

Battle 1: Place General Card

Battle 2: Place General Card

The Dark War

CAMPAIGN MODE

Battle 1 ➡ Battle 2 ➡ Final Battle

Battle Victory Objectives:

- Escort all 6 Caravans to the Capital City
- Defeat the General/Epic Foe

After winning a Battle:

A. Rebuild: Restore all Outer Regions to Level 0 and all Defenders to full. The Capital City's Threat is not returned to Level 0.

B. Regroup: Remake the Turn and Horde Decks:

- Redistribute Enemy Cards into each Deck
- Add the previous Battle's Dire Enemy Cards to the Horde Deck, and ADD 1 New Dire Enemy

C. Reconcile: Flip the "Hostile" Dark War Region to its "Friendly" side and then draw 1 new "Hostile" Dark War Region for the next Battle.

If a Battle is lost:

The Capital City is Destroyed and the Dark War ends in **Defeat**.

Battle 1: Place General Card

Final Battle: Place Epic Foe Card





Mantodea

INSECTOID PSION

Mantodea has mastered the life-force that connects every living being, a skill that has allowed the Insectoids to rise to such great numbers, but now she shares this mystical knowledge with all.

The Great Battle

SINGLE GAME MODE

Battle Victory Objectives:

- Escort all 6 Caravans to the Capital City
- Defeat the Epic Foe

Place Epic Foe Card

Battle 1: Place General Card

Final Battle: Place Epic Foe Card

The Great Battle

SINGLE GAME MODE

Battle Victory Objectives:

- Escort all 6 Caravans to the Capital City
- Defeat the Epic Foe

Place Epic Foe Card

Battle 1: Place General Card

Final Battle: Place Epic Foe Card



Adelphios

LIONKIN CHARIOTEER

Regulus, the newly crowned king of the Lionkin, is too reclusive to join the cause, so his resentful brother Adelphios fights in his stead, hoping his deeds will help him claim his brother's throne.



Pteryx

BIRDFOLK RAPTOR

Watching the oncoming threat from the decadent cloud cities floating high above Aughmoore, Pteryx alone has left his apathetic people to lend his swift agility to those struggling below.

Adelphios

LIONKIN CHARIOTEER

4

3

2

1

0

Secure

Defend

Fight

Spend 1's to:

- Move to an adjacent Region.
- Secure 1, reducing it in your current Outer Region.
- Use an Ability.
- Fight the Epic Foe.
- Defend against an Enemy if in the same Outer Region.
- Sacrifice 1 to gain 1 additional 1's. (once per Turn, when your Defender Card is drawn)

Defender's Ability

TRANSPORT

When you move, another Defender in your same Region may move with you.

ACCELERATE

If you start your Turn in the Plains, gain 1 additional 1's.

Pteryx

BIRDFOLK RAPTOR

4

3

2

1

0

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Defend

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- Use an Ability.
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- Sacrifice 1 to gain 1 additional 1's. (once per Turn, when your Defender Card is drawn)

Defender's Ability

MANEUVER

When you Defend against a Regular Enemy, you may lose 2 to Defend BOTH attacked Regions on the Enemy Card.



Harpier

PIGFOLK GLADIATOR

Terrifying leader of a villainous gang, Harpier scoffs at the idea of any creature bringing more horror into the hearts of Aughmoore than he. Uniting with others, he plans to regain his reputation.



Dink

GNOME TINKERER

When Dink was just a toddler, in a bout of unsupervised mischief, she built a flying machine from junked Gnomish machine parts and became the first toddler to visit every region of Aughmoore in a single day.

Harpier

PIGFOLK GLADIATOR

4

3

2

1

0

Secure

Defend

Fight

Spend 1's to:

- Move to an adjacent Region.
- Secure 1, reducing it in your current Outer Region.
- Use an Ability.
- Fight the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 to gain 1 additional 1. (once per Turn, when your Defender Card is drawn)

Defender's Ability

CLEAVE

Once on your Turn, your Fight may deal 1 extra Damage.

IRON HIDE

If a Dire Enemy attacks the Region you are in and you do not Defend, its ability is canceled but the Region still increases 1.

Dink

GNOME TINKERER

4

3

2

1

0

Secure

Defend

Fight

Spend 1's to:

- Move to an adjacent Region.
- Secure 1, reducing it in your current Outer Region.
- Use an Ability.
- Fight the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 to gain 1 additional 1. (once per Turn, when your Defender Card is drawn)

Defender's Ability

GENIUS

Draw 3 Skill Cards at the start of the game and keep 2 (shuffle the remaining 1 back into the Skill Deck).

RESEARCH

Gain 1 each time you enter the Capital City.

