

Stronghold

INVADER RULES

The goblin screamed as it struggled against its bonds. Rough hemp ropes held its limbs fast against the altar as the shaman lifted the ceremonial knife. Other orcs chanted in an ancient, eldritch language, praise to a god with no mercy, hopeful the life sacrifice would appease the Spirit of Conquest.

The Orc General smiled as he heard the thunk of the knife into the yielding flesh and turned his attention back to the assault. Already he could see the mist forming, indicating an affirmative answer to the fervent prayers of his shamanistic priests.

The General peered down at the stronghold full of desperate humans, clinging to their useless defenses. He could hear the thud of the boulder from the hilltop as it slammed into the fortress courtyard, followed by the sound of smashing timbers and screams.

He signaled the goblins, who were getting worked up into battle frenzy, and the gibbering horde rushed forward, screaming and waving their knives and grapples. The Spellmist was already beginning to form, obscuring sight for both sides, but hopefully giving his forces the chance to get past the deadly missile fire from the stronghold. Their reliance on the superiority of their ranged weapons would lead to their downfall.

The General would have to work fast while he could still see the fortress. He looked to his right where his High Shaman was already finishing the spell to create the most fearful weapon in the orc arsenal—the Bloodstone! The High Shaman directed the placement of the great jewel, glowing blood red, onto the catapult. Several orcs were crushed as the Bloodstone was dropped, only to be picked up by more, working with earnest purpose to load the heavy jewel onto the machine. At the General's signal, the holding rope was cut and the magic stone flew, dissipating the thick mist as it rocketed into the stronghold, its scream drowning out the cheers erupting from the horde at the sight of the deadly weapon. A loud BOOM reverberated back to the top of the hill as the General watched the Bloodstone slam into the middle parapet, throwing unquenchable magic flame throughout the inside of the fortress. He had hoped it would hit the great gate and burn it, but he knew it would still cause great damage, especially to the morale of the defenders.

The General signaled for the orc wave to start forward, counting on the frenzied goblins to have done their duty of dying for the betterment of the Horde. Hopefully, this would distract the defenders, sending them to defend an area he had no interest in. With a great cry, the orcs rushed into the mist, also prepared to do their duty for the Horde.

The metallic clanking of huge chains met the General's ears and he knew the last pieces in his plan were moving into place. Screams and loud growls told him some of the tenders weren't going to survive the move.

Turning back to watch the stronghold, the General could see that the mist was dissipating and deadly missile fire was decimating his orc wave as it rushed the walls without its magical cover. But this also revealed the location of the defenders' priests, a mistake he hoped to capitalize on.

The General turned and looked at the High Shaman, indicating with hand gestures where to aim the catapult. Soon with a great wail, the other Bloodstone was on its way, glowing red and dripping magic flame, until it slammed into the parapets where the priests must have been. A shower of blood-red flame, gray stone, and a few brown and white clad bodies rained down onto the defenses.

The General could see the defenders scrambling from other places to try to defend the near breach and smiled. With another signal, the remaining tenders slammed their Greataxes into the huge chains. The growls of the captives grew louder as they realized they would soon be free. Before the tenders could finish hewing through the thick metal, they were suddenly thrown into the air as the hill shuddered with the triumphant screams of the escaping prisoners. The massive trolls turned on their captors as they rent the huge chains and freed themselves. The High Shaman and his priests quickly moved into position to use their hexes to frighten the trolls back into submission and turn them toward the now undefended portion of the fortress. The mighty behemoths rushed away from the pain of the hexes eager to destroy any who might attempt to stand in the way of their newfound freedom.

The General smiled.

Stronghold

GAME RULES

RULE BOOKS

The rules are split up into 2 books: an **Invader's Book** and a **Defender's Book**. The first 6 pages of each book, as well as the ASSAULT section in the back, contain the basic rules to the game. The remaining pages detail rules applicable only to the appropriate player. This is so both players may have access to the rules at the same time - either for learning the game or for reference.

AN OVERVIEW OF THE GAME

STRONGHOLD is divided into **10 turns**. Each turn consists of **6 PREPARATION** Phases, after which an **ASSAULT** commences.

Each Invader's phase represents a subsequent stage of the assault **PREPARATIONS**. In the first phase, the Invader receives new Units and Resources. In the second phase, Resources are used to construct Siege Machines: deadly ballistae, destructive catapults or huge trebuchets. In the third phase he equips his Units with shields, banners or other weapons. In the fourth phase, the Invader conducts training: drovers, quartermasters and other specialists appear at the Ramparts. In the fifth phase the shamans summon black magical powers; by sacrificing Goblins, they provide the Invader with additional combat advantages. In the sixth and final phase, the Invader deploys his troops and orders Units fighting on the walls.

Invader's actions take a certain amount of time, represented by **Hourglasses**. This time is then used by the Defender to prepare the stronghold defenses. After each action, the Invader gives the Defender a certain number of Hourglasses. After each Invader's phase, the Defender must spend all the gathered Hourglasses.

Inside the stronghold there are various buildings where the Defender may spend his Hourglasses to prepare the defenses. Blacksmiths forge lethal cauldrons and cannons. In the workshop, the carpenter makes platforms for additional Units and reinforces the walls and gates. Troops are trained in the barracks. Scouts move out from their quarters to the Ramparts to set traps and sabotage siege engines.

After finishing the sixth phase, the **ASSAULT** commences. First a ranged attack takes place: wall cannons rumble, projectiles rain on the stronghold, Marksmen pelt the Invader with a cloud of arrows. Then a melee combat starts: the cauldrons reap a bloody harvest and the Invaders execute their orders trying to outsmart the Defenders.

If the Invader manages to breach the defenses on at least one section of the wall, he enters the stronghold. The game ends and the Glory Points are counted up for both players. If the Invader failed to enter the stronghold, another turn begins.

