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EsotericOrderGamers

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Game: **B.SIEGED: SONS OF THE ABYSS**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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B-SIEGED

SONS OF THE ABYSS

SETUP

Assemble the boards with the **citadel board** in the center. Rotate the **catapult** so that it faces north (N).

Use the side of the **enemy field boards** based on the number of **spawning points**: for a standard difficulty game, 1 spawning point per hero in total (ie, one on each board).

Divide the **Resource cards** into 4 decks (**Armory, Market, Tavern and Sorcery**) and shuffle them. Place the decks facedown on the corresponding spaces in the **Resources** section of the **card sheet**.

Shuffle the deck of **Event cards** and place it facedown on the **Event** space on the card sheet. Optionally, players may customize the deck to match the desired difficulty setting. The deck must contain at least 12 cards.

Shuffle the deck of 48 **Enemy cards** and place it facedown on the **Enemies** space on the card sheet.

Sort the **Special Ability tokens** into 4 facedown piles according to their level.

Choose an enemy field. One at a time, draw 3 cards from the Enemies deck and place one on each of the 3 **spawning spaces**. Repeat this process for the other 3 enemy fields.

Draw from each Resource deck as many cards as there are heroes and place them facedown on the **Season Resources** spaces of the card sheet.

Place the **Time token** on the first round of Spring on the **seasons board**.

Depending on the number of players, each player picks 1 or 2 heroes and takes the matching figure(s) and hero dashboard(s).

# Players	1	2	3	4	5	6
# Heroes	4	4*	6*	4	5	6
# Spawning Points	4	4	6	4	5	6

* 2 heroes each. Players with 2 heroes choose in which order their heroes act during the Heroes phase.

Each hero gets 1 **Morale**, 1 **Gold**, and 1 **Food** token. Morale starts at 5, Gold at 1, and Food at 3 of the corresponding hero dashboard tracks. A hero cannot have more points than the corresponding track allows; additional points earned are ignored.

Take 3 **Divine Grace** tokens per hero. One hero takes the **First Hero token** and is the first hero during the first round of Spring.

If the effect of a card or component contradicts the rules, the card or component effect has precedence.

DIFFICULTY SETTINGS

Footman

When a **disruption** occurs, the Avatar does not appear.

Enemies do not pursue the messenger during the return stretch. *Optional: Use only 1-3 Level Events.*

Knight

When a **disruption** occurs, the Avatar appears as normal.

Enemies do not pursue the messenger during the return stretch. *Optional: Use only 1-5 Level Events.*

Defender

When a **disruption** occurs, the Avatar appears as normal..

Enemies pursue the messenger during the return stretch.

Optional: Use all 1-10 Level Events.

Optional: Players do not start with any Divine Grace tokens.

GAME SEQUENCE

The game is made up of 4 **seasons**, each of which comprises 3 **rounds** of 3 **phases** each. Use the **seasons board** to keep track of the round and season being played.

1. SETUP PHASE

1) EVENTS

Skip this step on the first round of the game.

Advance the Time token to the next circle on the seasons board.

Discard the active Event card if there is one, then **draw a new Event card** and place it on the **Active Event** space.

2) THE MESSENGER'S TURN

In the first round, decide which enemy field the messenger will travel through towards the outskirts and place its token on that zone 1. He does not advance the round he enters the game.

The **messenger** must advance 1 zone provided there are no enemy units in the zone he is currently in, or the zone he must advance to.

If at the beginning of the Enemies phase there is at least 1 enemy unit in the same zone as the messenger, the enemy unit kills the messenger. The enemy units in that zone do not take any other attack or march actions that round.

If the messenger hasn't managed to leave an enemy field by the end of round 7, he won't have enough time to return to the citadel by the end of round 12 and the game is lost.

DEPARTURE

During departure, the messenger's path is: zone 1 > zone 2 > zone 3 > outskirts (leaves the board).

♥ If during departure the messenger manages to leave the enemy field, all heroes earn 2 **Morale**.

The round after the Messenger leaves the board, draw 1 **Compass card** at random to find the enemy field on whose zone 3 the messenger will reappear to start the return stretch. If there are any enemy units on that zone 3, the messenger cannot reappear that round, and players will have to wait until the next round (no new Compass card is drawn).

RETURN

During return, the messenger's path is: zone 3 > zone 2 > zone 1 > the citadel.

The round in which the messenger returns, spawn 2 standard assault units in his zone 3. From now on, as long as the messenger is alive, spawn 2 standard assault units in that zone 3. These pursuing units are added in addition to the normal spawning in that zone.

When the messenger advances from zone 1 into the citadel, the messenger is placed on the wall and can be hit, just like a hero. The messenger only has 1 'hit point', but if there are heroes on that side of the wall with him, players can assign the hits from Gargohs and Krohns to those heroes. However the attack of Mölens affects an entire quarter and will kill the messenger (unless an effect prevents it). If there are Krohns in a zone 1 and the messenger is alone on the adjacent wall, the Krohns advance to the citadel, since the messenger is not a hero.

