

FALL OF THE MOUNTAIN KING



See the Solo Rulebook for the one-player version!

This game tells the story of the legendary war that transpired many generations before the events of In the Hall of the Mountain King. An unstoppable onslaught of Gnomes has breached the gates, and they pour into our mountain kingdom. You are one of the heroes rising up to lead and inspire the Troll defenders as we fight for our survival. You must rally support from the Clans, drive back the Gnome invaders, and defend the sacred Great Halls as the situation gets ever worse. The Fall of the Mountain King is inevitable, but the ferocity of your example will keep our hope alive that we might someday return home.

OVERVIEW

The game plays across three rounds called **Waves**. At the start of each Wave, you will add to your **Ancestry**—an array of symbols that will determine your capabilities. On your turns, you'll take actions to move Trolls throughout the caverns (*competing against rivals and battling Gnomes*), add Trolls to the map, influence mighty **Champions** to join your faction, and manipulate the **Gnomes**. At the end of each Wave, more Gnomes **invade** in several places, pushing further into the mountain.

During play you'll earn **Honour** for **defeating Gnomes**, for **falling gloriously in battle during invasions**, and by benefitting from certain **Champion abilities**. At the end of Waves I and II, you'll earn Honour for controlling caverns—**especially** ones in different Clan Domains. Finally at the end of Wave III you'll earn Honour for defensively surrounding the **Great Halls**, for having many **Elder symbols** in your Ancestry, and for having the most **Votes from each Clan** (*earned from their Champions and by impressing them with aggressiveness in their territory*). At the end of the game, the one with the most Honour wins!



THE SEVEN CLANS OF THE MOUNTAIN



**MOSS
CLAN**



**ICE
CLAN**



**MOON
CLAN**



**GRANITE
CLAN**



**HAMMER
CLAN**



**MUD
CLAN**



**FIRE
CLAN**

COMPONENTS

DOUBLE-SIDED GAME BOARD

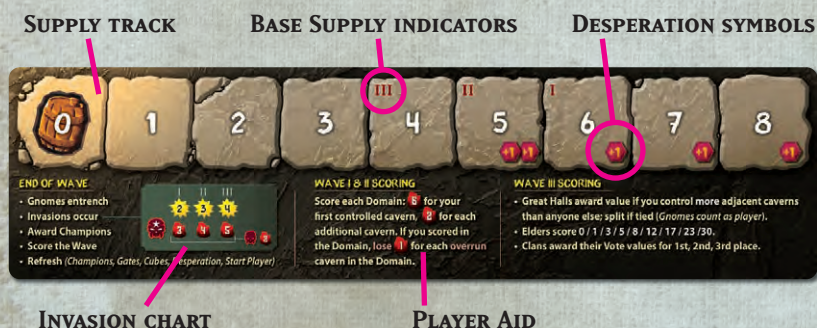
4-5 PLAYERS ON FRONT, 2-3 PLAYERS ON BACK

The mountain is divided into seven Clan *Domains*, identifiable by their Clan's colour and Symbol. Each Domain is divided into several *Caverns*. *Gates* lead into the mountain from outside; a cavern with a Gate leading into it is a *Gate Cavern*.



⊗ The volcano in the center is **not** a cavern and may not be entered.

5 PLAYER MATS



CLAN BOARD

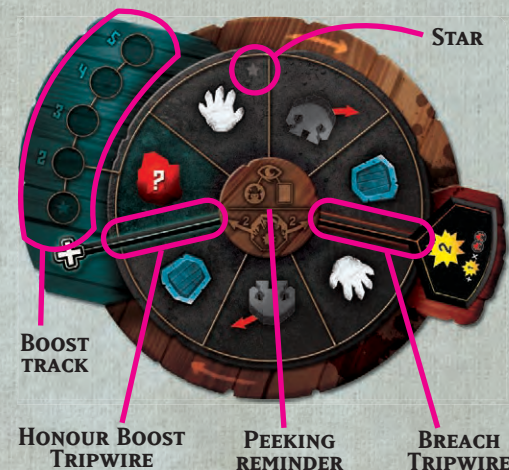
The Clan board tracks your Votes with each Clan. Each Clan has its own *plank*.



7 VOTE TILES

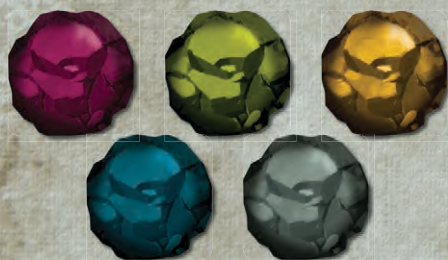


GNOME WHEEL



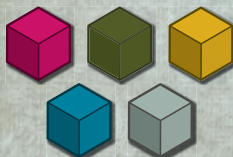
10 LAIR TILES

2 PER PLAYER



150 ANCESTRY CUBES

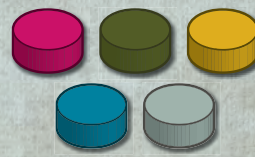
30 PER PLAYER



*not limited; use a substitute if necessary.

65 INFLUENCE DISCS

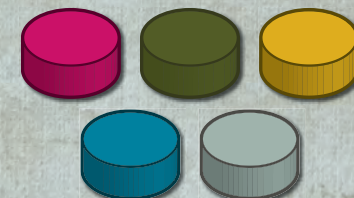
13 PER PLAYER



*not limited; use a substitute if necessary.

10 PLAYER MARKERS

2 PER PLAYER



44 CHAMPION CARDS



21 CHAMPION TILES



5 WAVE III CHAMPION TILES



72 ANCESTRY CARDS



5 STARTING CARDS



12 GREAT HALL TOKENS

4 EACH OF VALUE 4/8/12



12 DESPERATION TILES



*not limited; use a substitute if necessary.