PRESENTATION

The basic rules are presented for 2 players. Variations for 3- and 4-player games are noted in the appropriate sections (p. 6-7).

GAME PIECES

The box contains the following pieces:

- 2 Boards (1 Main Board, 1 Glory Board)
- 29 Glory tiles
- 1 Gate Toughness pawn
- 200 Invader's Units (60 Goblins, 100 Orcs, 40 Trolls)
- 16 Resource cubes
- 49 Phase cards (23 for 2 players, 26 for 3 or 4 players)
- 36 Invader Machine cards (11 Hit, 25 Miss)
- 23 Invader Siege Machines tiles (4 Ballistae, 4 Catapults, 2 Altars, 3 Covers, 5 Battering Ram components, 2 Trebuchets, 3 Siege Towers)
- 21 Equipment tiles (3 Banners, 3 Ladders, 3 Ropes, 3 Saps, 3 Bridges, 3 Shields, 3 Poisons)
- 15 Training tiles (3 Quartermasters, 3 Trench Masters, 3 Master Archers, 3 Drovers, 3 Saboteurs)
- 10 Ritual tiles (2 Bloodstones, 1 Possession, 2 Fire, 1 Spectres, 1 Panic, 2 Gale, 1 Accident)
- 5 Order tiles (1 Goblin, 1 Orc, 1 Troll, 2 Bluff)
- 24 Hourglasses (12 each in gray & black)
- 41 Defender's Units (17 Marksmen, 20 Soldiers, 4 Veterans)
- 26 Wall Components (23 Stone & 3 Wooden)
- 6 Defender Hit cards
- 2 Heroes markers (1 each in green & red)
- 6 Defender Machine tiles (3 Cannons, 3 Poles)
- 9 Cauldron markers (3 Goblin, 3 Orc, 3 Troll)
- 3 Platform tiles
- 6 Trap tiles (3 Goblins, 3 Trolls)
- 2 Cathedral tiles (Marksmen Blessing, Unearthly Glare)
- 2 Accurate Shot tiles
- 1 Ruined Wall tile
- 1 Haste tile
- 1 Bag
- 2 Rule Books

If at any point all pieces of one type have been used, no more of that piece can be used unless one that has been placed on the board becomes available.

EXCEPTION: There is no limit to the number of Hourglasses the Defender can collect and spend.

EXAMPLE: *There are 3 Troll Cauldrons in the game. The Defender cannot build a 4th one as there are not enough resources in the Stronghold.*

BOARD DESCRIPTION



Preparing a 2-player match

(the Invader using the Bastic Phase Cards)

1 – Glory Board with starting Glory tiles setup

2 – Glory tiles (supply)

3 – Hourglasses markers (gray & black)

4 – Defender Hit Deck

5 – Platform tiles

6 – Trap tiles (Goblins & Trolls)

7 – Defender Machine tiles (Cannons & Poles)

8 – Marksmen Blessing and Unearthly Glare tiles

9 – Wooden Wall components

10 – Defending Units cubes – Soldiers

11 – Defending Units cubes – Veterans

12 – Stone Wall components

13 – Cauldron markers (Trolls, Orcs & Goblins)

14 – Main Board

15 – Invader Siege Machine Hit cards

16 – Accurate Shot tiles

17 – Ruined Wall tile

18 – Cover tiles

19 – Orders tiles

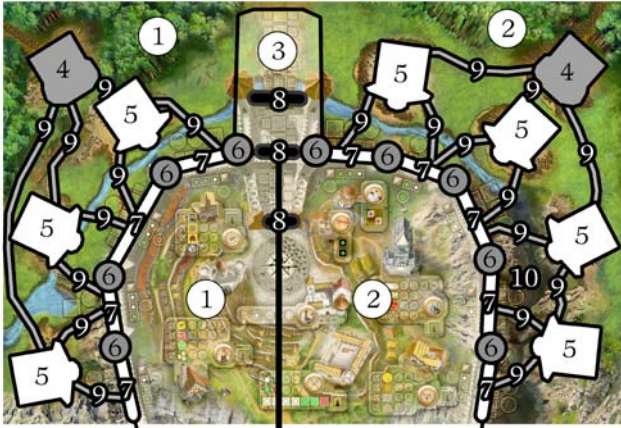
20 – Resources cubes

21 – Bag with cubes representing Invading Units

22 – Training tiles (Saboteur, Master Archer, etc.), Siege Machines tiles (Ballista, Catapult), Equipment tiles (Bridges, Banners, Shields) and Rituals tiles (Bloodstones, Gale, Specters)

23 – Invader Phase cards

BOARD DESCRIPTION



Board description

- | | |
|---------------------------------|--------------------|
| 1 – West side of the Stronghold | 6 – Towers |
| 2 – East side of the Stronghold | 7 – Wall Sections |
| 3 – Barbican | 8 – Gates |
| 4 – Foregrounds | 9 – Paths |
| 5 – Ramparts | 10 – Non-path Area |



Rampart description

- 1 – Siege Machine space
- 2 – Unit space
- 3 – Cover space
- 4 – Training tile space

FOREGROUNDS & RAMPARTS

Foregrounds and Ramparts are staging areas for Units on their way to the Stronghold Walls. Before the Units get to the Walls, they must stop at a Foreground, and then move to a Rampart before finally arriving at the Walls. Siege Machines, Covers and Training tiles are built in the Ramparts. The Foreground can also hold some Siege Machines.

PATHS

Foregrounds and Ramparts are connected by Paths, which are used by the Invading Units to move. The Invading Units can only move forward towards the Walls, not backwards. The Paths are also where the Defender's Scouts set Traps and the Invader builds Bridges.