Players must still finish the round normally. At the end of the round the messenger advances to the citadel itself, and players win the game if there is at least 1 hero alive on the board.

MESSENGER DEATH & RE-ENTRY

♥ If the messenger dies, all heroes lose 1 point of **Morale**. If that loss would kill a hero, the hero is left with 1 **Morale**.

During *The Messenger's Turn* step of the following round, if the messenger died during the departure stretch, place a new messenger on zone 1 of an enemy field in which there are no

enemy units. If there are enemy units on all zone 1s, you cannot place the messenger and you must wait for the next round.

If the messenger died during the return stretch, draw a Compass card and place a new messenger on zone 3 of the corresponding enemy field as long as there are no enemy units in that zone. Otherwise, you must wait until the next round (no new Compass card is drawn).

The new messenger does not advance on the round he reenters the game.

3) ENEMY SPAWNING

Choose an enemy field and **make a summoning roll with the Spawn die for each spawning point on zone 3.**

Check the card on the space that matches the symbol rolled to find the type and amount of enemy units that spawn in zone 3 (depending on the season). If there are 2 spawning points, make a second roll. Then **place the required figures on zone 3**. Repeat these steps for the other 3 enemy fields.

The number below a season's icon on an Enemy card is the number of enemy figures of that type that appear in that season.

If an Enemy card has *Standard* and *Elite* below the name, one of the enemy figures spawned will always be an elite unit.

If you roll the same symbol 3 times in a row while making Summoning rolls, a disruption occurs and an Avatar appears.

2. HEROES PHASE

Starting with the player with the First Hero token and going in clockwise order, **each player takes a turn with each of their heroes**. The hero taking actions at a given time is the **active hero**.

Once all heroes have performed their actions, the player who has the First Hero token gives the token to his other hero (if he controls 2 heroes) or passes it to the player to their left.

ACTIONS

An active hero can perform 3 of the following actions on his turn.

↑ The active hero may also use as many stored Resource cards as desired. This is not an action unless the card has a **highlighted Class icon**.

The active hero may also discard any *permanent* and/or *discard* cards on their hero sheet without triggering their effect(s). This is not an action.

ATTACK FROM THE WALLS

The citadel is divided into 4 **quarters**: North, East, South and West. Each quarter comprises a side of the wall and 2 buildings. More than 1 hero can occupy the same side of the wall, and heroes may spend one or more consecutive actions to attack.

To perform an attack action from a side of the wall against the adjacent enemy field, place your active hero on that side and make an **attack roll**.

All heroes can attack without needing a weapon or card on their hero dashboard. By default, **heroes roll 1 red attack die** (unless a starting ability allows them to roll more).

Army cards with the **highlighted Class icon** can only be used to attack the adjacent enemy field, unless the card states otherwise.

The **base target number** depends on the zone being attacked:

Zone 1: 4+ **Zone 2:** 5+ **Zone 3:** 6.

A hero's total **Strength** is the sum of their base **Strength value** ★ plus **Strength bonuses** from Resource cards and special abilities.

If an enemy unit's **Resistance** ♥ is higher than the hero's total **Strength**, the enemy ignores the attack. **If the hero's total Strength is equal to or greater than the enemy's Resistance, that enemy is destroyed.**

♥ When attacking from the wall, a hero earns 1 **Morale** for each attack action he performs in which at least 1 enemy unit is destroyed or at least 1 **Vinculum** point is removed from the Avatar.

REPAIR A DAMAGED BUILDING

Whenever an attack or effect damages a building, place a **Damaged/Destroyed Building token** on it with the *Damaged* side faceup.

A damaged building cannot be used.

♥ The active hero may spend an action and 2 **Gold** to repair a **damaged building**. The hero earns 2 **Morale**. Place the hero figure on the building and remove the **Damaged/Destroyed Building token**. If the player wishes and the hero has available actions, the hero may then spend an action to use the building.

A damaged building that is hit again is **destroyed**. Flip the token to the *Destroyed* side. A destroyed building cannot be used and can only be repaired via Resource cards or special abilities.

EXCHANGE RESOURCE CARDS WITH ANOTHER HERO

A hero may give Resource cards from their hero dashboard to another hero and/or receive Resource cards another hero has stored.

USE THE CATAPULT

The **catapult** does not belong to any quarter and can be accessed by a hero from anywhere in the citadel. There can only be 1 hero on the catapult, and the active hero can perform 2 types of actions: **orient** and **shoot**.

Orient: If the catapult is not facing the enemy field you want to attack, the hero must spend an action on their turn to orient it. **Roll the Catapult die:** on ☼, the action is spent but the catapult gets stuck and does not move.

Shoot: Spend an action and roll the **Catapult die**. The result is the number of enemy units destroyed in zone 3 of the enemy field the catapult is pointed towards. If the attacked unit is an Avatar, the number is the amount of **Vinculum** points it loses. ☼ or ☐ results are misses.