10

9

8

7

6

5

4

3

2

1

Ice Golem

EPIC FOE

FROSTBITE

Defenders in all Regions must now pay 2 to Move.

On : Ice Golem immediately moves 1 Region clockwise and Defenders must now pay 3 to Move.

10

9

8

7

6

5

4

3

2

1

Automaton

EPIC FOE

SELF-REPAIR

Each time the Automaton's Region, or the Capital City, increases 1, the Automaton gains 1.

On : Self-Repair gains 2 instead of 1.

prepare yourselves

For the

EPIC FOE

prepare yourselves

For the

EPIC FOE





MYSTIC STORM - If at least 1 Defender is in the Desert when ANY Defender Card is drawn, you may set that card aside. If you do, you must also place a Sandstorm Token on top of the card. Cards with Tokens can be resolved in any order after the rest of the Turn Deck has been resolved.



Friendly
Desert




Friendly Forest

LOOKOUT - Spend 1\$ to place your Defender in the Great Tree. It costs 0\$ to leave the Great Tree. Defenders starting their Turn in the Great Tree MUST leave by their Turn's end.
 While in the Great Tree:
 Secure 1\$ in an Outer Region, spending 1\$ per Region away from the Forest (Securing the Forest still costs 1\$).

Increase 1\$ in the Capital City
 3
2
1
0

Hostile Forest

HAUNTED WOODS - Spend 1\$ to place your Defender in the Great Tree. It costs 0\$ to leave the Great Tree. Defenders starting their Turn in the Great Tree MUST leave by their Turn's end.
 You may **Secure** the Forest only if you are in the Great Tree.
 You may **Defend** the Forest only if you not in the Great Tree.



Increase 1\$ in the Capital City
 3
2
1
0




Friendly Plains

Spend 1\$: 1 Soldiers Card into the Turn Deck (once per turn). When a Soldier Card is drawn, trigger only the **Mercenary Side** and then return the card to the Soldiers Deck.

Increase 1\$ in the Capital City
 3
2
1
0

Hostile Plains

BARBARIANS - While at Level 2, if this Region's would increase to Destroy the Region, the players may choose to shuffle a Soldiers Card into the Turn Deck instead of increasing and Destroying the Region. When a Soldiers Card is drawn, trigger only the **Barbarian Side** and then return the card to the Soldiers Deck.

Increase 1\$ in the Capital City
 3
2
1
0

Hostile Coast

INVASERS – When the Coast increases, roll a Fleet Die and place it in the corresponding Region.

To Secure the Coast, a Defender must spend the required 15 while in any Region with a Fleet Die. Afterward, return the Fleet Die to its spot on this card.

0 1 2 3

Increase 1 in the Capital City

D W

Increase 1 in the Capital City

3 **2** **1** **0**

PLAGUE—When a Defender enters the Ruins, they must take 1 Death Token and place it on the highest Hit Point space without a Death Token on their Character Card (*may have up to 2 at a time*). Their maximum Hit Points are now lowered to the Hit Point space below any Death Token(s). Lower their Hit Point Token if needed so it does not share a space with a Death Token. On a future Turn, the Defender may spend **15** and **10** to remove their lowest Death Token.

Hostile

Ruins

Friendly

Ruins

Increase 1 ⚔️ in the Capital City

Spend **DEATH'S GIFT** – Take 1 Death Token and place it on your Player Card (*may only have 1 at a time*).
On a future Turn, you may discard the Death Token (*return it to the Ruins*) as a free Action to restore 2♥ to yourself or another Defender in your Region.





Bog Fairy

DIRE ENEMY

TOXIC

Defenders entering the Forest lose 1♥. Leave this card out as a reminder until the end of the Round.

Defend

Gain

Watchers

DIRE ENEMY

SPOIL

Skills cost twice the SP to use. Leave this card out as a reminder until the end of the Round.

Defend

Gain

Pterodactyl

DIRE ENEMY

TERRORIZE

Before any player may *Defend*, all Defenders in the Region opposite the Plains lose 2♥.

Defend

Gain



Pirates
DIRE ENEMY

PLUNDER
Before any player may *Defend*, increase 1 in the Region opposite the Coast.

Defend

Gain

Yeti
DIRE ENEMY

AVALANCHE
Defenders moving out of the Mountains must pay 2 instead of 1. Leave this card out as a reminder until the end of the round.

Defend

Gain

Phantoms
DIRE ENEMY

TORMENT
Increase 2 in the Ruins at the end of the round. Leave this card out as a reminder until the end of the Round.

Defend

Gain







6 **Level Up** Spend 8 :
Gain 1 new Skill Card
AND heal to full .

7
6
5
4
3
2
1
0
xp

Spend 1 and 1 to:

Escort a Caravan by moving it with you into an adjacent Region.