7 GATE CARDS



30 GNOME TOKENS

10 EACH OF STRENGTH 1/2/3



1 SWARM TOKEN

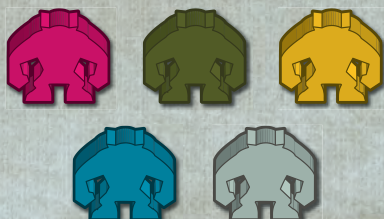


1 WHEEL PAWN



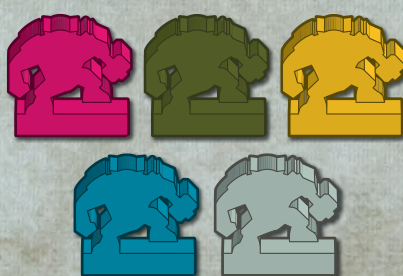
125 TROLLS

25 PER PLAYER



25 CHAMPION BASES

5 PER PLAYER



1 START PLAYER MARKER



GENERAL SETUP

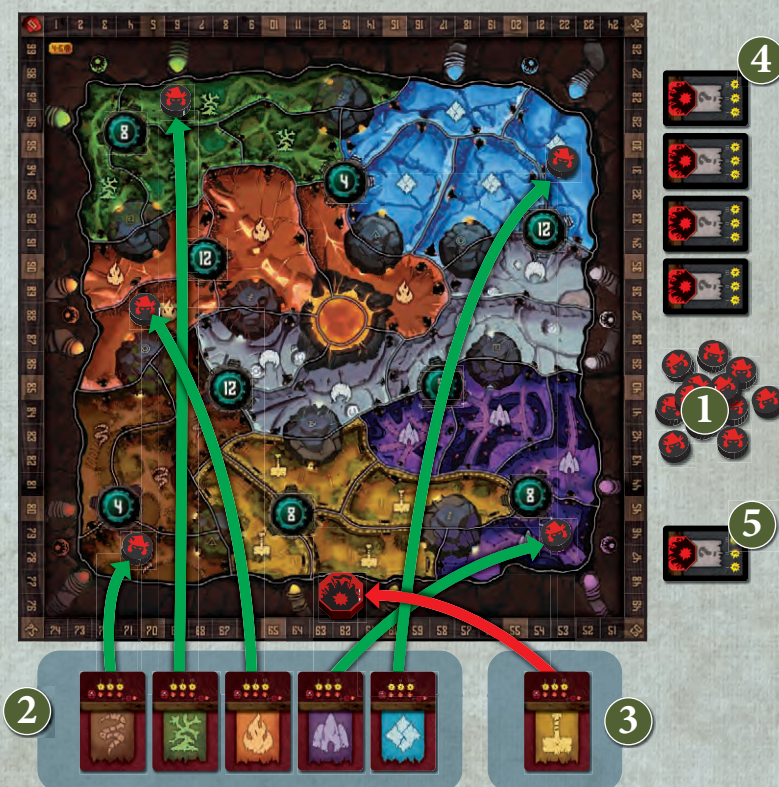
A FOUR-PLAYER GAME IS PICTURED IN THE EXAMPLES

- 1 Place the **game board** on the table. Use the side appropriate for your player count.
- 2 Shuffle the **Ancestry cards** and make a face down deck near the board.
- 3 Shuffle the twelve **Great Hall tokens** face down, then place one face up on each **Great Hall space**; these set the scoring values of the Great Halls for the end of the game. Return the rest to the box.
- 4 Place the **Clan board** nearby. Shuffle the **Vote tiles** face down, then place one face up on each **Clan plank** of the Clan board; these set the values for having the most Votes with each Clan at the end of the game.
- 5 Place the **Gnome Wheel** nearby. Place the **Wheel pawn** on the star-marked space of the Gnome Wheel.
- 6 Make a supply pile of **Desperation tokens**.
- 7 Shuffle the three **Champion card decks** separately, and create three face down decks.
- 8 Draw Champions from the **I/II deck** to place face up in a display (one more than the number of players).
- 9 Make a supply pile of **Champion tiles**. If any of the Champions in the display have a **letter code**, find the matching Champion tile and place it on that card.



GNOME SETUP

- 1 Create a supply of face down **Gnome tokens** near the board, mixed well.
- 2 Shuffle the **Gate cards**. Draw several Gate cards from the deck (one more than the number of players). Each one shows a **Clan flag**; add one Gnome from the supply (without looking at its hidden value) to a Gate cavern in that Clan's Domain. If the Domain has more than one Gate cavern, just pick one randomly.
- 3 Draw one more Gate card, and place the **Swarm token** on the **Swarm point** of the pictured Domain.
- 4 Shuffle all seven Gate cards again, and lay out a number of them face down (three for 2-3 players, four for 4 players, five for 5 players) near the board. These cards will determine which Domains the Gnomes will invade at the end of the Wave.
- 5 Keep the leftover Gate cards in a deck where they won't be confused with the ones you laid out.



PLAYER SETUP

EACH PLAYER DOES THIS

- 1 Take a **Player mat** and all of the **Player components** (2 **Lair markers**, 30 **Ancestry cubes**, 13 **Influence discs**, 25 **Trolls**, 5 **Champion bases**, and 2 **Player markers**) in your player colour. Return unused colours to the box.
- 2 Take a **Starting Ancestry card** and lay it on the table in front of you, leaving space around it to add cards to it later.
- 3 Place one **Player marker** on the 0 space of the **score track** as your **Score marker**, and the other one near your Player mat as your **Supply marker**.
- 4 Place one **Influence disc** on the **Gnome wheel** in the starred spot of the Boost track.
- 5 Draw two **Champions** from the **0 deck**. Discard one from the game, and keep the other. Your starting Champion displays a **Clan** and vote value in the top left corner. Use one of your Influence discs to give yourself *that many votes* in that Clan on the correct plank of the Clan board. Each Champion card describes its unique benefits.
- 6 Some Champions show a **letter code**; if your starting Champion does, slide the matching **Champion tile** into one of your **Champion bases** to form the Champion's pawn.