A ☼ cannot be changed by the use of a **Divine Grace** token.

If a hero shoots the catapult and the messenger is on the chosen zone 3, a result higher than the number of enemies in the zone kill the messenger.

Catapult attacks have a fixed Strength value of 4, independent of the hero's own Strength. Successful catapult attacks only grant 1 **Morale** to the hero who shot, regardless of how many enemies were destroyed (as long as at least 1 was destroyed).

The catapult is not a building: it cannot be hit by Mölen attacks, players may not place Reinforced tokens on it, and it cannot be destroyed. Any effect that affects buildings does not affect the catapult unless it specifically says so.

A hero can use the catapult more than once in a row during their turn, spending as many actions as desired to orient and/or shoot.

OBTAIN RESOURCES AT THE CITADEL

To obtain a resource or use a building, place the figure of the active hero on the building (no matter where the hero is) and spend an action.

A hero may not use the same building twice in a row during their turn. There may not be more than 1 miniature on the same building at any given time.

3. ENEMIES PHASE

Before this phase begins, if there are no enemies in a zone in which **tactics cards** are placed, those cards are discarded with no effect.

Each enemy unit must perform a single action: **attack** or **march**.

1) TACTICS



Trigger Resource cards with the **tactics icon** that are on enemy fields in an order chosen by the players. Unless a card states otherwise, these only affect the zone they are on. Once their effects are resolved, they are discarded.

2) ATTACK

Choose an enemy field. Starting with enemy units in zone 1, each unit performs an **attack** against the corresponding adjacent quarter (only if the unit is in the zone from which that type of unit must attack, as indicated by the icons on the enemy field). Then, units in zone 2 attack, and, finally, units in zone 3.

Standard enemies perform 1 attack; elite enemies perform 2 attacks. **Enemy unit attacks hit automatically.**

Once all enemy units in the chosen enemy field are able to attack have attacked, enemy units in the enemy field to the left make their attacks, and so forth until all enemy units in all enemy fields which must and can attack have done so.

The different types of enemy units perform attacks that affect heroes and buildings differently.

♥ **A hero loses 1 Morale per hit received.** If there is more than 1 hero in a quarter affected by an attack, players decide how hits are split among the heroes.

A building becomes damaged if it gets hit. If it was already damaged, it is **destroyed**.

3) MARCH

Choose an enemy field. Starting with enemy units in zone 1, each unit that has not yet attacked this turn **advances** (as indicated by the icons printed on the field). Then, units in zone 2 advance, and, finally, units in zone 3. Then complete enemy attacks in the next field to the left, and so on.

The only units which may advance from zone 1 to the citadel are **assault units** (Krohns) and the Avatar. If, during the Enemies phase, there is an assault unit on a zone 1 that hasn't attacked this turn and there are no heroes on the adjacent side of the wall, the assault unit advances during its turn and goes over the wall.

The Avatar also follows this rule, but it advances even if there are heroes on the adjacent wall. If an assault unit or the Avatar reaches the citadel the players lose the game.

If this is the third round of a Season, proceed to the End of Season phase. Otherwise, the current round ends and a new one begins with the Setup phase.

4. END OF SEASON PHASE

On the round in which the messenger arrives at the citadel or the third round of Winter, only the *Consume Food* step is necessary.

1) CONSUME FOOD

Every hero must pay 2 Food. A hero that cannot pay the necessary amount of Food dies and leaves play.

2) DETERMINE ENEMIES

Remove the 3 Enemy cards from each summoning board and replace them with 3 new cards drawn from the Enemies deck.

3) RENEW RESOURCES

Discard from the game any Resource cards left on the **Season Resources** section. Draw from each Resource Pool deck as many cards as there are heroes, then place them facedown on the **Season Resources** spaces of the card sheet.

If there are no cards left of a class, shuffle the discarded cards of that class to build a new Resource Pool deck.

ENEMIES

On each zone, icons indicate the actions enemy units on that zone must perform during the Enemies phase, as well as the base target number heroes must score with their attack rolls to hit enemy units in that zone.

Stars indicate the unit type: assault ★, support ☆, or heavy ☆☆☆.

☼ indicates the enemy unit must attack if it began the Enemies phase in that zone.

➡ indicates the enemy unit must advance 1 zone if it started the Enemies phase in that zone.

RUNNING OUT OF FIGURES

During the Enemy Spawning step, if you need to place an enemy unit on the board but there are no figures left of that type, first place all of the figures required by the spawn card that are available. Then, no matter the number of figures missing, add extra figures as follows:

If you need 1 or more Krohns, place 2 Gargohs instead (1 Elite + 1 Standard).

If you need 1 or more Gargohs, place 1 Mölen instead.

If you need 1 or more Mölens, place 3 Krohns instead (1 Elite + 2 Standard).

If you need an elite unit and you only have standard units left, you must use a standard unit figure instead, and vice versa.

If at any point, all enemy units are on the board and another enemy unit must be spawned, a **disruption** takes place.