Spend 1 to:

Prepare for action, gain 1 .

Also gain by:

Defending:	Gain 1
Escorting a Caravan into the Capital City:	Gain 2
Defeating a General (ALL Defenders):	Gain 3

6 **Level Up** Spend 8 :
Gain 1 new Skill Card
AND heal to full .

7
6
5
4
3
2
1
0
xp

Spend 1 and 1 to:

Escort a Caravan by moving it with you into an adjacent Region.

Spend 1 to:

Prepare for action, gain 1 .

Also gain by:

Defending:	Gain 1
Escorting a Caravan into the Capital City:	Gain 2
Defeating a General (ALL Defenders):	Gain 3

6 **Level Up** Spend 8 :
Gain 1 new Skill Card
AND heal to full .

7
6
5
4
3
2
1
0
xp

Spend 1 and 1 to:

Escort a Caravan by moving it with you into an adjacent Region.

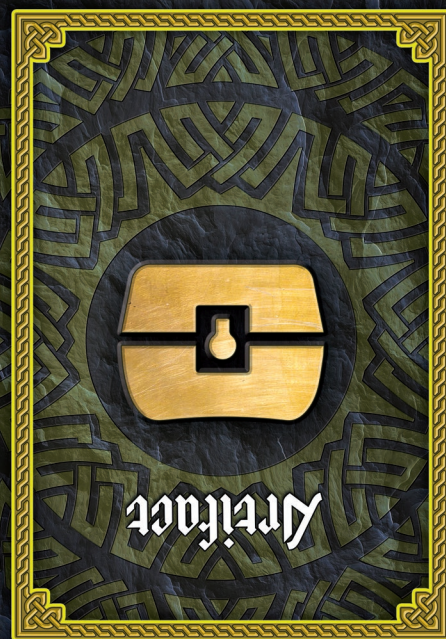
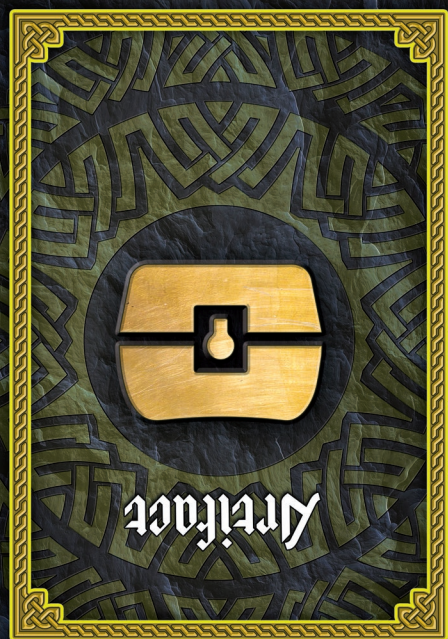
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Prepare for action, gain 1 .

Also gain by:

Defending:	Gain 1
Escorting a Caravan into the Capital City:	Gain 2
Defeating a General (ALL Defenders):	Gain 3





D
W

Ale of Bravery

At 0♥, you may either *Secure* once or *Fight* once on your turn.

D
W

Magical Backpack

You may have up to 2 additional Hand Artifacts (*you still may only Use 2 at a time*). Once per Turn, you may swap which ones you are *Using*.

D
W

Dragon Familiar

Spend 2♠: Reduce 1♠ any Outer Region.

Artifact

Artifact

Artifact

D
W

Dodge

Spend 2 : Discard a card just drawn and shuffle it back into the Turn Deck.

D
W

Ancient Wisdom

Whenever you gain any amount of , other Defenders in the same Region as you also gain 1 .

D
W

First Aid

Spend 2 : On your Turn, restore 1 to yourself or a Defender in your Region.

1145

1145

1145

D
W

Scout

Spend 1 : Immediately move to the Outer Region directly opposite of your current Outer Region.

D
W

Stealth

Spend 1 : After you *Defend*, immediately move to an adjacent Region. You do not gain for *Defending* this way.

D
W

Potion Crafter

Spend 5 : On your Turn, distribute 3 to other Defenders in any Regions.

1149S

1149S

1149S

D
W

Acrobatics

Spend 1 : If your Region is attacked by a Regular Enemy, you may deflect the attack to an adjacent Region instead, which may be *Defended* normally by another Defender.

D
W

Strength

Spend 3 : *Fight* instead of spending 1 .

D
W

Dual Wielder

Spend 1 : On your Turn, reduce 1 in your current Outer Region (*once per Turn*).

11:45

11:45

11:45

D

W

Hunter

Spend 3 : Immediately move to and *Defend* any Region. However, you do not gain for *Defending* this way.