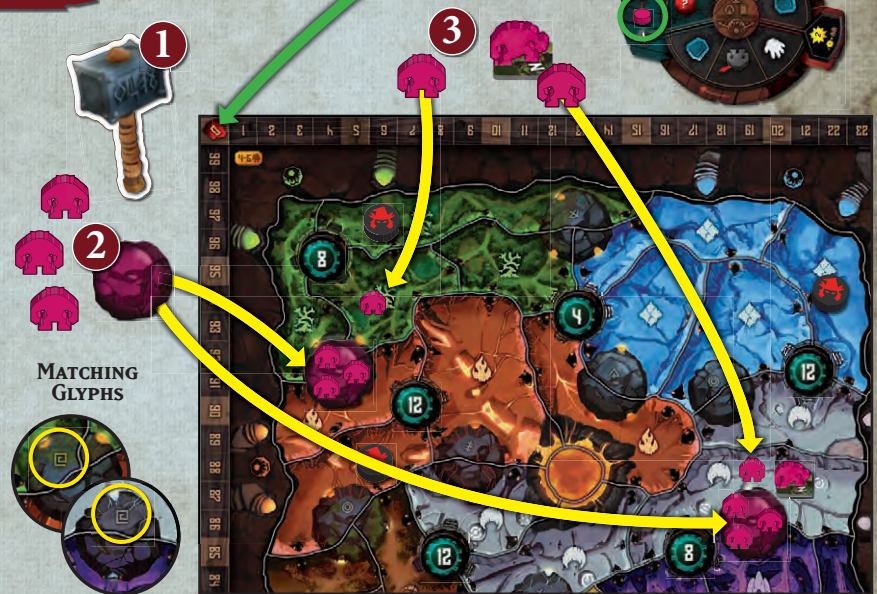


LAIR SETUP

- 1 Determine a Starting player randomly. Give that player the **Start Player marker**.
- 2 The Start player chooses one pair of **Lair spaces** on the map (*pairs are marked with matching glyphs*), places one **Lair tile** on each, then places **three Trolls** from their supply on each.
- 3 The Starting player chooses one Gnome-free cavern adjacent to **each** of their lairs, and places **one Troll** in each of them. If the player has a **Champion pawn**, they add it to one of those two caverns where they placed a Troll.

Proceeding clockwise, each other player follows the same process.

You are ready to begin!



GAMEPLAY

The game is broken into three **Waves**. Each Wave has several phases:

- **BUILD YOUR ANCESTRY** (*add cards to your Ancestry to build your capabilities.*)
- **THE BATTLE** (*Players take turns in clockwise order until everyone runs out of Supplies.*)
- **END OF THE WAVE** (*Gnomes entrench, Gnomes invade, Champions are awarded, and the Wave is scored.*)
- **REFRESH** (*If the game isn't over, prepare for the next Wave.*)

After all three Waves are done and scored, the game is over, and the player with the most Honour wins!

BUILD YOUR ANCESTRY

Players will simultaneously add cards to their own *Ancestry*, growing their capabilities with each Wave. Draw **four Ancestry cards** into your hand. Look them over, and add **one** to your Ancestry following these rules:

- You **must** cover **at least one** quadrant of an existing card.
- You may **never** cover an *Elder* symbol (see below).
- You may **not** rotate the cards; they all **must** be oriented the same way as your *Starting card*.
- You **must** add the card, even if this forces you to cover symbols that you would rather not. *This will become more likely later in the game.*
- The overall footprint of your Ancestry **must** fit in a **6 by 6 quadrant grid** (never more than six quadrants wide **or** high).



When you have placed your first card, pass the rest to the next player (*clockwise* in Waves I and III, *counterclockwise* in Wave II). Add a **second** card to your Ancestry from among the three that were passed to you, then pass the rest. Add a **third** card to your Ancestry from among the two that were passed to you, then discard the last card into a shared discard pile. *Each player will therefore add three cards to their Ancestry in the phase.* Since you'll do this at the beginning of each Wave, your Ancestry will grow much bigger over the course of the game.

You begin with just your *Starting card*, and this hand of four cards. You choose the circled card.



You add it to your Ancestry, pass the rest on, and receive this hand of three:



You choose the circled card, add it to your Ancestry, pass the rest on, and receive this hand of two:



Finally you select this card from your hand of two, add it, and discard the final card. Your Ancestry for Wave I is built!



It helps to know what the symbols on the cards mean, so that you can build an Ancestry that works well for your strategy. That will all be described in detail later in the rules, but here is a quick summary:



Advance

Move your Trolls around the map, to outcompete rivals and to defeat Gnomes.



Bolster

Add Trolls from your supply to the map.



Influence

Gain Influence with Champions, so that they will join your team



Gnome

Move the pawn on the Gnome Wheel, for information and various benefits.



Wild

A single one can act as an Advance, Bolster, Influence, or Gnome symbol. A **pair** of them can act as a Supply symbol.



Supply

Acts as an obstacle in your Ancestry, but gives you an extra turn in each Wave.



Elder

Acts as an obstacle in your Ancestry and may never be built over, but scores Honour at game end.

Some symbols have **numbers** on them, indicating their *power*. A symbol with **no** number on it has a power of 1.

On your turns you will be using Ancestry cubes to **cover** symbols on your Ancestry; this is how you activate those actions. When building your Ancestry, it's usually good to try and make **clusters** of matching symbols. *This will let you activate them as a group, and perform **stronger actions** during your turns.*

Once everyone has finished building their Ancestry, players set their **Supplies** for the Wave. Indicators on your Supply track show the base amount for each Wave. Place your **Supply marker** on the correct spot, then add **one** Supply for each Supply symbol in your Ancestry (*maximum of eight*).

- If you wish, you **may** cover **two** Wild symbols in your Ancestry now (using Ancestry cubes); each covered pair gives you **one** extra Supply. Resolve this in player order if any players care about what others decide.

Finally, for each Desperation symbol on your Supply track in spaces **to the right of your Supply marker**, gain one Desperation token from the supply.



In Wave I, the base amount of Supplies is **six**. You have one Supply symbol in your Ancestry, so you increase your Supplies to **seven**. You don't **have** two Wild symbols to cover even if you wanted to, so you can't gain any more Supplies for this Wave.

Since there is **one** Desperation symbol to the right of your marker, you gain **one** Desperation token from the supply.

THE BATTLE

Players take turns; begin with the Starting player, and proceed clockwise. Each turn consumes one (*or more*) Supplies, and play continues until all players have run out of Supplies. Since players may have different amounts of Supplies, some players may get more turns than others.

ON YOUR TURN

The first thing you **must** do is **spend a Supply**, by moving your Supply marker one space left. Then you will either take **two** Weak Actions, or **one** Strong Action.

WEAK ACTIONS

To take a Weak action, cover one **weak symbol** in your Ancestry with a cube (*a weak symbol has no number marking on it; it is an action of power 1*). Then perform the action type you covered, at a power of 1 (see **The Actions**, below).

