always roll for Monster Entry first, and then sub in the mandatory Monsters *last* if the quota isn't met.

## Extra-Boss Modes (7-Wave Game only):

A fun challenge for those playing a 7-Wave Game is to have 2 Bosses on Wave 7 (details in Section B7).

Alternately, you may add a Boss during Wave 5 as if a normal 5-Wave Game were being played, then continue on to Wave 6 and 7 as planned. If you survive this Mini-Boss, your team may draw +2 Reward Cards after Wave 5. (*This can also be used to make a last-minute transition from a 5-Wave Game to 7-Wave one if you're still craving more.*) You will still, of course, have to deal with the main Boss at the end of Wave 7!

## D2-3 Castle Gate Hit Point Adjustment:

Need a bigger challenge? Start your Castle Gate with 15 Hit Points. How about 10? Can you survive starting with only ONE!?!? Need a break? Start your Castle Gate with 25 Hit Points.

*Note: Whatever amount of Castle Gate Hit Points you choose to start with will constitute its "Maximum" for that game.*







## SECTION D3: ADDING & DROPPING PLAYERS

Another way TKA is designed to scale dynamically is according to the number of Players. We at Gate Keeper Games are not unlike yourselves, in that we have situations where some friends need to come late, while others need to leave early; yet we would still like to be able to play our favorite games in that time, on that night. So, we have endeavored to enable such things to happen to accommodate the real-life schedules of real people. Here are the simple steps you need to take when adding or removing Players.

In general, Players should only be added or removed Between Waves. As this may often be unattainable, adjust the following as best as possible given your situation.

*Note: When adding or removing Players, never increase or decrease the number of "Starting Towers", as they are exactly that: "Starting."*

### Adding Players:

When adding a Player, that Player is officially added precisely between Step 2 & Step 3 of the Between Waves Phase. As this is after the "Get the Gold" step of Between Waves, they do not generate any bonus Reward Card Rewards for Waves previously completed.

At that time, the new Player chooses any previously unplayed Hero and chooses a seat in the Player order. He then gathers Hit Point Tokens equal to the chosen Hero's Max Hit Points minus the Wave Number about to begin. He then draws the top 2 Equipment Cards, placing them locked in his play area. The Players may then continue on to the "Spend the Gold!" step normally.

At the start of the next Wave, be sure to note any increase in the number of Monsters or any Roll Modifiers on the Wave Card for the new number of Players.

In the event a Player arrives mid-Wave, you have two options.

- 1) The new Player may immediately take control of any Hireable on any team, if available. No waiting required! The new Player should take their seat to the left of the Player who controlled that Hireable, as the Hireable is still a member of that Player's team. (suggested)
- 2) Wait until the Between Waves phase.

If option #1 is chosen, control of the Hireable should be returned Between Waves when the new Player takes over his own Hero as described above.

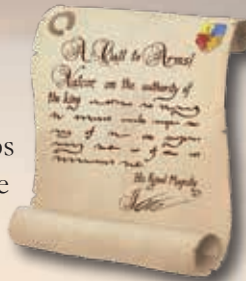
### Dropping Players:

When dropping, or removing, a Player, that Player is officially removed precisely between Step 2 & Step 3 of the Between Waves Phase. As this is after the "Get the Gold!" step of the Between Waves Phase, the team of Players *do* generate their rightfully earned bonus Reward Cards, if applicable, for the Wave recently completed.

If that Player's Hero was in possession of *unlocked* Equipment he must trade it with the other Players for *locked* Equipment. If there is not an equal amount of locked Equipment then he may trade Equipment as desired, always retaining the required 2 pieces. When all such trading is complete, any locked pieces of Equipment the leaving Player's Hero possesses are placed on the bottom of the Equipment Deck. Any unlocked pieces of Equipment remain in the Players' Armory and may be traded for or sold later as usual for extra Equipment.

Once the above is reconciled, the Player returns his Hero Stat Card to the box and sets aside his current Hit Point Tokens. All subsequent Waves will now respond to the new modifiers on the Hero Scaling Grid based on the number of remaining Heroes.





In the event a Player must leave mid-Wave, you have two options.

- 1) Ignore that Player's Turns until you finish the current Wave.
- 2) Another Player may elect to add that Hero to his team until the Wave is finished. (suggested)

In either event, the Wave must be finished as it started. Therefore, do not remove any Monsters, but press on until the end of the Wave, collect the full amount of Reward Cards, and then officially remove the Hero between Waves as described above.

*"Players who drop, then return, and then try to drop again ...should be dealt with accordingly!"*

### Adding a New Player After Another Has Dropped:

In the event that one Player drops and then another Player joins in, the new Player joins in all of the same ways as mentioned above except that before drawing any new Equipment Cards from the top of the Equipment Deck, he must first draw from any discarded Equipment at the bottom of the Deck from the old Player. If there are none, he may draw new ones from the top; if there is only 1, then 1 of each. The Armory Gnomes worked hard to prepare them for the team and would put them right back on the shelf when a new Hero arrived.

If an added Player has chosen a previously retired Hero, that Hero must rejoin the fight with the amount of Hit Points it had when the Player left (no bonus healing even if extra Waves have passed).

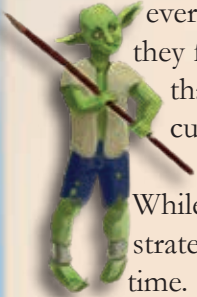
Players who drop and then return must choose the same Hero that they were previously playing. If another Player has legitimately joined and chosen that Hero before the original Player returns unexpectedly, treat the returning Player as a new Player for this purpose. Players who drop, planning to return, should set their Hero aside so no other new Players can choose it. Players may never drop and re-add to choose a new Hero.





## SECTION D4: GAMING WITH CHILDREN

Children are wonderful and bring a special delight to the gaming table. In this cooperative game, parents can still have fun while playing with their kids as nobody needs to pretend to lose at the end! However, kids tend to attack whatever Monster they feel like at the time. The good news is, that this further adds its own natural difficulty to the adults' run at the game.



While TKA can be used to teach children strategy, it is wise to take that one step at a time. The following is a suggested order for teaching your kids the most basic rules, while guiding them gently in the other areas one step at a time:

- 1) That we get to work together as a team!
- 2) Rolling to hit (*even if every roll hits!*)
- 3) Counting damage
- 4) Hero movement
- 5) Attack range
- 6) Attacking Ground vs. Flying
- 7) Monster movement & Route colors
- 8) Monster attacks & Allies taking damage
- 9) ...then the details...

Beyond this, the severity with which you teach and apply the other rules will naturally depend on your child's age and temperament. The following are two rules that we politely suggest ignoring for a while with younger, sensitive, or insecure children that are still learning to find their own value:

- 1) Hitrolls can miss (especially Natural 1s).
- 2) Allies can be defeated.

*Note: You'll notice we've left out the "you can lose" option. While you're welcome to remove that yourself with particularly young children, with the average child that we expect you to try this game with, it's healthy for them to learn about winning and losing; and since in TKA everybody wins or loses **together**, it is a safe place to experience that. "Well, at least I lost with Dad & Mom."*

We recommend that when choosing to add an above rule you do so only at the start of a new game, explaining that "we are playing with a new rule this time". This will help your children learn one step at a time, and reduce the impact of the harsh reality that Natural 1's and Wind Drakes can bring!

"Happy gaming, kids!"



# SECTION E: ENCYCLOPEDIA TKANNICA

*A brief description of terms and events in alphabetic order for quick reference.*

*Some items here simply reiterate what is mentioned above but are included for the sake of quick reference, while others are given here to provide a greater level of detail on circumstances too rare or unique to include in the main body of the manual.*

*Consider this your Errata Guide.*

*For updated errata for all of the expansion Heroes, Monsters, and Deck Cards, or to order them, please visit our website at [GateKeeperGaming.com](http://GateKeeperGaming.com)*

## Adjacent:

- Regarding Tokens: Any space directly next to the Token, including the space the Token occupies. Diagonals do not apply. Tokens therefore have exactly 5 adjacent spaces (1 up, down, left, right, and same).
- Regarding Towers: Any space directly next to the 4 walls of the Tower; diagonals do not apply. Towers have exactly 8 adjacent spaces (2 up, down, left, and right).
- Adjacent never reaches into or out of a Tower
- Adjacent does not reach from Ground level to Flying, or vice versa, unless indicated.

## Actions (Points, Costs, & Use):

- Each Ally has a listed number of Action Points (APs), or simply “Actions” for short, listed on their Stat Card on the AP symbol. 3 is the most common quantity.
- Each Action, including movement, Attacks, Special Options, or abilities granted from outside sources (such as those granted by worn Equipment), uses a certain number of these Action Points; this is called the Action Cost (AC). Action Cost is listed with the Action’s description on the AC Symbol.
- Any combination of Actions, including repeating the same Action multiple times in a single Turn, may be used.
- Action Points are spent whether an action is successful or not.
- Passive Actions, such as Tanking, do not use any Action Points and may be repeated as many times as their specific rules allow, but they do still count as an Action each time they are used.



APs



AC

## Allies:

- A group term that includes all Heroes and Hireables. The terms “Hero”, “Hireable”, and “Ally” are always used with intention for their respective group: Heroes, Hireables, or either/both respectively.

## Area of Effect (AOE):

- Explained fully in Section C2.



AOE

## Armory Cards:

- The powerful creations of the Armory Gnomes, aided by the Armory Dwarves. There is only ever one Armory Card in play at a time. This weapon is a powerful force that will make or break the safety of the Kingdom. It is this that the Monsters and their Bosses are coming for; hoping to attain it for their own use, to destroy King and Castle.
- Purchased between Waves only.
- When an Armory Card is purchased, it should be replaced with a new one, randomly and without looking at it. The Gnomes are always at work, and the King never rests!
- You may have only one Armory Card in hand at a time and can never sell it. If you have one in hand, you must use it before purchasing another.
- May be held to be played any time, even in the middle of a Monster’s Turn, unless otherwise indicated on the card.
- Armory Card cost varies by game length. During a 5 Wave Game Armory Cards cost: 900 Gold; during a 7 Wave Game Armory Cards cost: 1,200 Gold.








### Attack Options (attacks):

- These are the standard ways of defeating your opponents. Both Allies and Foes get attacks. Attacks are not Special Actions, and vice versa, unless specifically stated.
- The first (and perhaps only) Attack Option listed on your Ally's Stat Card is his Primary Attack. The rest are regular Attacks. The terms "Attack" and "Attack Option" may be used interchangeably.

### Attack/Damage Types (Melee, Ranged, and Supernatural):

- **Melee** attacks are close range attacks made with swords, clubs, and the like; are almost always at Range 1, and cannot reach into or out a Tower.  *Melee*
- **Ranged** attacks are made at a distance with bows, x-bows, and the like; are almost always at Range 3 or higher, and can always reach into or out of a Tower. Ranged attacks gain +1 Range when the attacking Character is on a Tower.  *Ranged*
- **Supernatural** attacks are unique attacks made with lightning, fire, ice, and the like; are almost always at Range 2 or higher, and can reach into or out of a Tower only if the listed Range is 2 or higher, Range 1 Supernatural Attacks cannot (usually enchanted melee weapons).  *Supernatural*
- Though some Melee and most Supernatural attacks may have Range 2 or better they are not considered "Ranged Type" attacks.