DEFENCE, DAMAGE, DEATH

DEFENDING BUILDINGS

When a hero figure is on a building, that building is **protected**. If the building receives a hit, the hero takes the hit and the building is not damaged (or destroyed if it was damaged already).

Some Resource cards allow you to place a **Reinforced token** on a building. When a building with one or more of these tokens receives a hit, you may **discard a token to cancel 1 hit**. If a building has a Reinforced token and is protected by a hero, the player decides whether to discard the token or to have the hero take the hit.

A building can have more than 1 Reinforced token on it. Each Reinforced token discarded from it cancels 1 hit. You may place Reinforced tokens on a damaged building to prevent further hits, and a damaged building with Reinforced tokens on it can be repaired as usual.

DAMAGE

If there are different types of enemy units in one zone, successful hits (from heroes attacking from the walls or the catapult) must be assigned following this order: **Avatar, Heavy units (Mölens), Support units (Gargohs) and Assault units (Krohns)**.

If there are both standard and elite units of the same type, **hits are first assigned to standard units** and then to the elite units of the same type.

EPIC SACRIFICE

When there are 1 or more Krohns in a zone 1 and there is at least 1 hero on the adjacent side of the wall, all the Krohns must attack; they cannot advance to the citadel, even if they kill the hero.

Thus, it doesn't matter how many heroes are on a side of the wall or how many Krohns are attacking it: if after assigning all the hits to the hero or heroes there are unassigned hits left, it is assumed the heroes sacrifice themselves taking all the hits.

DEATH & RESURRECTION

If a hero runs out of Morale, the hero dies and leaves play.

At the beginning of a turn, before the Events step, if there are any dead heroes, players may choose and resurrect one of them. A hero cannot resurrect if there is another hero on *The Sanctuary*.

Only 1 hero can be resurrected this way each turn. The hero is placed on *The Sanctuary* stripped of all Resource cards, Special Ability tokens and Divine Grace tokens. Morale, Food and Gold tracks are reset to their starting values. Then the First Hero token is assigned to the resurrected hero.

Make a Summoning roll on every enemy field immediately after the hero resurrects.

RESOURCE CARDS

The active hero may use as many Armory, Market, Sorcery and Tavern cards stored on their hero sheet as they want during the **Heroes phase** of their turn.



Using Resource cards is never an action unless the card's **Class icon** is highlighted, in which case the card is always associated with an action.



Pay the **Gold cost** to use the card. The effects are normally triggered as the card is used, but cards with the **tactics icon** are triggered during the Enemies phase.



After using some cards, the active hero earns or loses Morale equal to the Morale value on the card.



These cards have their own **Strength value**, used when the card is triggered. This value does not affect, or is affected by, the Strength value of the hero using the card.



The **Strength bonus** is added to the hero's Strength value when the hero uses the card.



Cards with the **tactics icon** are placed on enemy fields. Multiple tactics cards may be placed in a zone.

If a card effect damages a building and that building is already damaged, the building is not destroyed; instead the card is discarded and the effect does not trigger.



Permanent: A permanent card is not discarded after use. It may be stored on the hero sheet if there is an empty space of the appropriate class and type.



Discard: A discard card is discarded after use. They come in red and orange, and may be stored on the hero sheet if there is an empty slot of the appropriate class and color.



If a hero cannot store a discard card on his hero sheet, the player must either use the card immediately, if able, or discard it with no effect.



Instant: An instant card must be used immediately when it is obtained; it is then discarded. If an instant card forces a hero to lose Morale and that loss would kill the hero, the hero is left with 1 Morale.

USING RESOURCE CARDS

If at any moment you must draw a Resource card and there are no cards in the required deck, you do not draw any card.

If all Resource spaces on a hero sheet have a card stored on them, the hero may not store any new cards. The active hero may use, exchange or discard a card to free a space. If a hero obtains a card and all the spaces of that class and type are full, he may immediately use (or discard) one of the stored cards to obtain an empty space for the new card.

Sorcery & Tavern Cards: When using a Sorcery or Tavern card which affects 1 or more Zones, you may choose the zone(s) of any enemy field(s), unless the card limits this choice.

Market Cards: When you draw a Market card that allows you to draw a Resource card, you must **draw that card from the corresponding Resource Pool deck**, not from the Season Resource deck.

Armory Cards: If a permanent Armory card allows a hero to roll 2 or more red dice in an attack roll, the hero earns 1 Morale per each attack action he performs in which at least 1 enemy unit is destroyed or a Vinculum point is removed from the Avatar.

If a hero can store more than 1 permanent Armory card on his sheet, he can only use 1 of the stored permanent Armory cards in each attack action, and must declare which one he is using before making the attack roll.

MASSIVE ATTACKS

Cards with the *Massive Attack* trait affect several enemies and multiple zones. They always affect zones of the same enemy field (adjacent to the side of the wall from which the hero is attacking) unless they state otherwise. Make the attack roll with as many red dice as the card indicates against *each* affected zone.