- You may **not** cover a **Strong** symbol and treat it as a weak symbol.
- You may **not** cover a **blank** space, **Elder** symbol, or **Supply** symbol.
- You **may** cover a **Wild** symbol as if it were any weak symbol (*Advance, Bolster, Influence, or Gnome*).

Once you have fully resolved your first Weak action, you may take a **second** Weak action, following the same rules. Both of these actions occur in the space of one turn (*so you don't have to spend a Supply for the second one*), but they are distinct actions separate from each other.

- If you **can't** take a second weak action (*because you have no weak symbols left to cover*), your turn ends after the first one is done. You may **choose** to not take a second Weak action, even if you technically could.

DESPERATION



You may have some **Desperation tokens** at your disposal. *These tokens reflect your ability to push past your normal limits in the face of dire circumstances and low supplies.* If you wish, you may spend one or more Desperation tokens to boost the power of a **Weak** action by 1 per token spent.

- A desperation-boosted Weak action **still** counts as a Weak action.
- You **may** spend multiple tokens on a single Weak action.
- Desperation tokens may **not** be spent to boost **Strong** actions.
- Leftover Desperation tokens are discarded at the end of each Wave. *Spend them while you have the chance!*



As a Weak action, you could choose any of the circled symbols. You cover one weak Gnome symbol with a cube, then take a Gnome action of power 1.



For your **second** Weak action, you could cover any one of the remaining circled Weak symbols, and take a Weak action of that type.



You decide to cover the other Gnome symbol, which would normally have a power of 1. You spend one Desperation token, increasing the action's power to 2.

STRONG ACTIONS

There are two ways to take a **Strong** action. The **first** way is to cover **one strong symbol** in your Ancestry with a cube (*strong symbols have numbers*). Then perform that action, at the indicated power (see *The Actions*, on page 9).

The **second** way is to cover a **cluster**, which is **multiple adjacent symbols of the same type**. Symbols in a cluster may be weak and/or strong in any combination, as long as they form a contiguous group of adjacent spaces on your Ancestry (*diagonal is not adjacent*). Then perform the action, at a power equaling the **combined value of all the symbols you covered** (see *The Actions*, on page 9).

- You do **not** have to cover **all** symbols of matching type that are clustered together; you could cover only **some** of a larger group.
- **Wild** symbols **may** be included as part of a cluster.

CLUSTERING THROUGH COVERED SYMBOLS

Covered symbols (and **clusters of covered symbols**) on your Ancestry create **links** between separated symbols, **making them adjacent**. So as you take turns, you **build connections that you can use on later turns to create clusters that weren't available to you earlier**. This is a **big part of deciding when to do what!**

SPENDING SUPPLIES TO BOOST A STRONG ACTION

When taking a **Strong** action, you **may** spend one or more extra Supplies (in addition to the first mandatory Supply spent to start your turn), to add power to the action. For each extra Supply spent, move your Supply marker left and add one power to the Strong action. *This is useful if you realize you have more turns available to you than you can make good use of!*



For example, look at the Influence example to the right. Notice that you have no more symbols to cover on later turns? If you have any extra supplies, it's a good time to spend them!



As a Strong action, you **could** cover the three weak Advances plus the Wild to generate an Advance action of 4 power. Let's say you choose to cover only the three Advances for a power of 3.



On a later turn, using the covered symbols as a bridge, you could cluster the weak Bolster and the Wild together with the strong Bolster to generate a Bolster of 4 power.



On an even later turn, you could cluster all of these Influence symbols together across the covered symbols, generating an Influence action of 5 power !

SOME DEFINITIONS AND GENERAL RULES OF PLAY

- Many of the actions refer to different statuses of caverns on the map:

Lairs: No rival or Gnome may ever enter **your** Lairs. Lairs count as caverns unless specified otherwise.

Established: A cavern where you have at least one Troll.

Controlled: A cavern where you have **more** Trolls than any other individual rival. A cavern where multiple players are tied for most Trolls is **not controlled by anyone**. These count as *established*.

Dominated: A cavern where **only you** have any Trolls. Your Lairs are always considered to be dominated. These caverns also count as *controlled* and *established*.

Overrun: A cavern with one or more Gnomes.

Empty: A cavern with nothing in it at all.

- Cavern status is always viewed from the **active player's perspective** unless otherwise specified. For example if a rule says "you may only Bolster in a dominated cavern", that means "a cavern that is dominated by you".
- Each of your units on the map counts as one Troll. Each **Champion** is considered to be a single Troll for **all** purposes, unless a rule or the Champion card itself specifically states otherwise.
- **Honour** is the name for **points** in the game. Whenever you gain Honour, reflect the gain by advancing your Scoring marker on the score track of the game board by the appropriate amount.

- Whenever you are instructed to **gain Votes** in a Clan, place one of your Influence markers on that Clan's plank of the Clan board to reflect the gained Votes. *If you already have a marker on that plank, advance it instead of placing a new marker.*
- The *Influence tracks* on Champion cards and the *Vote planks* on the Clan board only go up to eight, but that is **not** a hard limit. If you are ever supposed to go further, stack a second Influence disc on your first and wrap the stack around to the beginning, treating its value as eight more than the spot it is sitting on.

THE ACTIONS

There are four action types on your Ancestry; **Advance**, **Bolster**, **Influence**, and **Gnome**. Each one will help you defend the mountain and compete against your rivals for Honour.



ADVANCE

This is how you move your Trolls, to compete with rivals and to fight Gnomes.

Choose **one** destination cavern, and move a number of your own Trolls into that one cavern. The **power** of your action defines the maximum number of Trolls you may move. The advancing Trolls can come from multiple different caverns and travel any distance, as long as each Troll only *passes through established* caverns in between its origin and the destination.

- Your Trolls may **not** go to multiple destinations.
- The **distance** that each Troll moves is irrelevant; your action's power only defines **how many** Trolls you can move.
- You **do not fight rival Trolls**... but you will be trying to **outnumber** them in caverns. This is important for **scoring at the end of Waves**, and also because you earn Votes for **seizing control** of a cavern away from a rival (see **Seizing Control**, on page 10).



Weak Advance example: You are performing a weak Advance action of power 1; you may move only a single Troll. You choose the indicated Ice cavern, and move one Troll all the way there from your Lair, passing through three established caverns on the way.