### Auto:

- Actions with a listed value of "Auto" are automatically successful and require no rolls.
- Most commonly seen under Hitroll, Actions with a Hitroll of Auto require no roll to hit nor can one be made. As no roll is made, there can be no Critical Failures or Critical Hits. All rules for Range still apply normally.

### Board (Map):

- The arrangement of Map Tiles surrounded by the

Border.

- The terms Board and Map may be used interchangeably.

### BBSSB:

- Shorthand for Bleed, Burn, Slow, Stun, and Bless.
- See Section C2: Attack Breakdown, for details.

### Bosses:

- The overpowered, strong, awesome, and often humorous leader of the enemy hordes. It is the Boss that is responsible for the Waves of attacks; and it is only when the Boss and his final minions are defeated that peace will return to the kingdom.

General Rules for all Bosses:

- Each has its own special rules indicated on its Boss Stat Card; these specific rules over-ride any other general rules they may conflict with. In the absence of a specific rule, they follow the general rule.
- Bosses use the Attack Actions outlined on their Boss Stat Card. If there is only one attack listed it is used as a normal Monster attack would be, according to its full stat set. If there is more than one attack listed, proper application of their uses will be described on the Stat Card.
- They are all Untankable, if not also Unstoppable, and are also Immune to Instakill, Destruction, Removal, & Stun, unless an action or card specifically states that it will effect a Boss.
- Slow effects are always at -1 effectiveness per Slow Token, with a minimum Move Rate of 3.
- Bosses never "bump back" if landing on another Monster; they will remain where they land, always stacking with any other Tokens in that space.
- Usually have a greater Crit Range than normal Monsters, though still fail on Natural 1s, unless otherwise noted.
- Takes all attacks listed every Round unless otherwise noted. If they have multiple attacks, reconcile them as indicated on their Stat Card.
- Bosses treat the Castle Gate as Siege Equipment does.







They refuse to enter to be destroyed, but rather stay on the final space and repeatedly attack the Castle Gate without moving.

- All Bosses that make it all the way to the Castle Gate will always attack the Castle as their new first Attack Priority. This does not occur until the Boss makes it to the Castle Gate. If the Boss gets multiple attacks in this situation, the first will be directed at the Castle Gate while the remainder may be directed at Allies if valid Targets exist according to normal Attack Priority Rules.

### **Bump Back:**

- See Section B - under Monster Movement for details.

### **Castle Gate / Border Exit Piece:**

- The final line of defense between the hordes and The King's Armory. It is to be protected at all costs.
- If it runs out of Hit Points, the Players lose.
- The Castle Gate Border Piece has two spaces on it, marked in diagram B3-1. These count as spaces on the Path, and along a Monster's Route. A Foe that lands on these spaces has "reached the Castle Gate" and is "on the Castle Gate/Border Piece/Exit."
- Landing on the last space of the final square Terrain Tile does not count as having reached the Castle Gate; nor can Melee Attackers reach the Castle Gate from such a space even if their Range is 2 or higher.
- The 2 Castle Gate Border spaces are the only places that Monster activity ever occurs on the Map Border.
- Attacking the Castle Gate requires no Hitroll; but it is immune to Crits and all Status Effects.
- Monsters that land on the Castle Gate immediately enter the Castle Gate, deal their full damage, are then defeated, and placed back in their Monster pile. *Note: Bosses and Siege Equipment are exceptions to this rule, look up their terms for details.*

### **Castle Only (CO):**

- Monsters with CO attacks only attack the Castle Gate; they never attack Allies.
- Listed as "CO" on Monster Tokens in place of a Hitroll number, making Hitroll effectively: Auto.

- Tend to deal heavier damage than other Monsters of their level.
- All Siege Equipment and certain other high speed Monsters have CO attacks.

### **Character Terms:**

- "Character" is the most general term, it refers to any Hero, Hireable, or Foe.
- "Ally" includes both Heroes and Hireables.
- "Hero" includes only the main playable Characters here to defend the realm.
- "Hireable" includes only the support Characters hired Between Waves to bolster your forces.
- "Foe" includes all the bad guys of every form.
- "Monster" also includes all the bad guys including Siege Equipment, though Siege Equipment plays by its own set of rules and are therefore exempt from many effects that regular Monsters are subject to.
- "Boss" or "Boss Monster" includes only the select few super-Monsters that are the leaders of all the Monsters you'll encounter in a given gaming session; each has his own Boss Stat Card.

### **Crit Range & Critical Failure:**

- A Character's Crit Range is listed on their Stat Card for each Attack under the Heading: Crit Range. If any number in this Range is rolled Naturally on the d20 *Crit Range* roll to Hit, the result is a Critical Hit.
- All Foes have a Crit Range of 20 on their attacks, unless otherwise stated.
- Not all Actions have a Crit chance, only if stated. Special Actions rarely have Crit Ranges, and can only crit if stated, even on n20s.
- Hitroll "Auto" and "CO" cannot Crit, as no roll is made. A Crit Range listed as a Grey Dash also cannot Crit.
- When a Critical Hit is rolled consult the Character's Crit Mod and Special to determine the effects of the Crit.
- If the option to make the attack in the first place was valid, a Crit will always hit its Target, regardless of the Total Hitroll or the Target's Dodge value.





- Any Natural 1 (n1) on a d20 roll to hit is a Critical Failure or Auto-Fail for all Characters unless otherwise stated. This means that the Action missed entirely even if the Total Hitroll would be high enough to succeed.
- Effects that increase a Crit Range always increase it by adding lower numbers to the Range. i.e. a Crit Range of 19-20 gaining Crit Range +2 will now Crit on 17-20.



### Crit Mods:

- A Critical Hit Modifier, or Crit Mod for short, is usually listed as “x#”; this is a Damage multiplier. Therefore, an attack that has a Base Damage of 4 and a Crit Mod of “x2” will deal 8 Damage on a Crit!
- Bleed, Burn, Slow, and Stun may also be listed under Crit Mod.
- A Grey Dash signifies no Crit Mod, though the Special will still apply.
- All Foes have a Crit Mod of x2, and no Special effect, unless otherwise stated.
- Additional special effects may accompany Crit Mods, check the Special column!



*Crit Mod*

### Damage (and its various stages):

- Damage Dealt is the amount of damage that has been dished out by an attacker before the Target’s Resistances are applied.
- Damage Taken is the amount of damage left over after the appropriate Damage Resistance has reduced the Damage Dealt. This is the amount that the victim’s Hit Points will be reduced by.
- Damage Dealt cannot be reduced below 1; 1 is always the minimum Damage Taken (unless the Character is immune to that Damage Type (Melee, Ranged, Supernatural, etc)).



*Damage*

### Damage Resistance(s) (Damres):

- Each Damage Resistance reduces Damage Dealt by the corresponding Damage Type by the amount listed, to a minimum of one.
- Every Character has 3 types of Damage Resistances, or Damres for short, which correspond to the 3 types of Damage: Melee, Ranged, and Supernatural (M, R, & SN).



*Melee, Ranged, & Supernatural  
Damage Resistance*

### Defeated:

- The all-inclusive term for Characters that are Knocked Out (KO’d), out of Hit Points, Instakilled, Destroyed, or ‘removed from the board’.
- A defeated Foe or Hireable’s Token, along with any remaining Hit Point Tokens, should be taken from the board.



*Insta-Defeat*

- Defeated Hero Tokens remain on the board and take up valuable space until the Between Waves Phase.
- Attack Options that have a chance of instantly defeating a Foe will have such listed under “Special” on the Insta-defeat symbol, or described in the Special Options box.

### Destroyed:

- A manner of instantly defeating a Foe that only works against Siege Equipment, not regular Foes.
- A destroyed target is defeated immediately, regardless of the number of HP remaining.

### Dodge (Value):

- The Character’s ability to dodge an attack. Every Character has a Dodge value, or Dodge.
- When the Character is the victim of an Action that requires Hitroll, the source must roll Hitroll against the Dodge Value. If the Dodge Value is higher than the Total Hitroll, the Character successfully dodged all damage and effects of the Action.
- Dodging is entirely Passive and requires no action, APs, or choice to use, and cannot not be refused.



*Dodge*



## Equipment Cards:

• Equipment (also referred to as “Items”) are a unique and powerful items that can enhance a Hero’s abilities, or even grant new ones. Each new Hero introduces two new Equipment Cards to the game. The Hero responsible for the a piece of Equipment can be identified by the flavor-text quote on the card.



- Cannot be Equipped (also referred to as “worn”) or sold until it is unlocked; and can only be worn by Heroes, never Hireables.
- Locked Equipment should be kept sideways and half under the Border Tiles to indicate that it is unavailable for use.
- Each Hero can possess and wear a max of 2 pieces of Equipment at a time.
- Specific rules stated on Equipment Cards override general rules where there is contradiction.
- Equipment can only be unlocked, bought, traded, equipped, or sold at the indicated times between Waves.
- Only Players with unlocked Equipment can trade. Trading Equipment is always 1 for 1. No Player can be forced to trade Equipment that he controls.
- New Equipment cannot be bought by the team of Players until at least 1 Player has unlocked both of his starting pieces of Equipment; the Armory Gnomes created those special just for you, and until that shelf is empty in their shop they will not put new items up for grabs. The new Equipment is less expensive as the gnomes have been investing the income from your first purchases, though they won't

finish the creation of the newer items until each is fully funded.

- Extra Equipment is any item that is unlocked and unequipped when each Player already has 2 items assigned to them, (locked or otherwise). Extra Equipment belongs to no Player or Hero, but is available for any Player to trade with, or to be sold.

## Expansions (and related rules):

- A large number of expansion Characters, Terrain Tiles, Towers, Deck Cards, and more are available for The King’s Armory, all of which can be found at GateKeeperGaming.com.
- This includes all-new playable Heroes, new ferocious Bosses, and tons of new Equipment, Reinforcements, Rewards, and even new Armory Cards!
- Each new Hero, with their corresponding Equipment and Reinforcement Cards, introduces any number of new abilities such as: Invisibility, Counter Attacks, Grappling, Non-Resistible Attacks, Knock-back, Shapeshifting, Bonus Reward Card Stealing, and many, many more.
- Rules and errata for all expansion Heroes, Monsters, Map Tiles, Towers, and the like can be found on our website at GateKeeperGaming.com.