If a **massive attack affects an Avatar**, the creature loses 1 Vinculum point for each successful hit. Massive Attack cards do not confer Strength bonuses; each has its own Strength value.

When using a *Massive Attack* card against a zone that contains the messenger, if after rolling the attack dice all enemies are destroyed and there are any unassigned hits left, the messenger dies.

Any **special abilities** which reduce the target number of attack rolls, increase Strength and/or allow the hero to roll additional dice during attack rolls do not apply to *Massive Attack* Armory cards unless the ability specifically states so.

SPECIAL ABILITIES

Heroes may visit the Sanctuary and spend Food to learn up to 4 Special Abilities.

Spend the amount of Food shown on the hero dashboard to draw 2 Special Ability tokens of that current available level and pick one of them (the other token is discarded). The hero may choose to either learn that special ability or to get a permanent **+1 Strength bonus** by using the back of the token.

In order to draw Special Ability tokens of a given level, there must be a token on the previous level slot of the hero dashboard (except for level 1).

A hero can only learn 1 special ability of each level (starting abilities do not count).

The effects of different starting abilities and special abilities a hero has may stack. There may be Special Ability tokens with the same name of the same level or different levels.

DIVINE GRACE

A hero can store up to 3 Divine Grace tokens. The active hero may spend 1 **Divine Grace token** to get a **+1 or -1 modifier to the result of any roll** he performs after making it. The hero may spend as many tokens as desired.

Divine Grace tokens do not allow modifications to Tactics card rolls or the Catapult die.

WINNING THE GAME

All the players win if the messenger manages to leave the board, return to the citadel before the end of round 12, and there is at least 1 hero alive at the end of the round the messenger returns.

The Abyss wins the game if the messenger has not returned to the citadel by the end of round 12; an Assault unit or an Avatar reaches the citadel; the second messenger dies; all heroes are dead at the same time; or there are 5 or more destroyed buildings in the citadel.



GAME SEQUENCE

1. SETUP PHASE

1) EVENTS

Skip this step on the first round of the game.

Advance the Time token.

Discard the active Event card and draw a new Event.

2) THE MESSENGER'S TURN

In the first round, decide which enemy field the messenger will travel through and place it on that zone 1. He does not advance the round he enters the game.

The **messenger** must advance 1 zone provided there are no enemy units in the zones he is currently in or must advance to.

♥ If during departure the messenger manages to leave the enemy field, all heroes earn 2 Morale.

The round in which the messenger returns, spawn 2 standard assault units in his zone 3. From now on, as long as the messenger is alive, spawn 2 standard assault units in that zone 3 in addition to the normal spawning there.

3) ENEMY SPAWNING

☛ Choose a enemy field and make a summoning roll with the Spawn die for each spawning point on zone 3.

Place the required figures on zone 3. Repeat these steps for the other 3 enemy fields. The number below a season's icon on an Enemy card is the number of enemy figures of that type that appear in that season.

If an Enemy card has *Standard* and *Elite* below the name, one of the enemy figures spawned will always be an elite unit.

If you roll the same symbol 3 times in a row while making Summoning rolls, a disruption occurs and an Avatar appears.

2. HEROES PHASE

Starting with the player with the First Hero token and going clockwise, **each player takes a turn with each of their heroes.**

ACTIONS

An active hero can perform 3 of the following actions.



The active hero may use as many stored Resource cards as desired. This is not an action unless the card has a highlighted Class icon.

ATTACK FROM THE WALLS

More than 1 hero can occupy the same side of the wall, and heroes may spend one or more consecutive actions to attack.

By default, **heroes roll 1 red attack die** (unless a starting ability allows them to roll more). The **base target number** depends on the zone being attacked:

Zone 1: 4+ Zone 2: 5+ Zone 3: 6.

A hero's total **Strength** is their base **Strength value** ★ plus Strength bonuses from Resource cards and special abilities.

If the hero's total **Strength** is equal to or greater than the enemy's **Resistance** ♥, that enemy is destroyed. Otherwise the attack is ignored.



A hero earns 1 Morale for each attack action he performs in which at least 1 enemy unit is destroyed or at least 1 Vinculum point is removed from the Avatar.

REPAIR A DAMAGED BUILDING

♥ Spend an action and 2 Gold to repair a damaged building. The hero earns 2 Morale.

EXCHANGE RESOURCE CARDS WITH ANOTHER HERO

Give Resource cards from your hero dashboard to another hero and/or receive cards another hero has stored.

USE THE CATAPULT

Orient: Roll the Catapult die: on ☼, the action is spent but the catapult does not move.

Shoot: Roll the **Catapult die** to find the number of enemy units destroyed in zone 3 of the enemy field the catapult is pointed towards. An Avatar loses that number of Vinculum points. ☼ or ■ results are misses.

Catapult attacks have a Strength value of 4. Successful catapult attacks only grant 1 Morale to the shooting hero.