Strong Advance example: You are performing an Advance action of power 3, so you may move up to three Trolls. You choose the indicated Fire cavern. You move one Troll in from the Moss cavern above it, and two Trolls from your Lair (passing through an established cavern). Since you seized control, you gain one Vote with the Fire Clan!



ATTACKING GNOMES

If your Trolls advanced into an **overrun** cavern, a quick battle happens. After you have finished moving in all the Trolls you intend to, reveal the strength of **all** of the Gnome tokens in that cavern (each Gnome has a **strength** value from 1 to 3 hidden on its underside).

- If the number of Trolls **equals or exceeds** the combined total Gnome strength, you are victorious! Follow these steps:

- 1 Score Honour equal to the **strength** of the defeated Gnome(s).
- 2 Gain one Vote in the Clan matching the cavern where the battle occurred (see **Seizing Control**, on page 10 to learn why).
- 3 Place the defeated Gnome token(s) near the Gnome Wheel. *Be warned... these defeats will anger the Gnomes and make their future incursions more intense!*
- 4 Advance the **Wheel pawn** one space clockwise for each Gnome you defeated. *This does **not** activate the space the pawn lands on; it represents the angered Gnomes inching closer to a Breach.* If this causes a **Breach**, resolve it (see **Breach Tripwire** on page 11).

- If **not**, you have been repelled! Return **all** of those Trolls to **one** of your Lairs (your choice which). If there is only **one** Gnome in the cavern, the Gnomes *entrench*: add a second one to the cavern (if there are already two, do **not** add a third).



Attacking Gnomes example: You Advanced two Trolls into this overrun cavern. We flip the Gnome to reveal its strength... it's a 2! Since you have two Trolls there, you win! You gain 2 for the victory, and one Mud Vote for seizing a cavern in their Domain!

You send the defeated Gnome over to the Gnome Wheel, joining two that are already there from earlier. Then you advance the Wheel pawn one space. Happily, this doesn't trigger a Breach.



SEIZING CONTROL

If a cavern at the **start of your action** had **at least one Troll or Gnome** in it and was **not controlled by you...** and that cavern is controlled by you at the end of your action, you have **seized control**.

When you **seize control** of a cavern, you gain **one Vote** from the cavern's Clan; the Troll Clans appreciate aggressiveness in their leaders!

- The **Seizing Control** effect applies to **any action that satisfies these conditions, not only Advancing**. Certain Gnome Wheel effects and some Champion abilities for example can result in control being seized through non-Advance actions.
- It is **not** seizing control if it happens on someone else's turn.
- It is **not** seizing control if the cavern was **empty** at the start of your action.



BOLSTER

This is how you add units to the map.

Choose **one dominated** cavern (or one of your Lairs), and add a number of Trolls from your supply to that **one** cavern. The power of your action defines the **maximum number of Trolls** you may add.

- You are limited by the number of Trolls in your supply. If your Troll supply runs out, you may **move** one of your Trolls from anywhere on the map to the cavern you are Bolstering, for each excess unit of power from your Bolster action. You may **only** do this if there are **zero Trolls** in your supply.



*Bolster example: By taking a Bolster action with 3 power, you could add three Trolls from your supply to the indicated cavern. Notice that you can't Bolster in the cavern above it, because you don't **dominate** there.*



INFLUENCE

This is how you attempt to win Champions onto your team. Each Champion you win over will earn you a number of Votes in its Clan, gives you access to its abilities, and often includes a pawn that goes into play as one of your Trolls.

Choose **one** Champion in the display. Gain Influence with that Champion equal to your action's power, by placing one of your Influence discs on its Influence track. *If you already have a disc on that track, advance it instead of placing a new disc.*

- If this is the **first time** that Champion was influenced (by **anyone**, including you), gain **1 bonus Influence** with that Champion.
- Champions are awarded to the player with the most Influence at the **end** of the Wave. *So be aware of how much Influence other players have available to them, as they may overtake you!*
- There are **no ties** on the Champion influence tracks; if multiple markers are in the same spot, the marker on the **bottom** of the stack (signifying that it was there earlier) is in the lead.



*Influence example: You are taking an Influence action of 2 power. Neither **Okkag** or **Crym** have been influenced yet; if you chose either of them you'd gain a bonus Influence, bringing your total to three. If you chose any of the other three Champions, you'd gain only two Influence with them. Maybe you should choose **Sigddan**, because that would cause your existing disc to pass Yellow's!*



GNOME

This is how you gain a variety of advantages via the Gnome Wheel; exploit your ancestral enmity to take unexpected actions that will provoke their ire. The Wheel also dispenses hidden information about Gnome strength and where they'll strike at Wave end. Be careful! Too much usage will incite mid-Wave invasions called **Breaches**.

Move the **Wheel pawn** clockwise on the Gnome Wheel. The power of your action is the **maximum number of spaces you may move it**, but **never** more than one full circuit of the Wheel in a single action. Then follow these steps in order:

- 1 Scout.** You may peek at **one** face down Gate card to learn where some Gnomes will invade at the end of the Wave, **and** at **one** Gnome token on the map, to learn its strength. *You may mark a peeked-at item with an unused marker of your colour, as a reminder that you may peek at it freely.*
- 2 Tripwires.** There are two *tripwires* on the Gnome Wheel. If the pawn passes either (or both) of them, you must resolve them (*in the order you passed them*).



HONOUR BOOST TRIPWIRE

Advance your marker on the **Boost track** to the next space. This will increase the amount of Honour you gain when you land on the **Gain Honour** space of the Gnome Wheel (*see below*).



BREACH TRIPWIRE

This triggers a mid-Wave invasion of Gnomes called a *Breach*. Breaches follow the same rules as the *invasions* that happen at the end of each Wave (*see Invasions on page 12*), with the following differences:

- Before the Breach occurs, the **active player** may move the Swarm (*up to*) two Swarm points away in either direction.
- The **number** of Gnomes that will invade in a Breach is **two, plus one more** for every **two Gnomes (rounding up)** near the Gnome Wheel. Once you have calculated how many Gnomes will be invading, mix the Gnomes near the Wheel back into the supply, then place the correct number of Gnomes from the supply with the Swarm.
- When the invading Gnomes must choose between two equally-preferred options, the **active player** makes the decision for them.
- Trolls that fall during a Breach earn **zero** Honour (*there are some Champion powers that alter this*).

