

tiny
epic®
Defenders

THE DARK WAR

Expansion Rulebook



Expansion Components



7 Dark War Region Cards (double-sided)



5 Hero Cards



4 Experience Cards



6 General Cards



6 Artifact Cards



6 Epic Foe Cards



More images
coming soon
6 Artifact
Items



1 Mode
Card

Prologue

The *Dark War* has infected Aughmoore. The invading evil could not be thwarted at our borders and its darkness now spreads in every region, leaving villages and homesteads in ruins. Refugees huddle into Caravans to flee for the protection of Edenmoore, but certain death stalks them and their slow, ox-wagons. Aughmoore has never before had a more dire need for Defenders. We must rise up, unite, and risk everything again to preserve what little spirit is left and to protect the few people that remain.



16 Skill Cards



4 XP Tokens



6 Dire Enemy Cards

Dark War Region Components:



6 Caravan
Constructs



3 Fleet Dice
and Boats



Great Tree
Construct



3 Storm
Tokens



Manticore
Construct



6 Death
Tokens



5 Soldier
Cards

Expansion Overview

This expansion adds 6 elements to *Tiny Epic Defenders*:

1. New Heroes, Artifacts, Dire Enemies, and Epic Foes
2. Generals: a new threat that Defenders must overcome
3. War Regions that replace the regular Regions
4. Caravans that must be Escorted to the Capital City
5. Skill Cards and Experience Points
6. Your choice of Campaign Mode or Single Game Mode

Expansion Setup

Setup is the same as a regular game of *Tiny Epic Defenders*, with the following additions and exceptions:

1. Shuffle all the new **Hero**, **Artifact**, **Dire Enemy**, and **Epic Foe Cards** in with their respective types from the base game.
2. Replace the base game's Capital City Region Card with the **Dark War Capital City Region Card**.
3. Randomize and place the **6 Caravans** within reach and with their Region symbols facing down.
4. Give each player an **Experience Card** and an **XP Token** in their color, placing the Token on the "0 space" of the Experience Card's *XP Track*.
5. (A) Shuffle the **Skill Cards** into a Deck and place it near the Artifact Deck. (B) Deal each player **2 Skill Cards**. Players choose 1 to keep and discard the other to the bottom of the Skill Deck. (C) Each Defender places their chosen Skill Card face up next to their Player Card.
6. Place the **Dark War Region Cards/Components** and **General Cards** in the Expansion Box Lid, ready to be added when needed.
7. Place the **Mode Card** in the play area. Before dealing an Epic Foe Card, choose which Game Mode to play:

Choosing a Game Mode

As a group, decide which Game Mode to play:

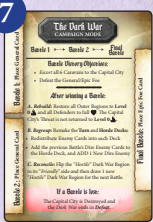
Campaign Mode: "The Dark War" (~60 min playtime, see pg. 8)

OR

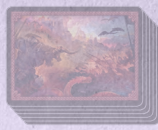
Single Game Mode: "The Great Battle" (~25 min playtime, see pg. 10)



Mode Card



Turn Deck



Skill Deck



Artifact Deck



Deal 2 Skill Cards and then choose 1 to keep

Skill Card



Experience Card



XP Token on "0"



General Cards

The Generals are a new challenge the Defenders must *Fight* during the *Dark War*.

As a rule of thumb, the term “General” and “Epic Foe” are synonymous in regards to Defender and Artifact Abilities.



Skill Cards and Experience Points

During the game, players will **gain Experience Points** (XP) and may spend them to *Use* their Skill Card's Ability. Unless the Skill says “*On your Turn*,” the Defender may use it during any Defender's Turn and in some cases, off Turn.



Gaining Experience Points:


Defenders gain XP (XP Token moves up its track) in the following ways:

- Gain 1 XP by spending 1 when their Defender Card is drawn (see below).
- Gain 1 XP for Defending against an Enemy or Dire Enemy.
- Gain 2 XP for Escorting a Caravan to the Capital City.
- All Defenders gain 3 XP when a General is defeated.

Leveling Up a Defender:

Whenever a Defender reaches 8 XP (the maximum amount, cannot be exceeded), at anytime thereafter they may spend the 8 XP to *Level Up*. After spending the 8 XP, they immediately draw a Skill Card and place it face up next to their existing Skill Cards AND they also restore to full ♥. This action is optional, and a Defender may instead choose to remain at 8 XP.