OBTAIN RESOURCES AT THE CITADEL

Place the active hero on the building and spend an action. A hero may not use the same building twice in a row during their turn, and only 1 miniature can be on a building.

3. ENEMIES PHASE

Before this phase begins, if there are no enemies in a zone with **tactics cards**, those cards are discarded with no effect.

1) TACTICS

☛ Trigger Resource cards with the **tactics icon** that are on enemy fields in an order chosen by the players.

2) ATTACK

Choose an enemy field. Starting with enemy units in zone 1, each unit performs an **attack** against that adjacent quarter. Then units in zone 2 attack, then units in zone 3.

Standard enemies perform 1 attack; elite enemies perform 2 attacks. **Enemy unit attacks hit automatically.**

Then complete enemy attacks in the next field to the left, and so on until all enemies which can attack have done so.

♥ A hero loses 1 Morale per hit received.

A building hit is **damaged**. A damaged building hit is **destroyed**.

3) MARCH

Choose an enemy field. Starting with enemy units in zone 1, **each unit that has not yet attacked this turn advances**. Then, units in zone 2 advance, and, finally, units in zone 3. Then complete marches in the next field to the left, and so on.

If this is the third round of a Season, proceed to the End of Season phase. Otherwise, the current round ends and a new one begins with the Setup phase.

4. END OF SEASON PHASE

On the round in which the messenger arrives at the citadel or the third round of Winter, play only the *Consume Food* step.

1) CONSUME FOOD

Every hero must pay 2 Food or die.

2) DETERMINE ENEMIES

Replace the 3 Enemy cards from each summoning board with 3 new Enemy cards.

3) RENEW RESOURCES

Discard from the game any Season Resources cards. Draw from each Resource Pool deck as many cards as there are heroes, placing them facedown on the **Season Resources** spaces.



GAME SEQUENCE

1. SETUP PHASE

1) EVENTS

Skip this step on the first round of the game.

Advance the Time token.

Discard the active Event card and draw a new Event.

2) THE MESSENGER'S TURN

In the first round, decide which enemy field the messenger will travel through and place it on that zone 1. He does not advance the round he enters the game.

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ACTIONS

An active hero can perform 3 of the following actions.



The active hero may use as many stored Resource cards as desired. This is not an action unless the card has a highlighted Class icon.

ATTACK FROM THE WALLS

More than 1 hero can occupy the same side of the wall, and heroes may spend one or more consecutive actions to attack.

By default, **heroes roll 1 red attack die** (unless a starting ability allows them to roll more). The **base target number** depends on the zone being attacked:

Zone 1: 4+ Zone 2: 5+ Zone 3: 6.

A hero's total **Strength** is their base **Strength value** ★ plus Strength bonuses from Resource cards and special abilities.

If the hero's total **Strength** is equal to or greater than the enemy's **Resistance** ♥, that enemy is destroyed. Otherwise the attack is ignored.



A hero earns 1 Morale for each attack action he performs in which at least 1 enemy unit is destroyed or at least 1 Vinculum point is removed from the Avatar.

REPAIR A DAMAGED BUILDING

♥ Spend an action and 2 Gold to repair a damaged building. The hero earns 2 Morale.

EXCHANGE RESOURCE CARDS WITH ANOTHER HERO

Give Resource cards from your hero dashboard to another hero and/or receive cards another hero has stored.

USE THE CATAPULT

Orient: Roll the Catapult die: on ☼, the action is spent but the catapult does not move.

Shoot: Roll the **Catapult die** to find the number of enemy units destroyed in zone 3 of the enemy field the catapult is pointed towards. An Avatar loses that number of Vinculum points. ☼ or ■ results are misses.

Catapult attacks have a Strength value of 4. Successful catapult attacks only grant 1 Morale to the shooting hero.

OBTAIN RESOURCES AT THE CITADEL

Place the active hero on the building and spend an action. A hero may not use the same building twice in a row during their turn, and only 1 miniature can be on a building.

3. ENEMIES PHASE

Before this phase begins, if there are no enemies in a zone with **tactics cards**, those cards are discarded with no effect.

1) TACTICS

☛ Trigger Resource cards with the **tactics icon** that are on enemy fields in an order chosen by the players.

2) ATTACK

Choose an enemy field. Starting with enemy units in zone 1, each unit performs an **attack** against that adjacent quarter. Then units in zone 2 attack, then units in zone 3.

Standard enemies perform 1 attack; elite enemies perform 2 attacks. **Enemy unit attacks hit automatically.**

Then complete enemy attacks in the next field to the left, and so on until all enemies which can attack have done so.

♥ A hero loses 1 Morale per hit received.

A building hit is **damaged**. A damaged building hit is **destroyed**.

3) MARCH

Choose an enemy field. Starting with enemy units in zone 1, **each unit that has not yet attacked this turn advances**. Then, units in zone 2 advance, and, finally, units in zone 3. Then complete marches in the next field to the left, and so on.

If this is the third round of a Season, proceed to the End of Season phase. Otherwise, the current round ends and a new one begins with the Setup phase.