- 3 Effect.** Finally, carry out the effect of the pawn's new space. There are four different effects, described below (*X is the number of spaces the Wheel pawn moved*):



Bolster at X power, following the usual rules.



Influence at X power, following the usual rules.



Gain Honour. Gain X Honour, plus the amount of your current Honour Boost. *If you passed the **Honour Boost** tripwire on the way to this space, the boost happens **before** the gain.*



Move Trolls. Select **one** cavern. Move up to X Trolls (*yours or rivals' in any combination*) **out** of that cavern into adjacent **Gnome-free** caverns.

- Each moved Troll can go into a different cavern (*but never into a Lair that is not its own*).
- This may cause you to **Seize Control** in one or more caverns.



With a Gnome action of power 3, you move the Wheel pawn three spaces clockwise. First you get to **Scout**... peek at one Gate card and one Gnome on the map.



You passed the Breach tripwire, so you'll have to conduct a Breach. Unfortunately the Gnomes are quite angry at the moment; since there are three Gnomes by the Wheel, there will be four Gnomes invading!

When you are done resolving the Breach, you'll perform a Bolster action at 3 power, since you moved the pawn three spaces and landed on the Bolster symbol.



END OF THE WAVE

Once all players have run out of Supplies, the Wave is over. Follow these steps in order:

• **Entrenchment** • **Invasions** • **Award Champions** • **Score the Wave**

ENTRENCHMENT

Add one Gnome from the supply to any cavern with **one** Gnome in it. Caverns that already have two Gnomes do **not** get a third.

INVASIONS

A number of Invasions occur; one for each Gate card in the display (this will vary by player count). The resolution of **each** Gate card is considered a **separate invasion**; resolve them (from left to right in the display) as follows:

- 1 Reveal the Gate card. It indicates a Domain, and the number of invading Gnomes (which increases with each Wave). Move the **Swarm** to that Domain's **Swarm point**, along with the indicated number of Gnomes from the supply.
- 2 Resolve each invading Gnome separately. A Gnome always follows the path of least resistance; it will attempt to move into the **easiest** cavern it can reach (namely, with the fewest Trolls in it, preferring an empty cavern most of all).

- The Gnome will **move through** as many connected **overrun** caverns as it needs to, in order to reach its target; it will **never** stop in an overrun cavern. If the Domain has two Gates, it will enter whichever one takes it to the easiest cavern.
- If the Gnome can reach multiple "easiest" caverns, it prefers the one that is **nearer**. *Nearness is defined by the number of caverns passed through from the Swarm point to get there.*
- If the Gnome can reach **multiple** "easiest" caverns that are equally near, the player who currently has **the most Votes in the Clan matching the Gate card** decides for the Gnome; check the Clan board to determine this.

There are **no ties** on the Clan board; if two markers are in the same spot, the marker on the **bottom** of the stack (signifying that it got there earlier) is in the lead. If **no** player has any Votes in that Clan, look to the next Clan downward on the Clan board and use that Clan's Vote leader instead; wrap around from the bottom of the Clan board to the top, if you need to.

- If a Gnome attempts to move into a cavern with Trolls in it (because it has no easier option), it is defeated **instead** of moving in; mix it back into the supply. Gnome strength is **irrelevant** during Invasions. **One Troll** in the cavern **falls** in the process of defeating the Gnome (see **Fallen Trolls**, on page PXX).

ADVICE FOR GNOME MOVEMENT

Ask yourself "where is the nearest empty cavern that the Gnome could get to, passing through as many overrun caverns as it needs to?" If there is **one** such cavern, that's where it goes. If there are **more** than one, the appropriate player decides which. If there are **none**...

Ask yourself the same question but for "cavern with one Troll in it" instead of "empty cavern"...

And so on, adding one Troll to the question each time. It gets easier once you've done it a few times!



Example invasion resolution: It is Wave II, so three Gnomes are invading, and the Gate card shows the Mud Domain. We move the Swarm there and bring three Gnomes from the supply.

The Mud Domain has two Gate Caverns, and they are both equally easy to enter, with just one Troll in each; the decision will be made by the player with the most Mud Votes... it's you! You decide to have the **first** Gnome invade the one with your own pink Troll in it. You earn the **First Fallen** score (4 in Wave II, see page 13), and the fallen Troll and defeated Gnome are both removed.

The **second** invading Gnome has a clear easiest target now. It moves into the now-empty cavern and stops there.

The **third** invading Gnome moves through the chain of overrun caverns looking for the closest easiest target. It will flow through the path shown, and eventually it will have to decide between the indicated Hammer and Mud caverns. That decision is **yours** again, as the one with the most Mud votes.



FALLEN TROLLS

A Fallen Troll is removed from the cavern. If you lose a Troll from a cavern where you have one or more Champions mixed with regular Trolls, **you choose which unit falls**. When a **regular** Troll falls, return it to your **supply**. When a **Champion** falls, move it to one of your **Lairs**; *this is a great advantage of the Champions!*



The **first** Troll to fall in each **invasion** (not each **cavern** of an invasion) earns the **First Fallen score** of this Wave.



All subsequent Trolls that fall during the invasion gain **2**.



This chart (visible on the Gate cards and Player mats) shows you what the First Fallen score is in each Wave, and reminds you of the score for other Fallen Trolls.

If there are Trolls belonging to *multiple* players in an invaded cavern, randomly determine **which** Troll defeats the Gnome and falls. *Shake up a handful of Ancestry cubes from each player representing their Trolls in the cavern, and randomly draw one to see which player's Troll falls.*

FULL EXAMPLE OF INVASIONS: THE END OF WAVE I WITH FOUR PLAYERS

There will be distinct invasions at four different Swarm points, and each one will consist of two Gnomes.

A



The first Gnome can reach an empty cavern, by passing through several overrun caverns to get there.

The second Gnome can't reach any empty caverns through either gate, so it looks for the nearest cavern with one Troll in it. It is the first cavern inside the lower Gate, so the Gnome moves in there. The Blue Troll there defeats the Gnome, falls, and gains the First Fallen score.

B



Both Ice Gate caverns are equally "easy" with three Trolls each, so the Vote leader in the Ice Clan (Green) decides where the first Gnome goes. Green chooses the right Gate. Since there are multiple players there, we must randomly determine which Troll defeats the Gnome and falls. We shake up one Green and two Pink cubes, and draw one... it's Green! Green removes the fallen Troll and gets the First Fallen score.