Preparing for Action:

A new action that a Defender may take ONLY when their Defender Card (not an All Defenders Card) is drawn is to *Prepare*. The Defender spends 1 Action Point to gain 1 XP. They may do this as many times as they have  to spend.



Caravans

Villagers from the Outer Regions have been displaced and, as a Defender, it is your duty to protect these innocent civilians. In addition to defeating the Epic Foe, players **MUST** also complete this objective to achieve victory:

Victory!

Escort all 6 Caravans
to the Capital City **AND**
then defeat the Epic Foe.



All the Caravans MUST be in the Capital City before the Epic Foe can be defeated. Until then, the Epic Foe cannot lose its last Hit Point and will remain at least at 1 ♥.

Add a New Caravan to a Region Each Round:

At the beginning of each Round (including the first),
reveal 1 Caravan from the pile and place in the
corresponding Region with the matching symbol.



Escorting Caravans:

A new action that a Defender may take on their Turn is to **Escort** a Caravan. When a Defender spends an Action Point (AP) to move from a Region that contains a Caravan in it, that Defender

can also **spend 1 Experience Point (XP)** to move the Caravan with them. This action applies only to a “regular Move Action” and not a move enhanced by an Ability. A Defender may **Escort** multiple Caravans at once as long as they spend 1 XP for each. Once a Caravan is in the Capital City, it must stay there.



**When moving,
Spend 1 XP
to also Escort
a Caravan**



Campaign Mode: “The Dark War”

In order to save Aughmoore in Campaign Mode, players must win a **series of 3 Battles** in a row. Each Battle will build off the last, and new threats get added each step of the way. Between the Battles, players will have a chance to repair the realm and *Level Up*. In the first 2 Battles, players will face off against Generals, but in the final Battle, players must defeat an Epic Foe in order to claim victory. In addition, Regions are now at war and are more dynamic. However, the deadlier Dark War Regions can become assets if players are victorious.

The Campaign Mode has the following gameplay structure:

1. Play the “First Battle” and defeat the General
2. *Rebuild, Regroup, and Reconcile* for the Second Battle
3. Play the “Second Battle” and defeat the General
4. “R.R.R.” for the Final Battle
5. Play the “Final Battle” and defeat the Epic Foe

Place Horde Deck on top of the First Battle General Card

Additional Campaign Setup:






1. Flip the **Mode Card** to its *Campaign* side.
2. Shuffle the **General Cards** and place 2 face down next to the Mode Card’s “**Battle 1**” and “**2**” slots. Place the remaining General Cards back in the box without revealing them.
3. Add 1 fewer **Dire Enemy Card** when making the **Horde Deck**, and place the Deck on top of the “**First Battle**” Card.
4. Shuffle the **Epic Foe Cards** and place 1 face down next to the Mode Card’s “**Final Battle**” slot. Place the remaining Epic Foe Cards back in the box without revealing them.
5. Secretly shuffle the 6 **Dark War Regions** under the table and draw
1. Add it to the Game Map “**Hostile**” side up, replacing the regular Region (*place the Regular Region back in the box*), with its **Threat Token on 0**. Setup the Region based on its **Scenario Setup** (pg.10).



Playing a Battle: Battles are played like a normal game. After the Horde Deck is exhausted, either a General or the Epic Foe Card is revealed. Players win the Battle if they first *Escort* all of the Caravans to the Capital City and then defeat the General or Epic Foe. However, if the Capital City is Destroyed, then the players lose and the entire campaign is over.

To set up for the next Battle, players **Rebuild, Regroup, and Reconcile:**

A. Rebuild: The realm is rebuilt and the Defenders are restored:

1. Defenders keep any Artifacts, Skills, and  earned.
2. Defenders may trade Artifacts with each other and *Level Up* if they have 8 .
3. Defenders heal to full  and any effects from War Regions are removed.
4. All Outer Regions return to **Level 0** , and any Destroyed Regions are restored. All Caravans are mixed up and returned to the Caravan pile with symbols facing down.
5. **The Capital City does not return to Level 0** .