## Flying:

- A type of movement, and a category of Foes that attack from above.
- Listed as a blue “F” on Monster Tokens on their Move Rate.
- Cannot be Tanked normally; though special circumstances (Equipment, Special Actions, etc.) may allow it.
- Cannot be targeted by Melee

*Expansion Hero*

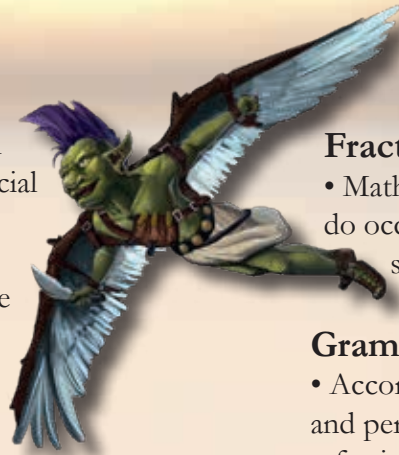
**ASPHAR**  
**33 THE BARBARIAN**  
Specialty: Damage Output  
and Boss Slayer





attacks normally; though special circumstances (Equipment, Special Actions, etc.) may allow it.

- Can stack 1 high on top of Ground Monsters, and therefore follow usual bump back rules only when landing on other Flying Characters.
- If a Foe is not Flying, they are Ground based by default, unless otherwise noted.



### Foes:

- All the bad guys. A more general term than Monsters, though safely used interchangeably.

### Foresight:

- A Special Option of Raphael the Psion that merits additional notes.
- May be used to reveal the Monsters from future Waves. These Monsters are placed in queue (lined up) at the appropriate Monster Entrance on the appropriate side (Odd/Even), but are not actually present yet. They do not get a Turn, and they cannot be attacked or affected in any way. They are still “up on the hill, deep in the forest, yet to charge into battle”. This allows you to plan for their arrival between Waves. This cannot be used on the Final Wave, and will never reveal a Boss. When Monster Minimums are being used, those Monsters are always the last ones of the Wave; in this case there is no need to roll as the level is pre-determined, but you may reveal them if you use Foresight enough. Foresight for Monsters may be used repeatedly to reveal many Monsters from the next Wave, but *only* for the next Wave, never into two Waves from the current one.
- May be used to reveal the next Reward, Equipment, or Reinforcement card. The card should be taken from the top of the deck, flipped over, and placed face up on its respective deck. When the next card of its type is gained, it will be the one revealed by Foresight. Only 1 card from each deck may be revealed by Foresight at a time.
- Foresight can never reveal the Armory Card.

### Fractions:

- Mathematical fractions are rare, but when they do occur, round them all down; unless otherwise stated.

### Grammar:

- According to the Oxford Dictionary, it is correct and permissible to use the pronouns “he/his” when referring to an entity with unidentified gender (such as “child” or “Player”). i.e. “When it becomes a Player’s Turn, he may now take his Hero’s Actions.”
- It is also correct and permissible to use the plural pronouns “they/their” when referring to such a singular noun. i.e. “After the Monster is done moving, they will take their attack.” These are often seen as more acceptable than repeatedly using “s/he” and “his/her”, as they weigh down the readability of a sentence. Given the option...
- To honor the Players, we chose to use the more human terms: “he/his”, when referring to Players. This is also the more traditional style, and so more appropriate to a medieval fantasy themed game.
- We, therefore, chose to use the less human terms: “they/their” or “its”, when referring to Characters.

### Ground Based:

- Ground Based Characters are the standard, and any Character that is not specifically noted as Flying is Ground Based.
- Can be the Target of any attack unless a special circumstance prevents it.

### Healing:

- Healing is restoration of Hit Points after Damage has been received.
- A Character cannot be healed beyond his Maximum Hit Points.
- Each Hero has a Healing Rate, which is the quantity of Hit Points that they will heal automatically during the Between Waves phase.
- When a Character is healed, immediately restore to their stack of Hit Point Tokens the amount indicated by the healing effect.



Heal Rate



## Hireables:

- If the Heroes are the backbone of the defensive structure, the Hireables are the muscles that keep things working, while filling in the gaps. They come in 5 varieties: Foot Soldiers (specialized for Melee and Tanking), Archers (specialized for Ranged and \*plink plink\* Damage), Clerics (specialized for healing and Blessing), Sorcerers (specialized for Supernatural Damage and special effects), and Psionicists (specialized for utility and unique Special Actions).
- When hiring a Hireable, the Players should take a Stat Card of the appropriate Hireable class and give it to the Player that will control the Hireable. Select any available level 1 Token of the appropriate class (usually the Players' favorite name), and hold onto it until Step 6 of the Between Waves Phase when it will be given a place on the board. Their starting Hit Points, as listed on the Stat Card, like Heroes, may be placed on their Stat Cards to make moving around the board easier. Their Special Actions are listed at the bottom but they work the same way as a Hero's.
- Must be assigned to a Tower and must always remain on or within 2 spaces of one; assigning to a Tower is a Passive Action.
- Are under the control of a specific Player each Wave. Each Turn that Player chooses the order in which his Team members take their actions. Once any Ally begins taking actions, they must finish all of them before the next Ally on the team may begin.
- Can move from one Tower to another valid Tower if they can make the entire trip in one Turn. If they cannot make the entire trip in one Turn, they may not attempt to move there.

- Each Hireable class has 3 Levels and can be upgraded! They are always hired at level 1.
- Upgrading or "Leveling up" a Hireable is accomplished by paying the indicated cost on the Hireable card Between Waves during the "Spend the Gold!" step. They will gain Level 2 and 3 Bonuses

when the indicated cost on their Hireable Card is paid.

- Hireables gain various bonuses by leveling up. Stats that change with level are indicated by "V." Refer to the Leveling Chart on the Hireable's Stat Card for each level's cost in gold. Upon leveling up Hireables will heal their Heal Rate. Hireables may be upgraded twice in a row, and this will result in a net two additional healings, but each level must be paid for before the next can be reached.
- Upgraded Hireables can still use their lower level Attacks and Special Options. This is especially useful for Clerics, Psionicists, and Sorcerers.
- Control of Hireables may only be changed between Waves during the Reposition Allies Step.
- Each set of Hireables, that is a set of a level 1, 2, and 3 Hireable of the same class, are considered as one Hireable; as one Character.
- Are subject to Maximum Recruitment rules; see: Maximum Recruitment.
- If a Hireable is defeated, the Token currently in play, along with the rest of that Hireable's set (Level 1, 2, and 3, of any name variety), are to be removed from the game entirely regardless of how they were recruited. Hireables do not revive between Waves, and cannot be re-hired once defeated, so use caution when sacrificing Hireables in tough situations.
- For images and descriptions of the Hireables, see Section: G2: The Hireables.

## Hit Points:

- A unit of measurement for a Character's ability to sustain Damage before the Character is defeated.
- The number listed on its Hit Point symbol is the Character's starting and maximum Hit Points.



*Hit Points*

## Hitroll:

- A number quantifying the likelihood that a Character's action will hit a Target
  - This number is added to a d20 roll to determine one's Total Hitroll.
  - If the Total Hitroll is equal to or higher than the Target's Dodge Value, the



*Hitroll*

*Level 3  
Foot Soldier*



action hits and may take effect.

- Hitrolls listed as a negative value, i.e. “Hitroll: -4”, may not be able to hit certain Monsters; be aware.

### Immune:

- Listed as a grey “X” on Monster Tokens on their Damage Resistances.
- Completely Immune to all damage of the Type (M, R, SN) indicated, resulting in 0 damage always; also Immune to all effects caused by an attack of a Type which they are immune to.

- Example: Ember the Ranger fires a Head Shot Attack at a Wind Drake. Rolling a natural 20, she deals 4 damage, and Instakills it. ...except that Wind



Drakes are Immune to Ranged attacks; resulting in no damage, and no Instakill. *(Do not bother attacking a creature with an attack they're immune to, as there can be no good that comes from it; nor will it count toward their Thematic Behavior Requirements.)*

- You cannot target creatures that are immune to your attacks in order to fulfill Thematic Rules.
- Characters that are “Immune to everything” can't be damaged, forcibly moved, have status effects placed on them, are Unstoppable, and cannot, in any way, be affected by the Allies unless specifically stated. Positive effects from other Foes will apply.

### Indestructible:

- Immune to all forms of damage and defeat, including negative status effects.

### Instakill:

- Shorthand for Instantly Killed; listed on the Insta-Defeat symbol (see page 32).
- A manner of Instantly Defeating a Foe that is only effective against all normal (living) Foes.
- A victim of a successful Instakill is defeated immediately, regardless of the number of HP remaining.
- Since only the living can be killed, Siege Equipment are immune to this effect. See: Destroyed.
- Bosses are immune to all forms of being instantly defeated, unless an effect states that it affects Bosses.

### Knocked Out (KO'd):

- A form of temporary Defeat that applies to Heroes; as Heroes are only temporarily KO'd for the duration of the Wave in which they've been Defeated. Heroes always return to a playable, battle ready, state Between Waves during the “Heal!” step.
- KO'd Heroes cannot be revived during combat with healing, they must wait until the Wave is over.

### Line Attacks:

- A specific type of AOE attack. The AOE on these attacks are always stated starting with the number 1 and end with a number of 2 or greater, i.e. 1x3.
- Line attacks always start on a space adjacent to the Token responsible, and travels in a direct straight line outward from the Token; never on diagonals, and they hit everything between the Character using it, and the final space in range.
- Line attacks may never start on the same space as the Character using them.

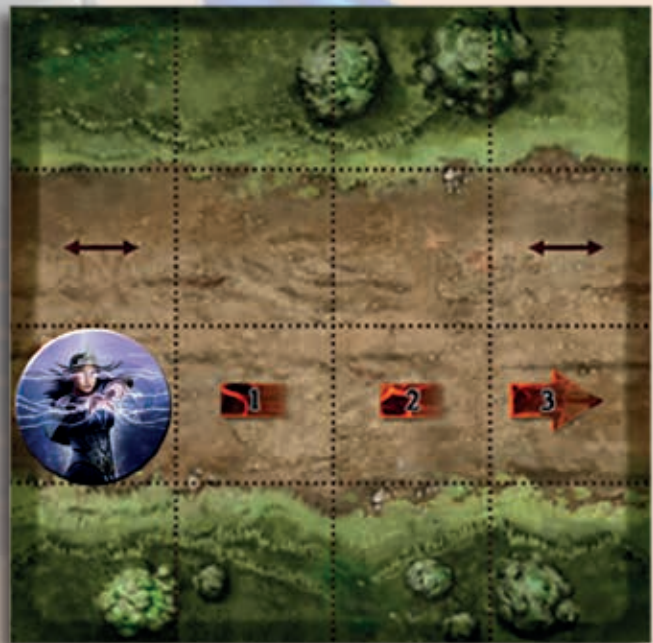


Diagram E1-1 ~ Line Attacks

### Maximum Recruitment:

- There are only so many of each Hireable allowed during the course of a game. 3 Foot Soldiers, 3 Archers, 2 Sorcerers, 2 Psionicists, and 2 Clerics. Upgrades do not count against this limit, as they are



treated as the same Hireable, though perhaps with a different name. *Note: Renaming is a common practice when promoting important people to even more important positions.*

### Miniatures:

- Super high-detail custom miniatures for every Hero are available for every Hero on our website at GateKeeperGaming.com.
- All miniatures are an epic 35mm scale, compatible with any 32mm +/- scale system of miniatures, and available in lead-free Pewter and in epic-level custom metals such as Bronze!