Trap space

The Defender may place a Trap tile here. The Invader may place a Bridge tile here. Only 1 Trap or Bridge tile may be placed in a single space.

WALL SECTIONS

Stronghold Walls are divided into Sections. This is where the ASSAULT takes place between the Invading and Defending Units.



Wall Section

- 1 – Invading Units spaces
- 2 – Siege Tower space
- 3 – Equipment tiles spaces
- 4 – Defending Units spaces
- 5 – Cauldron markers spaces
- 6 – Spaces for Stone and Wooden Wall components
- (Note: pieces may be stacked)
- 7 – Hero marker space
- 8 – Platform tile space

TOWERS

Inside the Towers, the Defender places Cannons and Poles. Marksmen can also be sent here to fire upon the Units gathered on the Ramparts and Barbican.

THE BOARD

SPACES ON THE BOARD

There are spaces on the board where tiles, cards and Units are placed. Only 1 piece (tile or Unit) may be placed on 1 space, unless the piece description specifies otherwise.

BOARD'S SIDES

The Stronghold is divided into two sides: East and West. No Invading Unit or tile may be transferred to the other side of the Stronghold during the game.

BOARD DESCRIPTION / 2-PLAYER GAME

BARBICAN

In games where the Invader has a Battering Ram, there is also a Barbican. The Stronghold's Barbican consists of 3 Gates. Each Gate has an initial toughness of 6. The current toughness value of an Assaulted Gate is marked on the Toughness Track.



Barbican

- 1 – Battering Ram component spaces
- 2 – Battering Ram crew spaces
- 3 – 1st Gate
- 4 – 2nd Gate
- 5 – 3rd Gate
- 6 – Gate Toughness Track

BUILDINGS INSIDE THE STRONGHOLD

The Stronghold contains the following buildings: a Forge, a Workshop, a Scouts Quarters, a Cathedral, a Barracks, the Guards, a Hospital, and an Honor Guard. These buildings are described in detail in the Defender's Book p. 8-10.



Building

- 1 – Hourglass spaces
- 2 – Action icons (purchased with Hourglasses)
- 3 – Space marking an Unavailable Action for the current turn (after the purchase)
- 4 – Invading Saboteur space

Spaces for Defending Units inside Buildings

- 1 – Space for any Unit
- 2 – Space for any Unit (marked for the initial Marksman set up)
- 3 – Marksman only space (marked for the initial Marksman set up)
- 4 – Soldier only space
- 5 – Soldier only space (marked for the initial Soldier set up)
- 6 – Veteran only space
- 7 – No **new** units may enter this space (marked for the initial Soldier set up)



2-PLAYER GAME

In a 2-player game, one player is the Defender and the other is the Invader.

GAME SET UP

- The Main Board is placed on a table with the Glory Board next to it.
- Glory tiles are placed on the Glory board: 10 Glory tiles on the Invader's (dark) side, 1 Glory tile on each of 4 spaces on the Defender's (light) side. The remaining Glory tiles form a supply next to the Glory board.
- The players then select their roles: Defender or Invader.

INVADER SET UP

- The Invader places all his Units in the bag.
- He takes 5 Resources and places them in front of him. He forms a supply with the remaining Resources next to the board.
- All remaining Invader pieces form a supply next to the board.
- In a 2-player game, the Invader will use only the red-numbered Phase cards.
- He receives the Phase 1, Phase 6, and Camp cards from the Phase card deck, and places them in front of him.
- Then he randomly draws 2 of 5 cards from each of the remaining Phases 2-5, looks at them all at once, and selects 1 card from each Phase. It is very important for the Invader to set his general strategy for the rest of the game based on the drawn Phase cards. The remaining Phase cards are returned to the box and will not be used in this game.

Note: Drawing Phase cards randomly ensures a variable gaming experience and demands a certain degree of expertise from the Invader. In the first few games, the Basic set of cards should be used, which enables the game to be started with little set up. The cards from the Basic set are marked with a star.

DEFENDER SET UP

- The Defender places 2 Stone Wall components per each Wall Section.
- He also places his Units per the initial set up: a dot in the Unit's color specifies the Unit type that must be placed on a given space. **Note:** the dots only mark the initial set up of Units and are ignored for the remainder of the game.
- He places 2 Soldiers on the Honor Guard spaces.
- He places 1 Marksman in the Guards Building.
- He places 4 Marksmen and 1 Soldier in the Barracks.
- The remaining Units form a supply next to the board.
- The Heroes are placed on their respective Wall Sections.
- The Defender receives 4 Hourglasses.
- The Invader takes the remaining gray and black Hourglasses to form a supply. For a 2-player game, the Hourglass color is irrelevant.
- All remaining Defender pieces form a supply next to the board.

MULTIPLAYER GAME

3-PLAYER GAME

In a 3-player game, one player is the Defender and the other two are the Invaders. The goal of the game remains the same: if the invading side wins, both Invaders are the winners. The game is the same as the 2-player game, with the following exceptions:

CHOOSING A STRONGHOLD SIDE

The Invaders each select one side of the Stronghold. Each Invader must only take Actions and deploy Units on his respective side.

INVADER SET UP

Each Invader receives a total of 3 Resources before the game begins.

In the 3- and 4-player games, the Invaders will use the green-numbered Phase cards. Each of the Invaders ASSAULTS one side of the Stronghold. The Invaders decide together on the Phase cards they will have available during the game.

Each Invader receives 1 each of the Phase 1, Phase 6, and Camp cards from the Phase card deck. They then determine the cards for Phases 2-5 together. One of them randomly draws 3 of 5 cards from each of the remaining Phases 2-5, reviews them together all at once, and each of them selects 1 card from each Phase. The remaining Phase cards are returned to the box.