C



The first Gnome moves into the empty cavern by the lower Moon Gate.

There are two equally-near empty caverns for the second Gnome to move to. Blue is the Vote leader in the Moon Clan, and sends the Gnome to the indicated cavern with a plan to attack it later.

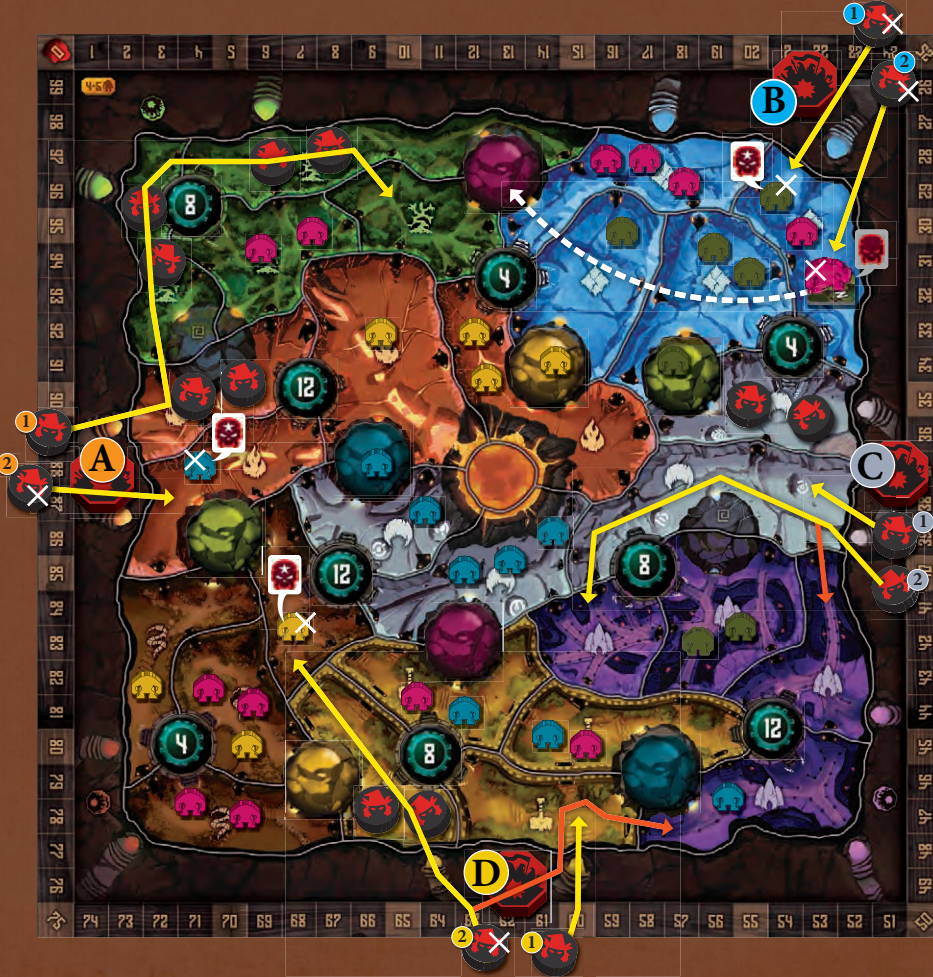
D



The first Gnome moves into the empty cavern just inside the gate.

The second Gnome can not reach any empty caverns, but there are two equally-near caverns with a single Troll; a Mud through the left Gate, and a Granite through the right Gate.

The Vote leader in the Hammer Clan (Blue) doesn't want her own Troll to fall (even with the First Fallen bonus) because that would clear her out of the Granite Domain entirely. She chooses to send the Gnome the other way. It is defeated by the Yellow Troll in there, which earns the First Fallen score for Yellow.



AWARD CHAMPIONS

Resolve each Champion in the display from left to right to see who won each one. There are **no ties** on the Champion influence tracks; if two markers are in the same spot, the marker on the **bottom** of the stack (signifying that it was there earlier) is in the lead. Follow this sequence for each Champion:

- 1 If you have the **most** Influence on that Champion, you are the **victor**; gain Votes in the Champion's Clan as displayed on the top left of the card. If **no** player had any Influence on the Champion, discard it from the game.
- 2 Other players who have markers on that card choose their consolation *contender reward*, in order from most influence to least. They must choose between **one Vote** in the Champion's Clan, **or** Honour equal to the number of **yellow lines** their disc passed on the Champion's *Influence track*.

As victor, you take the Champion card; its **abilities** are now yours.

- If the Champion has a **letter code**, take the matching **Champion tile**, insert it into one of your Champion bases to form the **Champion pawn**, and add it to the map in a cavern where you **dominate**. Wave III Champions with letter codes are **not** constructed into pawns; they tell you what to do with their starburst-shaped tiles.
- If the Champion has an **Instant symbol**, resolve its ability immediately (*before the next Champion in the display is resolved*).
- Most Champions offer a *passive* ability that is unlimited in its use. Some Champions have one or more **Claw symbols**. When you make use of this Champion's ability, cover one Claw with an Ancestry cube, as a reminder that you have used it. If you run out of Claws to cover, that ability can't be used again for the remainder of the Wave.
- Some Champions have **Ancestry symbols** on them. Treat these symbols as if they are symbols in your Ancestry; consider them adjacent to any symbol you wish to cluster them with.
- Some Champions are **Outsiders**. This means that their Clan's flag is not represented on the Clan board. Any Votes you get from an Outsider are Wild, and you can apply them to any (*one*) Clan you wish.



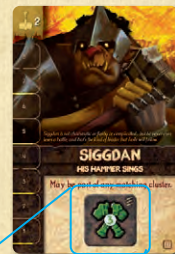
LETTER CODE



INSTANT SYMBOL



CLAW SYMBOL



ANCESTRY SYMBOL



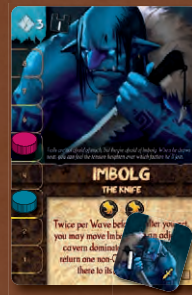
OUTSIDER CLAN FLAG



You (Pink) have the most Influence with **Imbolg the Knife**, so you are the victor! You gain three Votes from the Ice Clan.

Blue must decide whether to gain one Ice Vote, or gain two Honour (since their disc passed two yellow lines on Imbolg's Influence track).