### Monsters:

- All the bad guys. Most commonly used to refer to non-boss Foes, even Siege Equipment, though Bosses count as Monsters as well. Also referred to as Foes.

### Monster Shortage:

- While it is impossible to ever actually run out of all Monster Tokens of a particular level during the Foe Entrance phase of a Standard game, it is technically possible, though highly unlikely, that during a Mega 7 Wave game with 6+ Players, during the Final Waves, that it could happen. It will most commonly occur during the unique and challenging Game Play Variants that may be found in Section H. We've included this rule here for you now in case you choose to try such variants and the circumstance occurs.
- If a Monster of an empty level is rolled, or Summoned by another Monster, simply use a Monster of the next lower level available in its place. If there is no lower level Monster, then use the next Highest.

### Move Rate & Movement:

- Every Character has a Move Rate. This value indicates the number of spaces they can move in a single movement action.
- Foes have a Path Arrow on their Move Rate, Red or Yellow; this indicates the primary Route they will follow.
- Allies must use 1 Action Point to move, and each time they do so they may move up to their full Move Rate, which is always counted orthogonally, that is, not diagonally. This is referred to as: movement.
- All Foes move their full Move Rate every Turn unless otherwise prevented from doing so.



Move Rate

### Natural Numbers:

- Any number rolled on a die before adding in any modifiers is the "Natural" number rolled.
- Natural numbers are indicated by an "n" immediately preceding a number, such as n20, which stands for "Natural 20".
- All Crit Ranges, with or without the "n" prefix, are always Natural numbers.

### Non-Resistible:

- A special Damage Type indicated by a grey "X".
- Damage of this Type cannot be resisted in any way.
- Characters that are Indestructible or Immune to everything are not effected by Non-Resistible Damage.



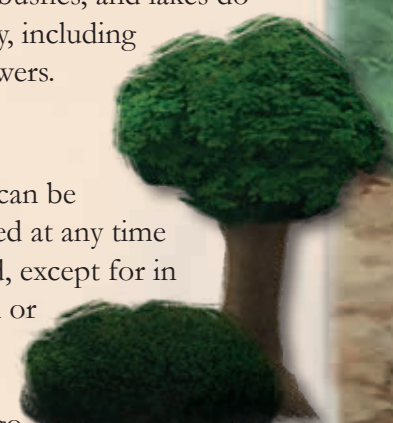
Non-Resistible

### Open Terrain:

- Any space on the map that is not path or Border.
- Terrain items such as trees, bushes, and lakes do not affect or hinder game play, including Movement or building of Towers.

### Out of Turn:

- Actions that state that they can be used "out of turn" can be used at any time during the appropriate Round, except for in the middle of another Action or after the Character's Turn is over. Therefore, an Ally with this ability is normally set to go





last in the Players' Round, he may instead use this action first, or in the middle of the 2nd Player's 3rd Hireable's Turn. ...Anytime other than in the middle of another Action.

- Since all APs must be spent by the end of an Ally's Turn, these "out of turn" abilities cannot be used after the Character's Turn has passed.

*Hint: Put Allies with these actions last in the Players' Round.*

### Passive Actions:

- May be done at any time (unless otherwise limited by the action's description), and do not take any Action Points to perform.
- Notated by "P" in place of an AC.
- May be repeated as often as allowed by that Action's unique rule set.

### Primary Attack (\*):

- The topmost Attack Option on the Hero Stat Card is the Hero's Primary Attack. Some Heroes have only 1 Attack Option, in trade for more Special Actions; some have 2 and 2, or 3 and 1; regardless, the first Attack Option is always the "Primary Attack"
- Notated by "PA" in Special Action descriptions.
- Primary Attacks are valuable as certain effects modify a Character's Primary Attack, but no others.
- Hireables with Attack Options have Primary Attacks

*"My Primary Attack will always be my level 1 Fire Bolt, while my Foot Soldier comrade's Primary Attack levels up with him each time."*

which are labeled by an asterisk (\*) on their Stat Cards after the attack's name. Some Hireables have multiple Primary Attacks, because leveling them makes the older attacks obsolete.

- Characters that do not

have Attack Options do not have a Primary Attack.

- Special Actions that utilize a Character's Primary Attack do not count as Primary Attacks for the purpose of the action unless specifically indicated.

### Pushable:

- Listed as a brown "+" next to a Foe's Move Rate.
- If another Ground Based Monster comes up behind them they will be pushed along by that Monster for that Monster's entire movement. Flying creatures will fly over Pushable Monsters ignoring them.
- Exception: If the Pushable Foe and pushing Monster are assigned to different color Path Arrows, the pushing Foe will push it, until it detours onto its own color. In this case, the pushing Monster will continue to move along its own Route, and the pushable Foe will stop.
- It is possible for a single Pushable Foe to be pushed by multiple Monsters in one Turn.
- The Foe that most recently pushed it, if it is still next to it on route, continues to count as "pushing" it until either of these conditions no longer apply.
- They will always take their own Movement normally according to the Monster Turn Priority Rules.
- If a pushed Token lands in a valid spot, but the pusher does not, only the pusher bumps back.
- If a pushed Token is required to bump back, the pushing Token will bump back also, unless the pusher is Tanked. In this case, the pushed will bump forward all the way to the front of the line.

### Range:

- The maximum distance from a Character's Token that an Attack or Special Action may reach.
- Range listed as 1, and Range 1 only, may be counted diagonally. See diagram C1-1.
- Range listed as 2 or greater is always counted orthogonally (without diagonals). See diagram C2-1.



Range

### Removal (Removed from the Board/Map/Game):

- The most powerful form of Instantly Defeating a



Character; as it does not count as being Destroyed or Instakilled and thus bypasses immunities to such.

- Characters that are immune to Removal are also immune to Instakills and to being Destroyed.
- No effect vs. Bosses, unless specifically stated.

### Reinforcement Cards:

- Reinforcement Cards (Reinforcements) cause unique and powerful special events, sourced in a Hero, Hireable, or outside entity. Each new Hero introduces one new Reinforcement Card to the game, and there are several common ones in addition to these. The Hero responsible for the existence of a Reinforcement Card is the Hero that enhances the effectiveness of the card if they are being played when it is used.
- Can be bought at any time, even in the middle of a Wave, and even during a Foes' Turn, but never mid-action. Reinforcement Cards can never be sold.



- The team of Players may have up to a maximum of 3 Reinforcement Cards at a time. If you have 3 in hand, you must use one before you can purchase another.
- May be held to be played at any time, even in the middle of a Monster's Turn, unless otherwise indicated on the card.

### Reverse Hit Point Tracking: (Hit Point Tokens as Damage Tokens)

- Some Players may prefer to use Hit Point Tokens as Damage Tokens instead. In this case, no Char-

acter is assigned Hit Point Tokens when they enter play. Instead, they are assigned Hit Point Tokens as "Damage Tokens" only when they take Damage; and conversely lose them when they are healed. A Character is Defeated when they have as many, or more, Damage Tokens as they do Maximum Hit Points.

- Advantage: A slightly less cluttered board at the outset of Waves.
- Disadvantage: It becomes somewhat more difficult to determine how close each Foe is to Defeat.
- This option is entirely up to the preference of the Players. If used, it should be used from the very outset of a game for all Characters to avoid confusion.

### Reward Cards:

- Resources earned by success in battle; the initial fruit of your labors.
- Reward Cards are awarded during the Between Waves Phase. The number of Reward Cards earned is equal to the base amount listed on the Monster Selection grid plus or minus any indicated modifier on the Hero Scaling Grid on the Wave Card.
- Come in 4 values: 50g, 100g, 150g, and 250g, with an average draw value of 100g.
- Usually spent during the "Spend the Gold!" step during the Between Waves Phase, but Reinforcement Cards may be purchased mid-battle.
- Left over gold at the end of the Between Waves phase must always be exchanged for 100gs (and a max of a single 50g, if necessary), then the deck is shuffled.
- Are always shared by all Players as a team, regardless of how it was gained.



### Roll Modifier (d12):

- When playing with 1, or 5+ Heroes every d12 roll for Monster Selection is modified by the amount listed on the Hero Scaling Grid on the Wave Card, see item #8 on diagram B1-1 on page 6.
- The base, or Natural, roll is modified up or down by the listed amount to gain a net result.



- The final number may be less than one, or above twelve, in this case use the lowest or highest level Monster possible for that Wave respectively; always assign them “Odd/Even” based on the final result. i.e. A net roll of 0 results in the Even side; a net roll of 15 results in the Odd side.
- When rolling Odd/Even to determine a Boss’s Route, no modifier is ever applied, only the base/natural roll is considered.

### Rounds & Turns:

- A Round is an entire set of all Foes’ or all Allies’ individual Turns. A Round is over when all Characters on that side have completed their Turns.
- A Turn is an individual’s chance to take actions. It may refer to an individual Player (for his whole team), an individual Ally’s Turn (for his individual number of Actions), or an individual Monster’s Turn.
- Actions that may be used “out of turn” can be used at any time during their Round, even in the middle of another Character’s Turn, but not in the middle of another Character’s Action.
- See page 10 for a quick review of Rounds & Turns.

### Siege Equipment:

- Listed as “Siege” at the top of the Foe’s Token. All of the following apply.
- Will be pushed by other Monsters that come up behind them. See “Pushable” for details.
- Attack Priority: is always “Castle Only”, only attack on their Token’s Turn, and cannot Crit.



- Immune to Instakill, Stun, and Bleed, and are Untankable.
- Slow effects can reduce their Move Rate to a minimum of 1, but do not affect its movement when being pushed.
- Ranged Siege Equipment will attack the Castle Gate any time they are in range.

They will continue to move on subsequent turns as usual, even if this moves them out of Range again.

- Like Bosses, they won’t enter the Castle. Rather, they’ll sit on the final space on the Castle Border Piece and attack Turn by Turn until one or the other is defeated.

- May stack with Bosses on the Castle Border Piece, but not with other Siege Equipment. Siege Equipment in line at the Castle Gate will wait for the ones in front if it to be destroyed before moving further.
- Counts as a Monster, but as a unique type thereof.

### Sp (when listed as a Stat’s symbol):

- Short for Special, consult the Stat Card for details.

### Special (in Attack Options block):

- Indicates additional effects to the Attack Option.
- Normally, only apply when a Critical Hit occurs.
- Attack Options that have an AOE will have this listed under the Special heading, and this applies to every use of such attacks.

### Special Actions:

- Special Actions are the second type of Action option, following Attack Options. These are a very unique set of abilities that the Hero can perform and are imperative to the success of any campaign.
- Special Actions do not count as attacks, even if they deal damage or cause the defeat of a Foe, unless they specifically state that they count as an attack (or Primary Attack).
- Special Actions that utilize Attack Options to be performed still count as Special Actions and not attacks. Therefore effects that modify “all attacks”, or the like, will not modify the Special Action’s use of the attack, unless otherwise stated.
- Hireable’s Special Actions are listed at the bottom of their Stat Card, but are still Special Actions as labeled. As Hireables have either Attack Options or Special Actions, not all have Special Actions.
- Hero Card Special Action block shown at #3, in diagram B2-1, on page 10.