Notes:

- It is important to choose the Phase cards so that the Invaders' Actions complement each other.
- The cost of some actions in the 3-4 player games is different from the 2-player game, which is represented on the Phase cards.

PHASES

The Invaders act simultaneously in each Phase.

ANY PHASE: USING THE OTHER INVADER'S ACTION

Cost: 1 Additional Hourglass.

Effect: One Invader may use an Action on the other's Phase card. An Action can still only be used once per turn (i.e., if one Invader made an Action available to the other, he cannot use that Action himself).

PHASE 1: SUPPLIES

Each Invader draws 10 random Units from the pouch and each receives 5 Resource cubes. Invaders **cannot** share Resources.

UNIT TRANSFER

Cost: 1 Hourglass.

Effect: After drawing from the bag, an Invader can give his ally up to 3 Units of one single type.

PHASE 6: DISPATCH

UNIT MOVEMENT

Each Invader may only Dispatch his own Units to the Foreground on his respective side of the Stronghold. Either of them may Dispatch Units to man the Battering Ram in the Barbican.

ORDERS

Both Invaders decide together on how to allocate the Orders.

THE ESSENCE OF A 3-PLAYER GAME

A 3-player game rewards good cooperation of the Invaders. They should coordinate their Actions; otherwise the Defender will be able to easily respond to the threat from one Invader, while using the lack of threat from the other. Only coordinated Actions - consistent machine production and simultaneous ASSAULTS - will diminish the Defender's advantage.

The Invaders should not be overly concerned by using his ally's Actions when necessary. An immediate threat often justifies the additional Hourglass cost, making it a worthy investment.

4-PLAYER GAME

In a 4-player game, two players are the Invaders while the other two are the Defenders. The victory is collective: either both Invaders or both Defenders win.

This version has all the 2-player game rules as modified for a 3-player game, with the following changes:

CHOOSING A STRONGHOLD SIDE

The Defenders also each select one side of the Stronghold. All Actions of one Defender only affect the Wall Sections on his side of the Stronghold. Each Defender only commands the Units and Heroes on the Walls on his side of the Stronghold.

The Defender may decide to send Units or Heroes from his side of the Stronghold to help his ally; this is done by moving them to the Courtyard, where his ally can then move them to his side of the Stronghold.

Units inside Buildings and the Courtyard are available for both Defenders.

START OF TURN SUPPLIES

At the start of every turn, the Defenders receive 1 common Stone Wall component and each of them receives 1 Hourglass.

HOURLASSES

In a 4-player game, each of the Invaders has a different Hourglass color. Defenders **cannot** share Hourglasses.

Each Defender receives Hourglasses of one color for Actions taken by the Invader playing on the same side of the Stronghold.

Component allocation at the start of every turn,
depending on the number of players:

Players	Invader:		Defender:	
	Resources	Units	Stone Wall	Hourglasses
2	5	14	1	2
3	5 each	10 each	1	2
4	5 each	10 each	1 common	1 each

The Defenders may use the Hourglasses in the normal way. The only difference is an Action can only be purchased by using Hourglasses of 1 color. It is not possible to start an Action with 1 color and finish it with another Hourglass color. Placing even 1 Hourglass of 1 color blocks this Action for the other Defender.



HASTE TILE

Each turn the Defenders have 1 Haste tile at their disposal.

Cost: None.

Effect: The Haste tile can be used to remove an ally's Hourglass that marks an Unavailable Action in that turn. This enables the other player to use that Action in the current turn.

Note: The Haste tile cannot clear an Unavailable Action if all pieces associated with that Action are already on the board (i.e., the Defender could not place a second Marksmen Blessing).

ANY PHASE: USING THE OTHER INVADER'S ACTION

The Defender sitting opposite of the Invader actually taking the action receives the additional Hourglass.

PHASE 6: DISPATCH - CLASSIFIED ORDERS

If Orders are placed face-down, the Invaders may choose which Defender will get the extra Hourglass.

THE ESSENCE OF A 4-PLAYER GAME

The 4-player game is more demanding for the Defenders. Using an Action by one Defender means it becomes Unavailable for the other. Hence, constant dialogue regarding upcoming Actions becomes necessary, so the Stronghold has a solid, coherent defense despite having two commanders. The worst that can happen to the Defenders is mutually blocking defensive options leading to a complete paralysis.

The challenge for the Defenders is to correctly assess the situation on their respective sides of the Stronghold and, if necessary, support that player who is currently in worse shape. There is no gain in having one untouched side, if the other falls prematurely.

INVADER'S BOOK

INVADER'S GOAL

The Invader's goal is to Breach the Stronghold quickly and to earn as many Glory Points as possible.

INVADING UNITS

The Invader has the following Units available:

- Goblin - Strength 1
- Orc - Strength 2
- Troll - Strength 3

PHASES

The Actions on the Phase cards represent the only Actions available to the Invader during the game. Phase cards are laid on the table in order and correspond to the following PREPARATION Phases for the ASSAULT:

- PHASE 1: SUPPLIES
- PHASE 2: MACHINES
- PHASE 3: EQUIPMENT
- PHASE 4: TRAINING
- PHASE 5: RITUALS
- PHASE 6: DISPATCH

Each Phase card has the available Actions on it. The Invader may take as many of these Actions as he wishes (or none at all); however, each Action may only be taken **once per turn**.

Each Action has a cost which is the number of Units that have to be assigned to do the work. The spent Units are placed on the Phase card to mark which Actions have been used; these Units are then returned to the supply at the end of the Phase. **Additionally**, Actions in Phases 2 and 3 require a certain amount of Resources to also be spent.

Each Unit assigned to an Action generates 1 Hourglass for the Defender. Most Actions in the game can be completed faster (assigning stronger Units) or slower (assigning more, but weaker, Units).