4. END OF SEASON PHASE

On the round in which the messenger arrives at the citadel or the third round of Winter, play only the *Consume Food* step.

1) CONSUME FOOD

Every hero must pay 2 Food or die.

2) DETERMINE ENEMIES

Replace the 3 Enemy cards from each summoning board with 3 new Enemy cards.

3) RENEW RESOURCES

Discard from the game any Season Resources cards. Draw from each Resource Pool deck as many cards as there are heroes, placing them facedown on the **Season Resources** spaces.

A STREET GUIDE TO MODHELM

THE NORTH QUARTER

THE TAVERN

Spend an action to place the active hero on *The Tavern* and draw 1 **Tavern Resource card**.

THE SMUGGLER'S HIDEOUT

Spend an action to place the active hero on *The Smuggler's Hideout* and **roll the red die**. Check the **Smuggling table** to find out what the hero gets:

- 1 Draw a Tavern Resource card
- 2 Roll a yellow die and earn that number of Gold
- 3 Draw a Sorcery Resource card
- 4 Draw a Market Resource card
- 5 Draw an Armory Resource card
- 6 Roll a yellow die and earn that number of Food

Any Armory, Market, Sorcery or Tavern card a player obtains when rolling on the table must be drawn from the corresponding Resource decks, not from the Season Resources decks as usual.

THE EAST QUARTER

THE BARN

Spend an action to place the active hero on the *Barn* and **roll the yellow die**. The number rolled is the amount of Food the hero earns.

THE ARMORY

Spend an action to place the active hero on *The Armory* and draw 1 **Armory Resource card**.

THE SOUTH QUARTER

THE SANCTUARY

Spend an action to place the active hero on *The Sanctuary* and:

Obtain a Food and a Divine Grace token *or*

Learn a special ability or increase Strength: Spend the amount of Food shown on the hero dashboard to draw 2 Special Ability tokens of that current available level and pick one of them (the other token is discarded). The hero may choose to either learn that special ability or to get a permanent **+1 Strength bonus** by using the back of the token.

In order to draw Special Ability tokens of a given level, there must be a token on the previous level slot of the hero dashboard (except for level 1). A hero can only learn 1 special ability of each level (starting abilities do not count).

The effects of different starting abilities and special abilities a hero has may stack. There may be Special Ability tokens with the same name of the same level or different levels.

THE MARKET

Spend an action to place the active hero on *The Market* and draw 1 **Market Resource card**.

THE WEST QUARTER

THE SORCERY TOWER

Spend an action to place the active hero on *The Sorcery Tower* and draw 1 **Sorcery Resource card**.

THE PALACE

Spend an action to place the active hero on *The Palace* and **roll the yellow die**. The result is the amount of Gold the hero earns.

THE HORDES OF THE ABYSS

KROHNS

★ ASSAULT

Whenever Krohns are spawned in a Summoning roll, one is always be an elite, and the rest standard Krohns.

A Krohn advances 1 zone each round until it reaches zone 1.

A standard Krohn performs 1 attack and has Resistance 1. An elite Krohn performs 2 attacks and has Resistance 2.

Once a Krohn is in a zone 1, if there are heroes on the adjacent side of the wall, the Krohn must attack. If there are no heroes, the Krohn must advance from zone 1 to the citadel and the players immediately lose the game.

Krohn attacks only hit heroes on the adjacent wall. Players must split the hits among the heroes on that side of the wall.

GARGOHS

★★ SUPPORT

Whenever Gargohs are spawned in a Summoning roll, one is always an elite, and the rest standard Gargohs.

A Gargoh advances 1 zone each round until it reaches zone 2.

A standard Gargoh performs 1 attack and has Resistance 1. An elite Gargoh performs 2 attacks and has Resistance 2.

Once a Gargoh is in a zone 2, it must attack. Gargoh attacks hit all heroes in the adjacent quarter (ie, the side of the wall and the 2 buildings in that quarter). Players must split the hits among all the heroes in that quarter. If there are no heroes in a quarter, the attack has no effect.

If the messenger is on the corresponding side of the wall during the return stretch, he can also be hit by a Gargoh attack as if he was a hero.

MÖLENS

★★★ HEAVY

A Mölen does not advance; it must attack from zone 3.

A Mölen has Resistance 3. Each hit from a Mölen subtracts 1 Morale from *all* heroes in the adjacent quarter *and* the catapult.

If the messenger is on the corresponding side of the wall during the return stretch, he is also hit by a Mölen attack.

In addition, all buildings in that quarter not protected by a hero become damaged (or destroyed if they were already damaged). The catapult is not affected by Mölen attacks.

DISRUPTION: THE AVATAR

If you roll the same symbol 3 times in a row while making Summoning rolls, a disruption occurs. Draw a Compass card to choose the enemy field in which the **Avatar** appears (in zone 3). Put the **Vinculum token** on space 10 of the field's Vinculum track.

The enemy field which had the roll that caused the disruption receives a spawn normally.