### Special Attack Symbols “x” & “+”:

- ”+” in between two Damage numbers means that on one single Hitroll attempt





that attacker will Deal Damage twice. Each Damage is Dealt separately and resisted separately. This attack type is advantageous for 2 reasons: 1) Effects that increase Damage will increase both Damages. 2) These attacks, if successful, always result in a net minimum Damage of 2 (1+1), instead of the usual 1. Monsters with “+” Damage Types always Deal both Damages if they reach the Castle Gate.

• ”x” after a Hitroll Value means that on each single Attack Action, that Character gets to attack the listed number of times, and therefore Hitroll must be rolled the listed number of times. i.e.. x2 or x3, would be two or three rolls, respectively. Each roll is treated separately, though as one action. One or both may miss; one or both may hit. This attack type is advantageous for 2 reasons: 1) Effects that increase Hitroll will increase both Hitrolls. 2) These attacks can result in a higher net minimum Damage, as each successful hit will do a minimum of 1 Damage. Against the Castle Gate, Monsters with “x” Hitroll types only deal damage once per 2 Hitrolls they normally get (round down).

### **Stacking / Sharing a Space:**

- When a Monster lands on a space with an Ally, a Ground and Flying Monster land on the same space, or a Boss lands on a space with any other Character(s), these Characters share the space and are considered to be stacked.
- Allies may never share a space with another Ally.
- Stacked Characters sharing a space inside an AOE attack are all effected.
- Since the maximum stack may include, in very rare

situations, as many as 4+ Characters, it is often wise to place stacked Characters off the road on the nearby Open Terrain; we recommend placing the Flying Monsters off the Path for consistency’s sake. Monsters stacked off-the-Path in this way are still treated as being in the intended space for all intents and purposes; this will never affect their range from other Monsters or Allies.

- Stacked Monsters always take their turns in the following order: Flying Monster, then Ground Monster, and the Boss last (even if Flying).

### **Statistical Adjustments:**

- When a value is listed before the Stat’s name and preceded by a “+” or “-”, it acts as a bonus/penalty on top of the base value. It does not change the base value, it only grants a bonus to the roll. Example: “+4 Hitroll”. If the base were 7, it remains 7 but now it gains a +4 bonus modifier effectively granting an 11. In the same way, “-4 Hitroll” would reduce the net effect to 3.
- When a value is listed after the Stat’s name and a colon, it becomes the new base. Example: “Hitroll: 4”. Regardless of the original base, this value becomes the new base replacing that 7 altogether.

### **Stat Cards:**

- Short for Statistics Cards, Stat Cards hold all the information you need to know about a given Character all in one place.
- Heroes and Bosses each have their own unique Stat Card, diagram B2-1, on page 10 for a Hero Card.
- Each class of Hireable has its own Stat Card that includes all information needed for all three levels of that Hireable class.

### **Summon Guardian:**

- A Special Option of Felicity the Master Healer that merits additional notes.
- The Guardian is formed out of holy energy & aether and exists only to protect Felicity and those she cares for.
- Felicity and her Guardian must *always* remain within





Range 5 of each other.

- The Guardian cannot attack, but can Tank and can be Targeted like any other Ally.
- If the Guardian is adjacent to Felicity when she is affected by a Ranged Type attack or effect, the Guardian will take the effect's Damage. Hitroll is rolled against Felicity, but the Damage, if any, is Dealt to the Guardian. AOE effects may therefore Damage the Guardian twice (simultaneously). This does not apply to Melee or Supernatural Damage, and cannot be utilized by other Allies.
- The Guardian can only be summoned once per Wave, and stays until it is defeated, Felicity is defeated, or the Wave ends.
- The Guardian is immune to Bleed and Stun; but can be affected by Slow, Burn, and Bless.
- The Guardian can't be healed.
- The Guardian is always treated as a member of Felicity's Team. If Felicity is ever defeated, the Guardian is to be removed from the board immediately.

### Summoning:

- Certain effects cause another Token to be brought onto the board from outside the current map arrangement, this is called Summoning. It may be a supernatural summoning or a more traditional calling for backup, the result is the same.
- Summoning effects will always state what is Summoned, and where on the

board its Token should/ may be placed in one of the following ways: in relation to the summoner via Range; entering as a new Monster according to the established rules for the current game; or anywhere the Players choose.

### Symbol Color Key:

- Most offensive symbols (Hitroll, Damage, Crit Mods, etc.) are red. On Monster Tokens, they will be on the left half of the Token.
- Most defensive symbols (Dodges, Tank, Damres, etc.) are shields or blue. On Monster Tokens, they will be on the right half of the Token.



- All health related symbols (Hit Points, Heal Rate) are hearts. On Monster Tokens, they will be in the middle of the Token.
- Symbols that associate with spaces on the board (Move Rate, Range, AOE, etc.) are brown. On Monster Tokens, they will be in the middle of the Token with any Special notes (except Range which has rightfully been placed with the offensive symbols).

### Tanking:

- Stops a Monster from moving forward along the path; see Section C1 for standard details.
- Monsters can only be Tanked in a space that it may validly remain on. For example, a Ground Based Monster may not normally be Tanked in the same space as another Ground Based Monster.
- A Tanked Foe will usually attack the Character that is Tanking him, though exceptions may apply; always follow the full Monster Attack Priority List to the last to ensure all possible Targets have been considered.
- Once a Tank is declared it remains until one of the following occur: It is defeated, is moved out of Range, or the next Players' Round starts.
- When a Tank has legitimately ended, the Ally's Tank number is freed up for alternate use.



*Tank Number*



- Any Action that Tanks uses a Tanking slot; actions or abilities that cause or enhance Tanking do not increase the Tank number unless specifically stated.
- In incredibly rare situations Tanking stalemates can occur where a Hero that can't be killed is Tanking a Monster that nobody can kill (i.e.: Cyrus equipped with Netting is left all alone and Tanks a Goblin Icarus while Bio Manipulating himself repeatedly). These situations may be used to the Players advantage so long as there is other Monster activity on the board. The moment that only stalemates remain, the Players may no longer Tank the Monster and must release it to attack the Castle Gate.

### Target:

- Verb: The selection of the Character that will be affected by the action; sometimes the choice is optional, sometimes it is predetermined, and sometimes there are multiple Targets.
- Noun: The Character(s) selected to be affected by an action.

### Teleport:

- The Token moves directly to the intended space.
- The Token does not travel through any spaces in between the one it left and the one it is moved to.
- Teleportation into or out of a Tower is valid for all Allies; except Boleslaw who cannot leave the Towers.
- The location chosen must be valid according to all normal rules for such. Teleported Hireables require a valid Tower with an open hosting slot at the new location to which they must immediately reassign.
- Has unlimited Range unless otherwise indicated.
- Indicated by "Tele" under Movement Rate.

- The Teleportation of Monsters, like Tanking, can, in rare circumstances, cause stalemates.

In these situations the Monsters must be set free so the battle can progress.

### Towers:

- Must sit on open terrain, not on the path or Border.
- Each Tower can host a maximum of 3 Allies at a time. Heroes do not need to be assigned during Waves, but must be at the start of each Wave. Even if a Hero is adjacent to a Tower mid-Wave, no hosting slot need be consumed, but if a Hero is *on* a Tower 1 hosting slot is always used.
- A Character Token physically atop a Tower can be stated to be "on" or "in" the Tower.
- Melee attacks cannot reach onto or out of Towers, regardless of their listed Range.
- Ranged attacks can always reach onto or out a Tower, regardless of its listed Range.
- Supernatural attacks vary in their ability to reach onto or out of a Tower: Range 1, no; Range 2+ yes.
- The AP Cost to enter or exit a Tower is 1.
- Allies may enter from any of the 8 directly adjacent spaces, shown by the Silver Exclamation Points in the diagram below, to any of the 4 spaces on it you choose, shown by the Gold Exclamation Points. Allies also Exit from any of the 4 spaces on it to any of the 8 directly adjacent Ground spaces you choose.



Diagram E1-2 ~ Tower Entry/Exiting

*"It is of great import for you to consider how I, by Teleporting Monsters, can set up superior attack and defense combinations. I won't give all of my secrets away. These are for you to discover."*



- A Tower is considered “Valid” for new assignments if it has at least 1 empty hosting slot available.
- Towers do not block line of sight; Characters are skilled enough to shoot over them without penalty.
- Allies with a Ranged Attack type gain +1 Range when on a Tower.
- The two Castle Gate Parapets count as mini Towers for hosting purposes only. They can host a max of 1 Ally each and are indestructible.

### Unstoppable:

- A more severe version of Untankable, and is indicated by a red “X” on Monster Tokens near their Move Rate.
- This means that they, as a general rule, cannot be Tanked by any means what-so-ever, including by Valcor’s Personal Phalanx.
- Foes that are “Immune to everything” are treated as Unstoppable.
- Effects that do not affect Untankable Characters do not affect Unstoppable ones either.

### Untankable:

- Indicated by a grey “U” on Monster Tokens near their Move Rate.
  - All Siege Equipment is Untankable.
  - Untankable Foes, as a general rule, cannot be Tanked.
- Certain effects can override this, but only where specifically stated.