Example: The Invader can build a Catapult by assigning 1 Troll or 2 Orcs to work. The Defender would receive 1 or 2 Hourglasses, respectively.

When the Invader has taken all the intended Actions in the given Phase, he declares the Phase finished. After the Invader's Phase, the Defender **must** spend all the Hourglasses received in that Phase (if any). The Defender may not discard Hourglasses. After he has done so, the Invader starts the next Phase.

INVADER'S BOOK

After the Invader finishes Phase 6 and the Defender has spent the received Hourglasses, the ASSAULT commences (p. 16).

Notes:

- Phases **must** be taken in order. Once a Phase is finished, the Invader cannot go back to it or to any previous Phases in that turn.
- Some Actions only cost Hourglasses.
- Actions may **only** be paid for with Units not currently on the board or the Camp card.



PHASE 1: SUPPLIES



In Phase 1 the Invader receives new Units and Resources.

NEW UNITS

The Invader randomly draws 14 Units from the bag (10 Units each in a 3- and 4-player games); they will be used for taking Actions in the current turn.

RESOURCES

The Invader receives 5 Resource cubes. Additionally, the Invader may take the Action:

GAIN RESOURCES

Cost: any 1 Unit (1 Hourglass)

Effect:

- Goblin - 1 additional Resource,
- Orc - 2 additional Resources, or
- Troll - 3 additional Resources.

The Invader may not assign more than 1 Unit for gaining additional Resources.

Notes:

- The Invader can only gain up to 8 Resources per turn (5 + 3 if he assigns a Troll to Gain Resources).
- In the first turn, the Invader has at his disposal 5 additional Resources, (3 Resources in a 3- and 4-player games) per the "Invader Set Up" p. 5.



PHASE 2: MACHINES

The Invader may assign his Units to build Siege Machines. Siege Machines **cannot** be destroyed in any way and stay on the board for the rest of the game. At no point during the game may there be more than 4 projectile Machines (Ballista, Catapult, Trebuchet) on the board. There are 7 different Siege Machine types in the game:



BALLISTA

Cost: 6 Resources + 1 Troll / 2 Orcs (1 / 2 Hourglasses).

Preparing a Ballista: The Invader shuffles together 2 Hit cards and 5 Miss cards to form a Siege Machine deck.

Placement: The Invader places the deck on 1 Rampart and covers it with a Ballista tile to specify the Siege Machine type.

Range: The Ballista may only fire at those Wall Sections which are connected to the Rampart with Paths.

Effect: During the ASSAULT, the Invader selects a connected Wall Section (not Tower) and draws the top card from the deck.

If it is a Miss card, the Ballista misses and the effect is completed. The Miss card is then discarded back to the supply.

If it is a Hit card, the Ballista hits. The Invader kills 1 Defending Unit on the Wall Section of his choice. If an Invading Unit is also on the same Wall Section, the strongest of them is also killed. The Hit card is shuffled back into the Ballista deck.

Note: Scouts from the Stronghold may damage a Ballista.



CATAPULT

Cost: 6 Resources + 1 Troll / 2 Orcs (1 / 2 Hourglasses).

Preparing a Catapult: The Invader shuffles together 2 Hit cards and 5 Miss cards to form a Siege Machine deck.

Placement: The Invader places the deck on 1 Rampart and covers it with a Catapult tile to specify the Siege Machine type.

Range: The Catapult may only fire at those Wall Sections which are connected to the Rampart with Paths.

Effect: During the ASSAULT, the Invader selects a connected Wall Section and draws the top card from the deck.

If it is a Miss card, the Catapult misses and the effect is completed. The Miss card is then discarded back to the supply.

If it is a Hit card, the Catapult hits. It removes 1 Stone Wall component and all Wooden Wall components.

If there are no Wall Components on the hit Wall Section, the Invader may remove a Cauldron on that Wall Section OR a Cannon/Pole placed in the Tower opposite to the Catapult's Rampart. The Hit card is shuffled back into the Catapult deck.

Note: Scouts from the Stronghold may damage a Catapult.



Catapults can target connected Wall Sections.



If a Catapult targets an empty Wall Section, it may remove a Cauldron or adjacent Cannon.

INVADER'S BOOK



ALTAR

Cost: 4 Resources + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Altar tile is placed on 1 Foreground space.

Range: The Altar affects any Wall Section on its side of the Stronghold.

Effect: During the ASSAULT, the Altar provides the Invader with +1 Strength on a Wall Section selected by the Invader during Phase 6 Order step. Each turn it may affect a different Wall Section.

Note: There are no designated Altar tile spaces on the board; the Altar tile is placed at the selected Wall Section to avoid confusion and returns to the Foreground at the end of every turn.



COVER

Cost: 4 Resources + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Cover tile is placed on 1 Rampart.

Effect: During the ASSAULT, Cover protects the Invading Units on that Rampart from Marksmen Fire. Marksmen Fire on that Rampart, including the Marksmen Blessing, has no effect whatsoever.



BATTERING RAM

Cost: 3 Resources + 1 Orc / 2 Goblins (1 / 2 Hourglasses). (In a 3- or 4-player game, Invaders may never build more than 1 Battering Ram component per turn.)

Placement: The Battering Ram tile is placed in front of the 1st Gate. Each new Ram component is placed on the next open space in front of the current Gate.