The Avatar is not considered a unit, has **Resistance 4**, and must advance 1 zone each round.

When the Avatar is in a zone 1 and its turn comes, it advances to the citadel and the players immediately lose the game.

Each hit the Avatar receives reduces its Vinculum value by 1. When this falls below 1, the Avatar is removed from the game. It may only appear *once* during a game.

If the Avatar is already in play and another disruption occurs, the Avatar recovers up to 5 Vinculum points, to a maximum of 10 points.

♥ The hero who destroys the Avatar earns 2 Morale, in addition to any other points earned by the attack.

A STREET GUIDE TO MODHELM

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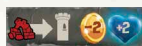
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Alchemist You may double the effects of Sorcery cards you play. This ability works as if the card was played twice*.



Architect Spend a Repair building action and pay 2 Gold to remove a Destroyed Building token from a building. You earn 2 Morale.



Archer's Discipline You hit with 4+ when attacking zone 2.



Archmastery Whenever you spend an action to draw a card at *The Sorcery Tower*, you may draw an additional card from the corresponding Resource Pool deck.



Blessed At the beginning of your turn, you earn a Divine Grace token.

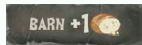


Bloodthirst After you successfully perform an attack action against zone 1 in which at least 1 enemy unit is destroyed or at least 1 Vinculum point is removed from the Avatar, you may perform a free extra attack against the same zone 1 rolling 1 red die.

This attack has a Strength of 3 and is not affected by any other starting abilities, special abilities, card effects or bonuses.



Chicanery Once per round, at the beginning of your turn, you may draw a card from any Resource Pool deck.



Cook Extraordinaire Add 1 to the result of any roll you make to earn Food.



Common Touch At the beginning of your turn, before performing any action, you may draw 1 Tavern Resource card from the corresponding Resource Pool deck.



Cowardice On the last action you perform in your turn, you may end on a space in which there is another

miniature (even buildings or the catapult) and perform the action as normal. If you end your turn on a space in which there is not another miniature, lose 2 Morale.

If a hero starts their turn sharing a space with the hero with *Cowardice* on a building or the catapult, that hero cannot use that building or the catapult and must spend their first action somewhere else in the citadel.



Deadly Strike Your Strength value is increased by 2.



Diamantine Arrow Whenever you perform an attack action from the wall against zone 2, roll 2 additional red dice.



Epic Vigor Ignore up to 1 hit received each round.



Eye of Isherida Once per round, at the beginning of your turn, you may turn faceup the top card of any Resource deck or the Events deck.



Falcon's Sight You hit with 5+ when attacking zone 3.



Filch At the beginning of your turn, before performing any action, you may draw 1 Market Resource card from the corresponding Resource Pool deck.



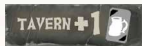
Giant's Strength Whenever you perform an attack action from the wall against zone 1, roll 3 additional red dice.



Gifted and Skilled You get an additional action each round.



Hammer and Forge Whenever you spend an action to draw a card at *The Armory*, you may draw an additional card from the corresponding Resource Pool deck.



Intimidation Whenever you spend an action to draw a card at *The Tavern*, you may draw an additional card from the corresponding Resource Pool deck.



Legendary Armorer Whenever you use a *Massive Attack* Armory card, roll an additional red die against each target zone affected by the card.



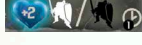
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Martial Mastery You hit with 3+ when attacking zone 1.



Master Armorer You do not pay the costs to play Armory cards.



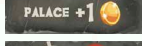
Medical Knowledge Once per turn, you may recover 2 Morale or restore 2 Morale to another hero.



Mercenary Captain You may double the effects of Tavern cards you play*.



Perfect Aim You hit with 4+ when attacking zone 3.



Persuasion Add 1 to the result of any roll you make to earn Gold.



Precise Shot / Discipline You hit with 3+ when attacking zone 2.



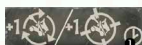
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Rain of Steel Whenever you perform an attack action from the wall against zone 2, roll an additional red die.



Refined Swordsmanship Whenever you perform an attack action from the wall against zone 1, roll an additional red die.



Royal Artilleryman You get an additional action each round to orient the catapult or to shoot the catapult.



Stoicism You do not pay Food during the End of Season phase.



Storm of Steel Whenever you perform an attack action from the wall against zone 3, roll an additional red die.



Strategist You may store red discard Tavern cards in orange spaces in which you can store Market cards.



Uncontrolled Wrath Whenever you perform an attack action from the wall against zone 1, roll 2 additional red dice.



Warlock Grimmoire You can store red discard Sorcery cards in any space in which you can store Sorcery cards.



Web of Contacts Once per round, at the beginning of your turn, you may make a free roll in the Smuggling table as if you were at *The Smuggler's Hideout*.

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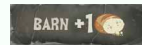


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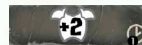
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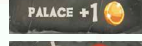
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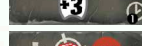
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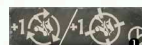
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