### Valid:

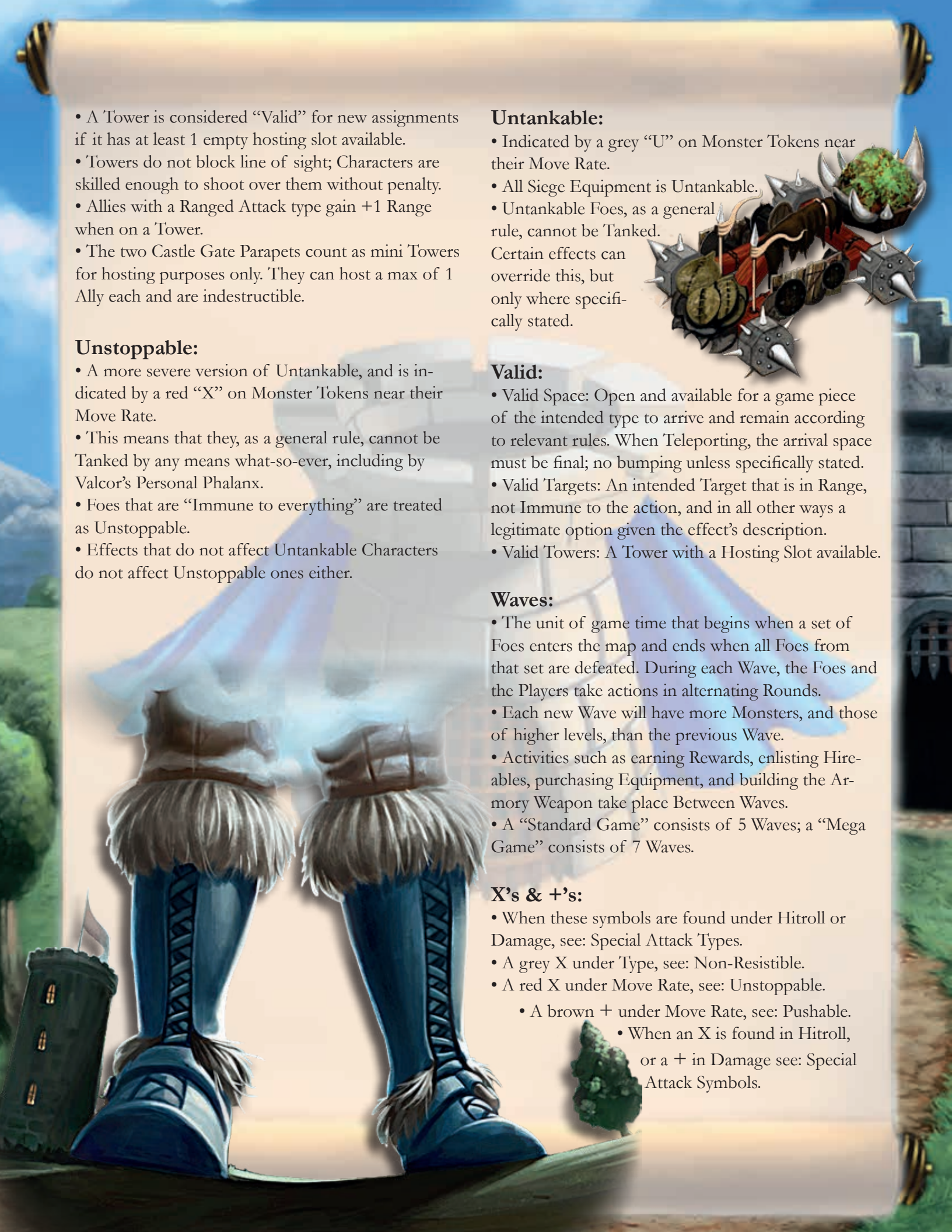
- Valid Space: Open and available for a game piece of the intended type to arrive and remain according to relevant rules. When Teleporting, the arrival space must be final; no bumping unless specifically stated.
- Valid Targets: An intended Target that is in Range, not Immune to the action, and in all other ways a legitimate option given the effect’s description.
- Valid Towers: A Tower with a Hosting Slot available.

### Waves:

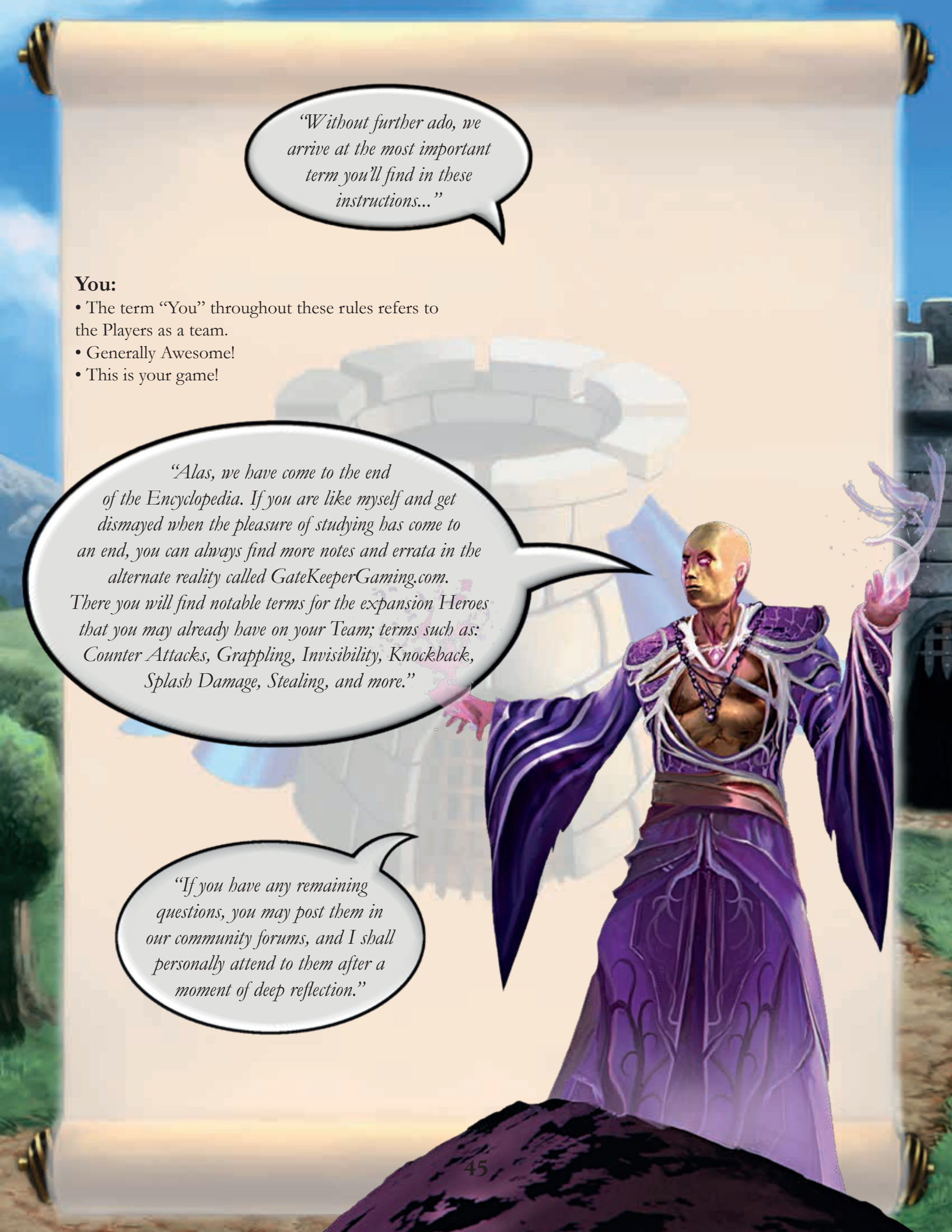
- The unit of game time that begins when a set of Foes enters the map and ends when all Foes from that set are defeated. During each Wave, the Foes and the Players take actions in alternating Rounds.
- Each new Wave will have more Monsters, and those of higher levels, than the previous Wave.
- Activities such as earning Rewards, enlisting Hireables, purchasing Equipment, and building the Armory Weapon take place Between Waves.
- A “Standard Game” consists of 5 Waves; a “Mega Game” consists of 7 Waves.

### X’s & +’s:

- When these symbols are found under Hitroll or Damage, see: Special Attack Types.
- A grey X under Type, see: Non-Resistible.
- A red X under Move Rate, see: Unstoppable.
  - A brown + under Move Rate, see: Pushable.
  - When an X is found in Hitroll, or a + in Damage see: Special Attack Symbols.





A large, unrolled scroll is the central focus, with a character in purple robes standing to the right. The character has a bald head, purple skin, and is wearing a purple robe with intricate white patterns. He is holding a glowing purple object in his right hand. A large speech bubble is positioned in the middle of the scroll, containing text. Another smaller speech bubble is at the bottom left. The background shows a stone structure and a blue sky.

*“Without further ado, we arrive at the most important term you’ll find in these instructions...”*

**You:**

- The term “You” throughout these rules refers to the Players as a team.
- Generally Awesome!
- This is your game!

*“Alas, we have come to the end of the Encyclopedia. If you are like myself and get dismayed when the pleasure of studying has come to an end, you can always find more notes and errata in the alternate reality called [GateKeeperGaming.com](http://GateKeeperGaming.com). There you will find notable terms for the expansion Heroes that you may already have on your Team; terms such as: Counter Attacks, Grappling, Invisibility, Knockback, Splash Damage, Stealing, and more.”*

*“If you have any remaining questions, you may post them in our community forums, and I shall personally attend to them after a moment of deep reflection.”*



# SECTION F: FINAL TIPS & STRATEGY GUIDE

## Tips & Strategy Guide:

- Arrange Player seating (Player Turn order) according to the strengths and abilities of the Hero each Player has selected. Heavy damage dealers should go first, support Characters do well to go last; especially the Mage, as he can act out of turn.

- First thing after Wave 1, hire what you can't do with your starting Heroes. For instance, if you can't deal damage at range, Flying Monsters will get past you unharmed; so hire an Archer or Sorcerer. If you can't Tank very many Monsters, you're likely to get overrun, so hire a Foot Soldier or Psionicist.

- Sometimes it will be in the best interest of the Armory to chase down a Foe that is not near you but is closer to the Armory. Other times it will be in the best interest to let the Castle take a hit, but watch out for how quickly those little ones add up.

- Space your Towers out. There's little worse than watching the Castle get wrecked because you overly front-loaded and now your Hireables can't relocate. Adjacent Towers also hinder Ally Movement as they need to be walked around.

- 100g is the average draw value of the Reward Deck. Plan accordingly.

- Don't try to buy the Armory Card too early; you're going to need the support to survive wave 4/6. Many games end without ever achieving the Armory Card, and that's ok.

- Use leveling as a method to Heal your Hireables.

- Good timing is required to make the most of each Reinforcement Card. They can be saved Wave to Wave, so use them only when it is most advantageous or necessary.

- Try to swap Equipment to appropriate Heroes for maximum effect. However, it is sometimes advantageous to give one Hero's special item to a different Hero who needs the ability more. Midnight with a Windslasher Katana and Elven Bow is quite a force to be reckoned with; as is Ember with a Tower Shield and a Phase Ring (now she can Tank and will rarely get hit!).

- Consider the synergy certain Heroes may have with each other...

- The Warrior and the Healer make for a wholly fearless defense.

- The Mage can stack enhancements with the Psionic Warrior, to seriously bypass enemy resistances.

- The Ranger's Wolf and the Mage can stack slow effects together. Also note that some effects cause Slow: 1, giving a Slow Token, but others just "Slow the enemies by X", such as Hail Storm. This other version of slowing does not use Slow Tokens, and can stack.

- The Sorceress can Tank some of the heaviest damage dealers without fear via Energy Shroud; while others dish out the hurt in her stead.

- The Psion's ability to Teleport others can keep slow Allies, or Allies in Towers, always in Range.

- The wizards can do serious damage together if the Sorceress lights Foes on fire and then the Mage slows them.

- These are just a few examples.

- The combinations are vast and all work well together.

...What strategy will you choose? Got a good one? Share it on our forums on our website! We'd all Love to hear about it!



# SECTION G: GET TO KNOW THE CHARACTERS

## SECTION G1: THE HEROES

### VALCOR THE WARRIOR



The bold Warrior, and powerful Grand General of the king's armies. Wielding the Royal Mace of the Kingdom, and an impenetrable tower-shield, Valcor will stand toe-to-toe with any foe and will live to tell the tale. Valcor is the master of the Order of Foot Soldiers.