Effect: To use a Battering Ram, the Invader needs to assign his Units to it during Phase 6. In a 3- or 4-player game these Units may come from either Camp. There are spaces for 2, and only 2, Invading Units at each of the Ram components. Only those Ram components which are manned by 2 Units may be used during the ASSAULT (when Units are killed, those remaining automatically fill in the gaps). For each such component, the Gate toughness is reduced by 1. When the Gate toughness has dropped to 0, the Invader receives the following:

- 1 Glory Point if it is the 1st Gate, and shifts all Ram components and all Units to the 2nd Gate;
- 1 Glory Point if it is the 2nd Gate, and shifts all Ram components and all Units to the 3rd Gate; or
- 3 Glory Points if it is the 3rd Gate. The destruction of the 3rd Gate is considered Breaching the Stronghold and ends the game. (If the Invader already Breached the Stronghold through a Wall Section, then only 1 Glory Point is awarded for destroying the 3rd Gate.)

Note: If the Gate toughness drops below 0, any additional values are subtracted from the toughness of the next Gate.



TREBUCHET

Cost: 8 Resources + 1 Troll / 2 Orcs (1 / 2 Hourglasses).

Preparing a Trebuchet: The Invader shuffles together 2 Hit cards and 5 Miss cards to form a Siege Machine deck.

Placement: The Invader places the deck on 1 Foreground and covers it with a Trebuchet tile to specify the Siege Machine type.

Range: The Trebuchet may fire at any Wall Section on its side of the Stronghold.

Effect: During the ASSAULT, the Invader selects a Wall Section to fire at and draws the top card from the deck.

If it is a Miss card, the Trebuchet misses and the effect is completed. The Miss card is then discarded back to the supply.

If it is a Hit card, the Trebuchet hits. It removes 1 Stone Wall component and all Wooden Wall components.

If there are no Wall components on the hit Wall Section, the Trebuchet removes any 1 Cauldron placed on that Wall Section.

The Trebuchet does not remove Cannons/Poles inside Towers.

The Hit card is shuffled back into the Trebuchet deck.

Note: The Trebuchet is too far from the Stronghold to be damaged by Scouts.



SIEGE TOWER

Cost: 8 Resources + 1 Troll / 2 Orcs (1 / 2 Hourglasses).

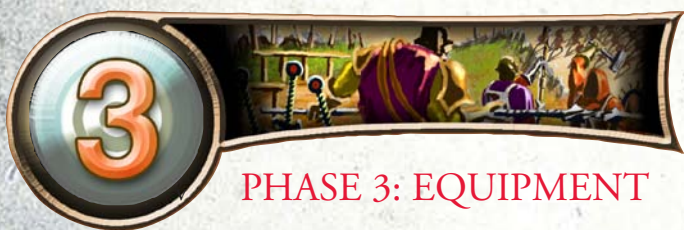
Placement: The Siege Tower tile is placed at 1 Wall Section.

Effect: During Phase 6, the Invader may move Units to the Siege Tower directly from the Camp, bypassing the Foregrounds and Ramparts. The Siege Tower provides 3 additional spaces for the Invading Units at the given Wall Section.

Notes:

- After the ASSAULT is resolved, all Units from the Siege Tower should be moved to the Wall (provided there is free space on that Wall Section)
- Only 4 of 9 Wall Sections can accommodate a Siege Tower.

INVADER'S BOOK



PHASE 3: EQUIPMENT

After building the Siege Machines, the Invader begins equipping his Units. He may assign up to 2 **different** Equipment types at a given Wall Section. Equipment **cannot** be destroyed in any way and stays on the board for the rest of the game. There are 7 Equipment types in the game:



BANNERS

Cost: 1 Resource + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Banner tile is placed at 1 Wall Section.

Effect: During the ASSAULT, the Banners provide the Invader +1 Strength to the given Wall Section.



LADDERS

Cost: 2 Resources + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Ladder tile is placed at 1 Wall Section.

Effect: During Phase 6, the Ladders provide a space for 1 additional Invading Unit at the given Wall Section.



ROPES

Cost: 2 Resources + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Rope tile is placed at 1 Wall Section.

Effect: During Phase 6, the Invader may move 1 Unit from a Wall Section with Ropes to 1 adjacent Wall Section (cannot be moved across the Barbican).



SAP

Cost: 1 Resource + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Sap tile is placed at 1 Wall Section.

Effect: During Phase 6, the Invader may move 1 Unit from his Camp directly to the given Wall Section.

Note: If the Invader takes 2 Dispatch Actions in Phase 6, he may use Sap in both of them.



BRIDGE

Cost: 1 Resource + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Bridge tile is placed on 1 empty Path.

Effect: The Bridge tile prevents the Defender from placing Traps on that Path.



SHIELDS

Cost: 3 Resources + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Shield tile is placed at 1 Wall Section.

Effect: During the ASSAULT, if the Invading Units lose a Melee Resolution at a Wall Section with Shields, the Melee is replayed with the following modification: the Invader increases each participating Unit by +1 Strength. If the Invader's new Strength is greater than or equal to the Defender's Strength, nothing happens. If the Invader's Strength is still less than the Defender's Strength, the Invader loses a number of Units according to the Defender's latter Advantage.



POISONS

Cost: 1 Resource + 1 Orc / 2 Goblins (1 / 2 Hourglasses).

Placement: The Poison tile is placed at 1 Wall Section.

Effect: At the beginning of the Melee Resolution, if an Invading Unit is at the given Wall Section, 1 Marksman on the Wall Section (if any) is moved to the Hospital before the Defender's Strength is determined.



PHASE 4: TRAINING

After equipping the troops, the Invader proceeds with training. He may place up to 2 **different** Training tiles on each of the Ramparts (with the exception of Artilleryman and Saboteur Training tiles). Training tiles stay on the board for the rest of the game. There are 7 Training types in the game:

INVADER'S BOOK



ARTILLERYMAN

Cost: 2 Orcs / 3 Goblins (2 / 3 Hourglasses).

Effect: The Invader immediately places 1 additional Hit card into the Siege Machine deck of his choice. The deck is then reshuffled.