B. Regroup: The horde is now preparing to attack again. Separate the Turn Deck into its Defender, Enemy, and Dire Enemy Cards, and refer to the **Creating the Card Deck** chart on pg. 6-7 in the base game rulebook:

1. Collect all **9 Enemy Cards** and redistribute them. Form the starting **Turn Deck** with Enemy Cards and Defender Cards as normal.
2. To form the **Horde Deck**, **keep all of the Dire Enemies** from the Turn Deck of the previous Battle and place them back into the Horde Deck. Now collect ALL of the unused Dire Enemies from the Leftover Cards, **ADD 1 new random Dire Enemy into the Horde Deck**, and shuffle, placing it on top of the next Battle's General or Epic Foe Card. Return the remaining Dire Enemy Cards back to the Leftover Cards in the box lid.

C. Reconcile: Flip the Dark War Region that was previously "**Hostile**" to its "**Friendly**" side. Then add a new "**Hostile**" Region by secretly shuffling the remaining Dark War Regions under the table and drawing 1. This new Region replaces the matching Region for the next Battle and is placed "**Hostile**" side up, following its **Scenario Setup** (pg. 10).



Single Game Mode: "The Great Battle"

Single Game Mode offers all the epicness of *The Dark War* in a single Battle. Players win the Battle if they first *Escort* all of the Caravans to the Capital City and then defeat the Epic Foe. However, if the Capital City is Destroyed, then the players have lost The Great Battle.

Additional Single Game Setup:

1. Flip the **Mode Card** to its *Single Game* side.
2. Shuffle the Epic Foe Cards and place 1 face down on the Mode Card. Place the remaining Epic Foe Cards back in the box without revealing. Place the Horde Deck on top of the Epic Foe.
3. Secretly shuffle the **6 War Regions** under the table and draw 1. Add it to the Game Map "**Hostile**" **side up**, replacing the regular Region (place the Regular Region back in the box), with its **Threat Token on 0**. Setup the Region based on its **Scenario Instruction** (see below).
4. Secretly shuffle the **5 remaining War Regions** under the table and draw 1. Add it to the Game Map "**Friendly**" **side up**, replacing the regular Region (place the Regular Region back in the box), with its **Threat Token on 0**. Setup the Region based on its **Scenario Setup** (see below).



Dark War Region Scenario Setup

Coast: Place the **3 Fleet Dice** into their Boats and place them on their marked spaces on the Region Card.

Desert: Place the **3 Storm Tokens** on the Region Card.

Forest: Place the **Great Tree Construct** on the Region Card.

Mountains: Place the **Manticore Construct** on the Region Card.

Plains: Place the deck of **5 Soldier Cards** near the Region Card.

Ruins: Place the **6 Death Tokens** on the Region Card.



Campaign Epilogues

After finishing a campaign, win or lose, read the appropriate epilogue below, based on how far you survived, in order to learn Aughmoore's fate.

If you lost The First Battle, read aloud:

Unity Tower lies in ruin at the center of the ravaged Capital. Blazing fire consumes the caravan wagons, the villagers all either forced into slavery or devoured by demonic beasts. Hatred and bitterness from The Great War ran too deep. These races were not ready to work together as allies. From afar, the Order of Gamelyn watches the land burn, hoping they can find a new group of heroes: Aughmoore's final hope.

If you lost The Second Battle, read aloud:

The High Elven Order had long doubted that the races of Aughmoore, enemies for so long, could truly band together against this dark threat, and it seemed they had been proven wrong when a small group of heroes defeated a powerful general who wreaked terror across the land. But these heroes had not anticipated a second, more powerful general. The defenders, lacking the courage for true self-sacrifice, failed each other as well as themselves.

If you lost The Final Battle or The Great Battle, read aloud:

Corpses and carcasses litter the once beautiful regions of Aughmoore. The stench of decay and smoke mingle in the air. Two fierce generals brought siege against the Capital and both fell in battle, but their master, a truly epic foe proved too much for the small band of defenders. Now, that foe has converted the Capital City into a throne from which to command the evil creatures who will rule Aughmoore until some new hope challenges their might.

If you won The Final Battle or The Great Battle, read aloud:

Atop Unity Tower, the Capital City now boasts a new symbol of solidarity—the severed head of the mighty foe. The villagers from the caravans gather around as the Halfling bard sings a new ballad of the glorious battle. This victory marks Aughmoore's true liberation from the hatred its races had once felt for each other. Though the Great War ended long ago, this Dark War proved to those still in doubt that Aughmoore is one land, united in its diversity, and that no power is strong enough to divide it again.



Credits

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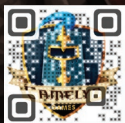
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