### EMBER THE RANGER



The solemn Ranger, and one-time personal guard of the king. After years of living on the land, she has honed her senses to be as keen as those of her dear companion Fáelán the Wolf. This pair is certain to pick off any strays rushing across the battlefield. Ember is the master of the Order of Archers.

### MIDNIGHT THE SORCERESS



The mysterious Sorceress, and queen of an unknown kingdom in an unknown realm. Severe in battle and sassy off the field, she'll leave her enemies charred to dust with her mastery of Area of Effect attacks. Midnight is the master of the Order of Sorcerers.

### FELICITY THE MASTER HEALER



The cheerful Master Healer, and selfless aid to all in need. With the ability to protect her Allies from damage, heal them when they receive it, and summon a Guardian made of light & æther to protect those in need, she'll make sure everyone gets out of this alive. Felicity is the master of the Order of Clerics.



## CYRUS THE PSIONIC WARRIOR



The competent Psionic Warrior, who rides his griffon Gabriel from kingdom to kingdom seeking people truly in need. With the psionic ability to enhance his own strength, make his flesh as hard as steel, and even heal himself and others, Cyrus is “good at everything”.

## RAPHAEL THE PSION



The terrifyingly powerful Psion, and high advisor, as well as cousin, of the king. With no interest in wasting resources, time, or lives, he brings victory by breaking the rules of both combat and of reality. He is always seeking to cut to the endgame. Raphael is the master of the Order of Psionists.

## BOLESLAW THE MAGE



The wise aged Mage, and dearest companion of the current king's late father. Age has taken its toll on Boleslaw (pronounced bo-leh-swahf) making him too fragile to leave the safety of the towers. But with age comes the grace of experience, ensuring that his attacks never miss, that distance is of no import, and that his more youthful allies will always have the counsel and support they need.



## SECTION G2: THE HIREABLES

### FOOT SOLDIERS



**LEVEL 1**



**LEVEL 2**



**LEVEL 3**

The Order of Foot Soldiers consists of young men forcibly recruited to protect the kingdom, expert swordsmen anxious to serve the kingdom, and veteran soldiers for whom battle is a laughing matter. Without a few of these defensive gentlemen to slow the enemies down any army will be hard pressed to find victory.

### ARCHERS



**LEVEL 1**



**LEVEL 2**



**LEVEL 3**

The Order of Archers consists of enthusiastic young women recruited to pick off the strays, expert bow-women ready for any threat, and veteran archers who are in the king's personal guard. Without these range-ready ladies, sprinters and flying foes will make a mockery of your defensive structure.





## CLERICS



LEVEL 1



LEVEL 2



LEVEL 3

The Order of Clerics consists of pleasant young women with the ability to heal their allies, devoted healers who offer blessings of protection, and saintly women whose very presence encourages supernatural healing. Without a Cleric to support your team, your defensive structure will quickly crumble under the burden of pain.

## PSIONICISTS



LEVEL 1



LEVEL 2



LEVEL 3

The Order of Psionicists consists of young telekinetics hoping to “earn their sleeves” who can entrap their foes, skilled wayfarers who can forcibly teleport foes, and powerful sages who can tear open time and space to alter realities as they happen. Without a system-breaking Psionicist, you’ll find yourself hoping instead of knowing.

## SORCERERS



LEVEL 1



LEVEL 2



LEVEL 3

The Order of Sorcerers consists of haughty spell casters anxious to show off their skills with fire, matured spell crafters able to harness ice to aid their allies, and experienced wizards with the power to scorch entire areas of the battlefield. Without a crit-happy Sorcerer, you’ll find yourself outrun by some, and overrun by the rest.



## SECTION G3: THE BESTIARY OF MONSTERS



### GOBLIN PEON

Not exactly happy to be here; they know they are fodder.

*Art by: James E. Shields*



### GOBLIN BERZERKER

Totally out of their minds, they are fast and dangerous.

*Art by: Angel Lopez*



### GOBLIN SLINGER

Almost cute enough to spare. ...Almost.

*Art by: Dominic Foong*



### GOBLIN SPAZCASTER

These ADD poster-children accidentally learned to use magic.

*Art by: Dominic Foong*



### KOBLINKAZE

On the list of things that we hoped goblins would never figure out.

*Art by: Dominic Foong*



### GOBLIN ICARUS

Oh yay, more flying goblins! Now armed with throwing knives.

*Art by: Dominic Foong*



### WAR ORC

Not as bright as they look, these guys are the meat of the foe's army.

*Art by: David Hueso & Phua Sze Jin*



### ORC ARCHER

Among the more civilized orcs, these guys are heavily trained.

*Art by: Joshua Calloway*



### ORC MAGE

Surprisingly adept, and not nearly rare enough.

*Art by: Joshua Calloway*





### ORC BOMBADIER

A goblin bomb in the hands of an orc too dumb to put it down.

*Art by: Joshua Calloway*



### GREY PIXIE

Even the youngling four-wingers are a force to be reckoned with.

*Art by: Tadas Sidlauskas*



### ORC CROSSBOWMAN

Heavily trained and heavily armed, these orcs have very long range.

*Art by: Phua Sze Jin*



### GOBLIN SPY

Too fast and sneaky to catch; shoot them early or they'll go all the way.

*Art by: Dominic Foong*



### ETTIN CLUBBER

Twice as dumb as your average foe, but they hit twice as hard.

*Art by: Angel Lopez*



### BATTERING RAM

Primitive but effective goblin siege equipment. Shoot what pushes it.

*Art by: Joshua Calloway*



### BRIDGE TROLL

Slow, but largely invulnerable. They wield long, um, ...“weapons”.

*Art by: Tadas Sidlauskas*



### BALLISTA

Advanced goblin siege works. Stop it quickly as it only targets the castle.

*Art by: Joshua Calloway*

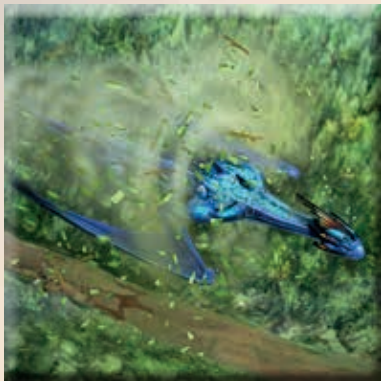


### GOBLIN MUTANT

They got bored of building stuff, so they started genetic engineering.

*Art by: Dominic Foong*





### WIND DRAKE

Surrounded by tornadoes, they're immune to almost everything.

*Art by: Dominic Foong*



### ORC WAR MAGE

Magic, mutagenics, and anger issues. Everything horrible in one place.

*Art by: Phua Sze Jin*



### FIRE DRAKE

Fully able to torch whole areas. Plan well & they'll toast their own.

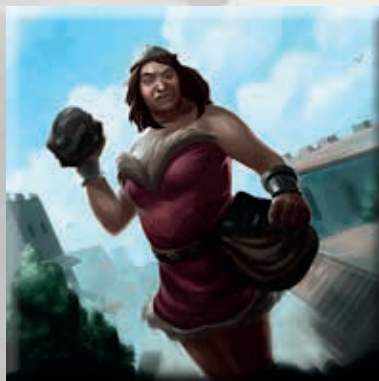
*Art by: Dominic Foong*



### CATAPULT

Terrifying, boulder-hurling, goblin siege equipment with great range.

*Art by: Joshua Calloway*



### BALLISTIC GIANT

The lovely wives of the gentlemen below. Truly a lose-lose situation.

*Art by: Adelson Tavares*



### GREY FAIRIE

Their wings and hopes destroyed, they are now bent on destruction.

*Art by: Adelson Tavares*



### FURIOUS GIANT

Oh yes, and then there's these guys.

Have fun. ;)

*Art by: Adelson Tavares*



## SECTION G3: THE BOSSES



### GOBLIN GOLEM

Golem Assembling!

The worst of all goblin inventions, the Goblin Golem is not a single entity but innumerable goblins working together as one. They now endeavor to collect your Armory Weapon and assimilate it.

*Art by: Angel Lopez*



### LORD SORYMON

Clever Summoner!

The goblin brains behind the hordes, Lord Sorymon has been building an army in secret for years. His powerful magic and smooth jams will summon new foes bearing “The Green Foot of Sorymon.”

*Art by: Jason Juta*

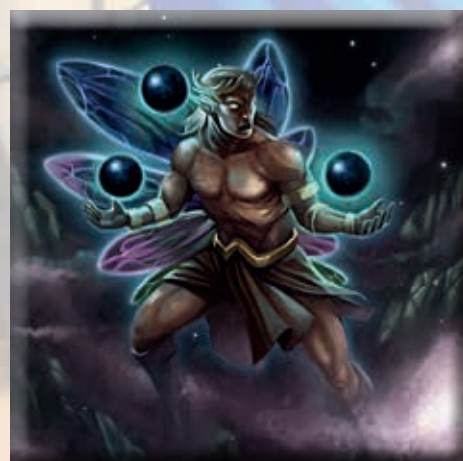


### LIGHTNING TROLL

Energy Beast!

A primitive Armory Weapon gone wrong. The Lightning Troll was missing for years but has now turned back toward its home. From here on out we leave genetic engineering to the bad guys!

*Art by: Matt Bulabao*



### GREY FAIRIE KING

Enemy Royalty!

The journey to become the Grey Fairie King is a long one, full of pain and violence; this is now all he knows. With all 8 wings, and a desire to rule every realm, the Grey Fairie King swarms upon your castle.

*Art by: Adelson Tavares*





## PYRAMID AVATAR

Ancient Enchanter!

Riding upon a beast as legendary as himself, the Pyramid Avatar rides The Camel through ancient glory. Enchanting all who serve him with ancient runes, his armies are the toughest in the world.

*Art by: Adelson Tavares*



## GIANT BOULDER

Giant ...Boulder!?

Providing cover to all who push, or get squashed by, it, the Giant Boulder is exactly what it sounds like... a Giant Boulder. Being nearly indestructible, it's going to be a lot harder than one might think.

*Art by: Joshua Calloway*



## SKY TITAN

Wandering Titan!

Unreasonably large, and toting a pretty massive superiority complex, the Sky Titan refuses to be found second-rate. He has therefore come to challenge our king and his Armory Weapon. Only with a clever strategy, and a lot of hiding, do we stand a chance.

*Art by: Adelson Tavares*



# SECTION H: HAVING FUN WITH GAME PLAY VARIANTS

## Solo Play:

So, nobody's free tonight, you're craving a good game, and playing Chess against yourself just feels like a lie; because you always let yourself win anyway, right? Well, GOOD NEWS! TKA can be played with only one Player! Just set up the map as you like, follow the rules on the Wave Card for one Hero set-up and modifications, and have at it!

Alternately, you may choose to play two or more Heroes by yourself (super fun!). Note that the Wave Card details the number of *Heroes*, not the number of *Players*.