Note: The Invader may train additional Artillerymen for the same Siege Machine in the following turns.



QUARTERMASTER

Cost: 2 Orcs (2 Hourglasses)

Effect: During Phase 6, the Invader may move 2 additional Units from this Rampart per Dispatch than what is normally allowed. Additionally, this Rampart can hold 9 Invading Units, instead of 7.



TRENCH MASTER

Cost: 2 Orcs (2 Hourglasses)

Effect: During the Marksmen Fire, the Strength of the Units on this Rampart is doubled.



MASTER ARCHER

Cost: 1 Orc / 2 Goblins (1 / 2 Hourglasses).

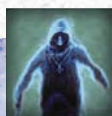
Effect: During the ASSAULT, every Goblin on this Rampart may fire at a connected Wall Section or at the opposite Tower. One Goblin kills 1 Marksman. If there are Invading Units on a Wall Section, the Goblins cannot fire at that Wall Section.



DROVER

Cost: 2 Orcs (2 Hourglasses).

Effect: During Phase 6, Units from this Rampart may move to any adjacent Rampart or move back to a Foreground. Units may still only move **once** per Dispatch.

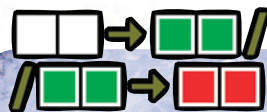


SABOTEUR

Cost: 2 Orcs / 3 Goblins (2 / 3 Hourglasses).

Placement: The Saboteur tile is placed on 1 Building inside the Stronghold.

Effect: All Defender Actions in this Building cost 1 additional Hourglass.



DRILL SERGEANT

Cost: 2 Orcs / 2 Goblins (2 Hourglasses)

Effect: The Invader receives 2 Units: 2 Orcs, if he assigns Goblins, or 2 Trolls, if he assigns Orcs. New Units are placed in the Camp from **the Supply**.

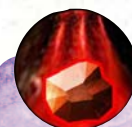


PHASE 5: RITUALS

The last step of the PREPARATIONS takes place now: the shaman's magic rituals will help the Invader capture the Stronghold. Unlike previous Actions, Ritual effects are only temporary. After the turn is finished, all Ritual tiles are removed from the board.

Note: Goblins assigned to Rituals are placed on the Blood Rituals space on the Glory Board (see "Glory" on p. 19).

There are 7 Ritual types in the game:



BLOODSTONES

Cost: 2 Goblins (2 Hourglasses).

Placement: The Bloodstones tile is placed on 1 Catapult.

Effect: During the ASSAULT, if the Catapult hits the selected Wall Section, it also kills a Defending Unit (Invader's choice) that is present on the Wall Section. A Wall component need not be present for a Unit to be killed.



POSSESSION

Cost: 1 Goblin (1 Hourglass).

Placement: The Possession tile is placed on 1 Hero.

Effect: The Hero cannot use his Special Action for the remainder of this turn, i.e.,:

- The Officer cannot make his Speech, or
- The Warrior cannot attack Invading Units.

Note: Possession does not affect the Heroes' attributes (e.g., the Warrior still adds +2 Strength to his Wall Section). It also does not affect previously completed Special Actions.



FIRE

Cost: 1 Goblin (1 Hourglass)

Placement: The Fire tile is placed on 1 Building inside the Stronghold.

Effect: All Defender Actions in this Building cost 1 additional Hourglass.



SPECTRES

Cost: 1 Goblin (1 Hourglass)

Placement: The Spectres tile is placed on the Hospital.

Effect: During the ASSAULT, Defending Units that are returned to the supply from the Hospital are instead placed on the Foreground of the Invader's choice, acting as invading troops for remainder of the game (i.e., Marksmen become Goblins, Soldiers become Orcs, and Veterans become Trolls).



PANIC

Cost: 2 Goblins (2 Hourglasses)

Placement: The Panic tile is placed on the Courtyard.

Effect: If at any time there is more than 1 Defending Unit on the Courtyard, the weakest Unit is killed. If the Units have the same Strength, only 1 of them is killed.

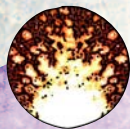


GALE

Cost: 1 Goblin (1 Hourglass)

Placement: The Gale tile is placed on 1 Wall Section.

Effect: Units on this Wall Section may not Swap Places with other Units. Moving a Unit or Hero **to** this Wall Section costs 1 additional Hourglass.



ACCIDENT

Cost: 3 Goblins (3 Hourglasses)

Placement: The Accident tile is placed on 1 Cauldron.

Effect: During the ASSAULT, the Cauldron does not kill any Invading Units. If there is a Defending Unit matching the Cauldron, that Defending Unit is killed instead (i.e., a Troll Cauldron kills a Veteran, an Orc Cauldron kills a Soldier, and a Goblins Cauldron kills all Marksmen).



PHASE 6: DISPATCH

All Units not assigned to Actions by the Invader in previous Phases are now placed on the Camp card, from which they may be sent towards the Walls in Phase 6. Then, Units fighting on the Walls receive their Orders. Units not taking part in the ASSAULT remain in the Camp.

UNIT MOVEMENT

The Invader has 2 available Actions: Minor Dispatch and Major Dispatch. Both enable him to move Units from the Camp to the board, and move those Units already on the board. Units move along Paths.

A DISPATCH ACTION IS COMPLETED AS FOLLOWS:

1. First, Units may move from any Rampart to connected Wall Sections,
2. Second, Units may move from any Foreground to connected Ramparts, and
3. Finally, Units may move from the Camp to any Foreground and/or the Barbican.