D

W

Historian

Spend 1 : When entering the Capital City, immediately gain 2♥ (once per Turn).

D

W

Soothsayer

Spend 3 : During your Turn, reveal the top 3 cards of the Turn Deck and return them to the top of the Deck in any order.

11

4

5

11

4

5

11

4

5

D
W

Persuasion

Spend 3 : While Defending against a Regular Enemy, you do not lose  and you may reduce 1  in your Region. You do not gain  for Defending this way.



D
W

Intimidate

If a Dire Enemy attacks your current Outer Region, you may spend  to move the attack to an adjacent Region (which may be Defended normally by another Defender), 1  per each Region adjacent.



D
W

Imitate

You may Use the Skills of any Defender in your current Region (spend the required ).























Weaver

DRYAD CONJURER

Unseen by the denizens of Aughmoore, Weaver has hidden for generations as a will-o'-the-wisp around a dying oak tree, but sensing her help is needed, she risks exposing herself to the world.



Grendel

POLARKIN ARMORER

Living for years isolated in his workshop atop a tundra peak, Grendel could smell the coming foe through the blizzard air and has reluctantly left his work to wield his mighty hammer in combat.

Weaver
DRYAD CONJURER

4 | **3** | **2** | **1** | **0**

Secure
Defend
Fight

Spend 1's to:

- Move** to an adjacent Region.
- Secure** 1, reducing it in your current Outer Region.
- Use** an Ability.
- Fight** the Epic Foe.
- Defend** against an Enemy if in the same Outer Region.
- Sacrifice** 1 to gain 1 additional 1. (once per turn, when your Defender Card is drawn)

Defender's Ability

CHANNEL

You may spend 1 instead of 1 to Use Region abilities.

Grendel
POLARKIN ARMORER

4 | **3** | **2** | **1** | **0**

Secure
Defend
Fight

Spend 1's to:

- Move** to an adjacent Region.
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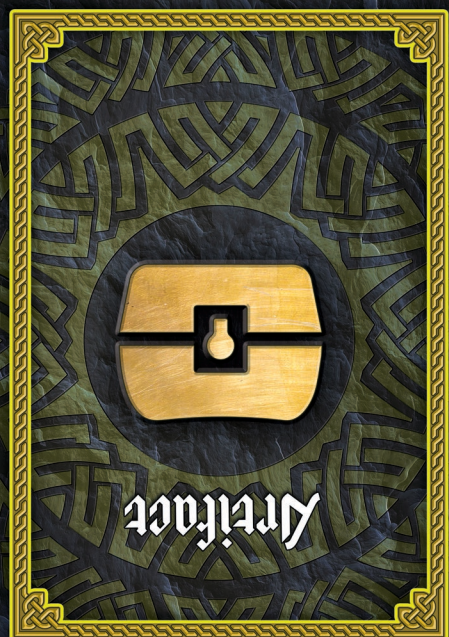
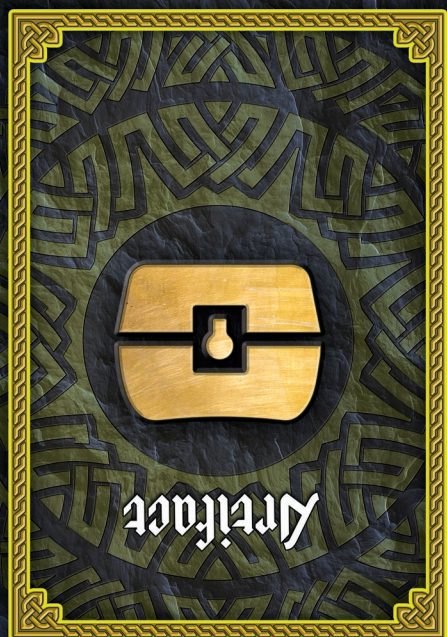
Defender's Ability

FORGE

When you gain an Artifact, draw 2 Artifacts and keep 1. (shuffle the remaining 1 back into the Artifact Deck).

REBUILD

When your Defender Card is drawn, if you are in a Destroyed Region, you may remove the card covering the Region and add it to the Discard Pile. Then set the 1 of that Region to the level under the Destruction Space.



Mimic

DIRE ENEMY

PILFER

Remove any 1 Artifact from the Defender with the most Artifacts (if tied for the most then choose) and shuffle it back into the Artifact Deck.

Defend

Gain

Wolfrats

DIRE ENEMY

INFESTATION

Defenders must pay 2 to enter the Capital City. Leave this card out as a reminder until the end of the Round.

Defend

Gain

Nomads

DIRE ENEMY

RAID

Defenders must pay 2 to Escort a Caravan. Leave this card out as a reminder until the end of the Round.

Defend

Gain