If do you choose to play solo with only one Hero (also a lot of fun as you really feel like you're building a team with your much needed Hireables) you may choose one of the following:

- 1) Start with 150g to spend before the 1st Wave begins to take the edge off of the first two Waves (you'd be surprised how much damage a few Goblins can dish out when you're the only one taking it!).
- 2) Select your Hero's primary Equipment item as one of your two starting items (locked).
- 3) Select your Hero's special Reinforcement card to be the top one of the Reinforcement Deck.

## Ettin Heroes:

Each Player controls two Heroes that combine their stats and action options to create a two-headed, over-powered, Ettin-Hero. Consult diagram H-1 below.



- The Player may choose either Hero Token to represent his Ettin Hero.
- For each Major Statistic with a “+” the Ettin Hero totals the stats of the two Heroes.
- For each “Green - Up Arrow” the Ettin Hero uses the Higher of the two Heroes’ Stats.
- For each “Red - Down Arrow” the Ettin Hero uses the Lower of the two Heroes’ Stats.
- Each Ettin Hero starts with 3 locked pieces of Equipment, instead of the usual 2, and may equip up to 3 as well.

*Note: New Equipment purchases follow the exact same set of rules as a normal game.*

*Diagram H-1 ~ Ettin Heroes*

Now, the Foes get bonuses too, of course!

- The number of Monsters per Wave increases by +2; this is on top of the mod from the Hero Scaling Grid.
- All regular Monsters enter the board with +3 Hit Points.
- All Bosses are also Ettinified also! Draw 2 Bosses for every 1 that is normally scheduled to show up. They combine into 1 Ettin-Boss and therefore bear the same Major Statistic combinations that the Heroes do. They, or shall we say, it, will always take both of their action sets, noting that whichever Boss was drawn first will always act first (Upkeep, Movement as above, Attack set x2). Bosses that damage other Foes will not damage themselves, as they count as only 1 Foe. Choose either Boss Token to represent the Ettin Boss.



### 3 Stars:



- Receive Gold bonuses for taking no Castle Damage on a Wave, but penalties if you do!
- Any Wave that you complete without taking any Castle Damage, you gain +1 Reward Card.
  - Any Wave that you complete without taking any Hero or Hireable Damage, you gain +1 Reward Card.
  - Any Wave that you complete in which your Castle Gate takes damage, you lose 1 Reward Card for every 3 damage, or portion thereof, that it had taken this Wave.
  - There is no Reward Penalty for damaged Allies.

### Jump Start (Adjustable Play Time Mode #1):

Choose a starting point, Wave 2 or beyond, and play from there!

Whenever playing in this manner the following three rules apply:

- 1) All effects and requirements on the chart below must be applied/fulfilled.
- 2) All starting Rewards must be spent before the start of your first Wave, save for a maximum of 200g that may be held over for future Waves.
- 3) No Armory Cards may be purchased until 1 entire Wave has been successfully played through.

After the selected first Wave is completed, all subsequent Waves play normally, with normal Rewards, normal Hit Points tracking, and no buying requirements or caps.

Jump Start ~ 2-4 Heroes	Wave 2	Wave 3	Wave 4	Wave 5	Wave 6	Wave 7
Starting Reward Cards	3	5	9	14	20	27
Castle Gate HP Mod	-1	-2	-4	-6	-8	-10
Offensive Ally HP Mod	-2	-3	-4	-6	-7	-8
Other Ally HP Mod	-1	-2	-3	-4	-5	-6
Req. Extra Towers	0	0	1	1	2	2
Req. Unlocked Equipment	0	1	2	3	4	4
Req. Hireables	0	1	2	2	3	3
• Hireable Max Level	1	2	3	3	3	3
Max Reinforcement Cards	1	2	2	2	3	3
Est. Play Time, End Wave 5	1hr45m	1hr25m	1hr5m	40m	-	-
Est. Play Time, End Wave 7	2hrs45m	2hr25m	2hr5m	1hr40m	1h15m	45m

Diagram H-2 ~ Jump Start Table

*Note: Allies with the ability to Heal may start with 3 less Damage on themselves than that which is listed above. Otherwise the presence of occasional healing has been accounted for.*

### Single Wave Play (Adjustable Play Time Mode #2):

Using the Jump Start Table above, set up any Wave; play it as your only Wave, treating it as the Final Wave.

- If playing Wave 2, 3, 4, or 5 there will be 1 Boss Monster.
- If playing Wave 6 or 7 there will be 2 Boss Monsters.



## The Gauntlet: (Survival Mode)

The Monsters never stop! How long can you survive an endless Wave?

Consult diagram H-3, on the next page, and select which Wave (difficulty level) you wish to challenge.

The following rules apply to all Gauntlet challenges:

- You never advance to the next Wave but forever deal with the one selected, giving 7 possible difficulty levels.
- Before the first Foes' Round you receive the listed number of Starting Towers, along with the listed number of Starting Reward Cards that you may spend on most anything you like. Restrictions: Maximum 1 pre-game Armory Card, and Maximum 2 pre-game Reinforcement Cards.
- The Castle Gate always starts with 25 Hit Points.
- If playing Wave 1, 2, 3, 4, or 5 all rules for "5 Wave Game" apply, if playing Wave 6 or 7 all rules for a "7 Wave Game" apply, including Armory Card costs, except there will only ever be one Boss arriving at a time.
- As all modifications by number of Heroes are listed in the charts below, ignore the "Number of Heroes" section on the Hero Scaling Grid.
- On the first Foes' Round the listed number of Monsters arrive.
- At the start of each subsequent Foes' Round, the listed number of Monsters arrive. (Remember, you're always on the same Wave Number.)
- At the end of each Foes' Round, a mini Between Waves phase occurs where no Rewards are gained, but Allies Heal with the listed bonus (yes, every Round!), Equipment may be traded, and held Rewards may be spent. Allies may not reposition during this time, and Negative Status Effects are not removed from the Allies.
- At the end of every third Foes' Round, the Players get are granted a very small amount of Reward Cards to help rebuild their battered forces, see chart. At this time defeated Heroes may be revived at half the normal Healing Rate (Round down); Hireables as usual, remain defeated and cannot be rehired.
- Effects that last "until the end of the Wave" last until 3 Player Rounds end, start counting the moment you use it; while effects that can be used a maximum of once per Wave can now be used every Round.
- Thematic Behavior rules do not apply during Gauntlet mode, and Heroes never need to be assigned to a Tower.
- Finally, Bosses will appear periodically during this insanity, on the Foes' Rounds listed below. They will always enter after every other Monster for that Round has entered. Defeated Bosses should be removed from the game to keep variety alive. If ever you Defeat all the Bosses, reshuffle them all back into the pile!

*Tip: Though the map may be set up any way the Players like, it is highly recommended that you make the longest map you can fathom! A Wave 7 Gauntlet on a 5x5 Expansion Map is something to be seen!*

*We'd Love to hear how far you made it and what your strategy was! Once you've played, we invite you to post your records in the forums on our website! Tell us which Wave Level was challenged, which Heroes were selected, and the number of Foe Rounds survived!*



“...Never mind,  
I found them!”



Gauntlet ~ 2-4 Heroes	Wave 1	Wave 2	Wave 3	Wave 4	Wave 5	Wave 6	Wave 7
Starting Reward Cards	3	4	7	11	17	23	30
Starting Towers	2	2	2	3	3	3	4
Healing Rate Modifier	+0	+0	+0	+0	+1	+1	+1
Foes on Foes' 1st Round	3	5	7	9	11	13	15
Foes on all other Rounds	7	7	7	7	7	7	7
Monster Selection d12 Mod	+0	+0	+0	+0	+0	+0	+0
Rewards Every 3 Rounds	2	2	3	3	4	4	5
Boss Every 'x' Rounds	7	5	5	4	4	3	3

Diagram H-3 ~ The Gauntlet Table

Note: The Gauntlet cannot be beaten. It can only be challenged! Though if you manage to actually cycle the Boss stack, you can rightfully claim that you've beaten it, and nobody will argue.

For Jump Start, Single Wave Play, and Gauntlet charts for 1 Hero, and for 5-7 Heroes, visit our website.



*A call to arms!*  
*The Hordes are again assembled on the horizon!*  
*The time has come to take what you have learnt*  
*and defend the castle once more! Gather your friends,*  
*and together, we will claim our victory!*  
*For King and Family!*



# SECTION I: ...WOULD LIKE TO THANK...

The following section is one of the most important ones: the one where we thank the amazing individuals and families that have helped this game get into your hands. Those who have put in countless volunteer hours donating their time, many talents, and those who have given generously of their treasure.

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





FROM ALL OF US TO ALL OF YOU

THANK YOU, GOD BLESS, &  
HAPPY GAMING!





# QUICK GUIDE

 Actions (APs)	 Move Rate	 Flying
 Action Cost (AC)	 Red Path Arrow	 Pushable
 Passive (No AC)	 Yellow Path Arrow	 Untankable
 Hit Points	 Tank Number	 Unstoppable
 Heal Rate	 Dodge Value	 Teleport
 Melee Type	 Range	 Bleed
 Ranged Type	 Hitroll	 Burn
 Supernatural Type	 Castle Only	 Slow
 Melee Damage Resistance	 Automatic	 Stun
 Ranged Damage Resistance	 Damage	 Bless
 Supernatural Damage Resistance	 Crit Range	 Primary Attack (PA)
 Non-Resistible	 Crit Mod	 Level Cost
 Immune	 Area of Effect (AOE)	 Varies by Level
 Special Value	 Insta-Defeat	 N/A - No Statistic

## GAME ORDER

- 1) Set up, Hero Selection, & Seating
- 2) Wave 1
  - Monster Entry & 1st Round
  - Repeat: Player's Rnd, Foes' Rnd
- 3) Between Waves Phase
- 4) Middle Waves
- 5) Between Waves Phase
  - Repeat 4 & 5 until Final Wave
- 6) Final Wave & Boss Entrance
- 7) Win or Loss

## MONSTER TURN ORDER

UPKEEP ~ MOVE ~ ATTACK

## BETWEEN WAVES PHASE

- Step 1: Heal!
- Step 2: Get the Gold!
- Step 3: Spend the Gold!
- Step 4: Make Change & Shuffle
- Step 5: Equip Heroes
- Step 6: Reposition Allies
- Step 7: Start the Next Wave
  - Building new Towers (100g)
  - Selling unwanted Towers (+50g)
  - Hiring Hireables (V)
  - Upgrading Hireables (V)
  - Unlocking Equipment (150g)
  - Buying new Equipment (100g)
  - Selling *unlocked* Equipment (+50g)
  - Reinforcement Cards (200g)
  - Armory Card (900g 5W - 1,200g 7W)

## VICTORY & DEFEAT

### Condition for Victory:

- 1) Defeat every Foe on every Wave, including the Boss(es), while at least 1 Hit Point remains on the Castle Gate.

### Conditions for Defeat:

- 1) All Heroes Knocked Out (Defeated) in a single Wave.
- or-
- 2) Castle Gate reduced to zero Hit Points.