Finally you claim Imbolg's card, use his Champion tile to build a pawn, and place the pawn in a cavern where you dominate.



SCORE THE WAVE

Waves I and II score identically (see below). Wave III has a totally different scoring structure (see page 16), and its scoring marks the **end of the game**.

Some **Champions** have a symbol which means that they score (or apply some other effect) at the end of each Wave; if you have such a Champion, make sure to take advantage of their benefit now!



END OF
WAVE
SYMBOL

?

WAVES I AND II

Score each Domain separately; all players assess each Domain together, and adjust their markers on the score track as each one is resolved. *It is easiest to start with Moss and move clockwise around the board.* For **each** Domain:

- 1 Score **6** for the **first** cavern in the Domain you control, and **2** for each **additional** cavern in the Domain you control. *Remember, you do **not** control a cavern if you are **tied** for most Trolls there.*
- 2 If you scored at **least one** cavern in the Domain, **lose 1** for each **overrun** cavern in the Domain.



Let's score the Hammer Clan Domain: there is one overrun cavern.

Blue controls one cavern, so Blue gains **6** and loses **1**.

Yellow controls two caverns, so Yellow gains **6** plus **2**, and loses **1**.

REFRESH

After scoring **Waves I and II**, you will need to refresh for the next Wave (after scoring **Wave III**, the game is over). Follow these steps:

- 1 Gather the **Gate cards** together and shuffle the deck. Lay out a number of Gate cards face down (*three for 2-3 players, four for 4 players, five for 5 players*) near the deck, as in initial setup.
- 2 Refresh the **Champions display** with the appropriate number of Champion cards for your player count (*one more than the number of players*). Make sure that you draw Champions from the deck matching the **Wave that you are about to enter**. If any of the Champions in the display have a letter code, find the matching Champion tile and place it on that card.
- 3 Each player should return all of the **cubes** from their Ancestry (and from any **Claw symbols** on Champion cards) back to their supply, and discard any **leftover Desperation tokens** they have.
- 4 The Starting player passes the **Start player marker** clockwise.

Begin the next Wave with **Building Your Ancestry**.

1



2



4





WAVE III

There are three types of scoring at the end of Wave III; resolve them in order. **Great Halls**, then **Elders**, and finally **Clan Votes**.

- 1 **Great Halls.** Assess each Great Hall separately. For each, check to see who controls the most caverns touching it (*the number of caverns varies by each Great Hall*). The player who controls more of those caverns than any other party gains Honour equal to the Great Hall's displayed value. *Flip its token as each Great Hall is resolved, to make it clear which ones remain to be scored.*

- Gnomes are considered to be a player for the purposes of calculating majorities; if the Gnomes win a Great Hall, no player gets those points.
- If multiple parties (*including Gnomes*) tie for most, they split the Great Hall's value as evenly as possible among them, ignoring remainders.

- 2 **Elders.** Gain Honour based on how many **Elder symbols** are in your Ancestry, according to the chart below:

	1	2	3	4	5	6	7	8	9
	0	1	3	5	8	12	17	23	30

- 3 **Clan Votes.** Check each plank on the Clan board, working from the top to the bottom. For each Clan, the players with the most, second-most, and third-most Votes gain the displayed amount of Honour for 1st, 2nd, and 3rd place. *There are no ties on the Clan board; if two markers are in the same spot, the marker on the **bottom** of the stack (signifying that it was there earlier) is in the lead.*

- A player must have **at least one** Vote in a Clan to qualify for any scoring position in that Clan. *If no player has Votes in a Clan, its points are not awarded.*



Great Hall example 1: Here the Gnomes control two of the surrounding caverns, and Green controls one. The Gnomes win, so no player earns the **4**.



Great Hall example 2: Here Pink controls two surrounding caverns, and Green controls one. Pink earns the **12**. Notice that Pink wins even though Green has more Trolls; it's about the controlled caverns, not the number of Trolls!



Great Hall example 3: Here we have a three-way tie for control of the surrounding caverns, between Yellow, Pink, and the Gnomes. Splitting the Great Hall's value as evenly as we can three ways results in Yellow and Pink each gaining **2**.



Elders example: You have seven Elders in your Ancestry, which earns you **17**.



Clan Votes example: On the Moss plank, Blue is in first place so gains **9**. Yellow is in second place (being at the bottom of the stack is ahead of Pink) so gains **5**. Pink is in third place so gains **3**.

GAME END

At the end of **Wave III scoring**, the player with the most Honour wins!

In the event of a tie, the tie is broken in favour of the player who has the highest combined total of Votes on the Clan board. If that is still a tie, the tied players share their victory.

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GAME TRAYZ INSERTS
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game trayz
control your chaos

Adam says: I'd like to thank my main gaming partner and inspirational wife Krista and my amazing kids Kaylee, Elanor, and Charlotte who make family game nights worthwhile. I'd also like to thank all the playtesters, but especially David & Jeff Bridgham, Chris Byer, Travis Chance, Jason Funk, Billy Glosson, Katia Gomes, Chris Hamm, Rob Hamman, Chris Hettinger, Nate Hinshaw, Jonathan Kafoure, Carl Klutzke, AJ Lambeth, Nolan Lichti, Jason Locke, Chad Messmer, "Jer Bear" & Annie Montz, Vinny Romano, Braden Rosengren, Mickey Reigleth, Matt Saefkow, Ryan & Katherine Shelton, Adam Stichter, Adam & Ellen West, Jerry Wilkinson, and the Indy Tabletop Game Creators!

Burnt Island Games would like to thank everyone on the FMK team for their intense devotion to a challenging project. Jay & Graeme for their crucial development insight. Jon Mietling for the KS video, and Mesa Game Labs for the animated KS images. Thanks to playtesters Jory Cappel, Adam Marostica, David Weiss, and Daniel Legault. Love and gratitude to Eric Lang, Nicole Hoye, Jayme Boucher, T. Caires, the Jacquemain family, the Cappel family, Alex Radcliffe from Boardgame Co., Derek & Lizzy Funkhouser from Board Game Spotlight, and the fine folks at Quackalope, Tantrum House, and Kidsplaining. Of course as always, we close with thanking our Kickstarter backers for making this adventure possible, we could not do it without you!



Published by
Burnt Island Games
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