Notes:

- A Dispatch Action allows a move out from **all** Foregrounds, Ramparts and the Camp, not just from one of these at a time. Units may only move forward towards the Walls, not backwards.
- The board is asymmetrical on the east side. The Invading units must first move to the inner Rampart before moving to the outermost Rampart.
- Every Wall Section has a limit to the number of Units allowed to be placed on it. Similarly, there must not be more than 10 Units on a Foreground or more than 7 Units on a Rampart.
- 1 Minor and/or 1 Major Dispatch may be taken in any order, but not 2 of the same kind. Units that move in the first Dispatch may be moved again during the second Dispatch.
- The above rules may be modified by certain Actions available on the Phase cards.
- Sending Units to a Siege Tower or through a Sap **does count** towards the number of Units in a given Dispatch [*Example: Minor Dispatch allows moving 3 Units from the Camp to the Siege Tower and 2 Units from the Camp to the West Foreground (5 Units in total)*].
- Inside the Barbican, no more than 2 Invading Units may be placed per Battering Ram component.

MINOR DISPATCH

Cost: 3 Hourglasses.

Effect: The Invader may move up to 5 Units **from each** Rampart and Foreground; he may move up to 5 Units **to each** Foreground and the Barbican from the Camp.

MAJOR DISPATCH

Cost: 5 Hourglasses.

Effect: The Invader may move up to 7 Units **from each** Rampart and Foreground; he may move up to 7 Units **to each** Foreground and the Barbican from the Camp.

DISPATCH EXAMPLES



Using both Dispatch Actions in one turn

The Invader played the Major Dispatch with the Dispatch card, which allows him to move 7 Units to any space on the board. The Invader moved 6 Units from Rampart (d) to Rampart (e).

Note: Only the East Side of the board has the option of moving the Units from Rampart to Rampart (d to e) due to the asymmetric layout of the board.

It is only possible to move from Rampart (d) to Rampart (e) – never the other way around. A Drover chip placed on the Rampart allows Units to move from this Rampart to any adjacent one, even from the Ramparts (e) to (d). The Drover also allows Units to move from a Rampart back to the Foreground.

Now the Invader moves 7 Units from Foreground (a) to Ramparts (c) and (d): 5 Units go to Rampart (d) and the other 2 to Rampart (c). The Invader ends the Major Dispatch by moving 7 new Units on the board and places them on Foreground (a) from the Camp.

In the same turn, the Invader decides to use the Minor Dispatch indicated on the card he just played. The Invader gives 3 more Hourglasses to the Defender and performs the Action as follows:

First, the Invader moves the Units from the Ramparts to the Walls. The Invader moves 5 Units from Rampart (e) to the Walls – 1 Unit must remain on the Rampart. The Invader can also move the Units from Rampart (d) to the Walls, but chooses to move them to Rampart (e) instead. The Invader leaves 2 Goblins on Rampart (c).

Now the Invader moves the Units from Foreground (a) to the Ramparts. Knowing that only 5 Units can be placed on Foreground (a), it is wise to move at least 2 Units. No more than 10 Units can be placed on one Foreground.

The Invader decides to move: 3 Units are from Foreground (a) to Rampart (b) and 2 more from the same Foreground to Rampart (c). A total of 5 Units moved from the Foreground with 2 Units remaining behind. The Invader then moves in 5 units from his Camp to the Foreground (a) thus ending the Minor Dispatch.



THE CAMP

All Units not placed on the board during the Dispatch remain in the Camp. The Camp has a specific capacity: the more Units it contains, the higher its upkeep (in Hourglasses to the Defender).

Cost (2-player Game):

- Up to 3 Units in the Camp generate no Hourglasses,
- 4-7 Units in the Camp generate 1 Hourglass,
- 8-11 Units in the Camp generate 3 Hourglasses, and
- 12 and more Units in the Camp generate 6 Hourglasses.
- The costs for 3- and 4-player games are displayed on the green Camp card.

Effect: Units remaining in the Camp may not be used in subsequent turns for any Action other than Dispatch (i.e., all they may do is move out to the board).



ORDERS

In Phase 6, the Invader can issue Orders to Units on Wall Sections. At least 1 Unit of the appropriate type must be on the Wall Section in order to receive and carry out the given Order. There may only be 1 Order tile at any 1 Wall Section. After the turn is finished, all Order tiles are returned to the supply.

If the Defender manages to kill all of the Units of the appropriate type before the Order takes effect, this Order is removed from the board.

Notes:

- The board has no designated Order spaces on the board; the Order tile is placed at the selected Wall Section to avoid confusion with which Wall Section it affects.
- If the Invaders have built an Altar, he now selects the Wall Section that will be affected.

The Invader can issue Orders in 1 of 2 ways:

OPEN ORDER

Cost: None

Placement: The Invader places 1 face-up Order tile at 1 Wall Section.

CLASSIFIED ORDERS

Cost: 1 Hourglass (In a 4-player game, the Invaders choose which Defender receives the Hourglass).

Placement: The Invader places **any number** of Order tiles at different Wall Sections. These are placed face-down and become uncovered during the ASSAULT.

There are 4 Order types in the game:



GOBLIN FRENZY

Effect: During the ASSAULT, Goblins fly into a Frenzy. A Frenzied Goblin has Strength 3. After the Melee Resolution, regardless of the result, all Frenzied Goblins are killed. In a Melee Resolution where the Defender has the Advantage on a Wall Section, the Frenzied Goblins are returned to the supply before the Invader's losses are taken.

Note: If the Frenzied Goblins have enough Strength to win the Melee Resolution and Breach the Stronghold, they do so, even if there is no other Invading Unit at this Wall Section.

Example of a Goblin Frenzy Order



Example 1) 2 Orcs, 1 Goblin and the Banners Equipment tile are on a Wall Section on the **Invader's** side. 2 Soldiers, 1 Veteran and 4 Stone Wall components are on the **Defender's** side. The Invader issues the **Goblin Frenzy** Order on that Wall Section

increasing the Goblin's Strength from 1 to 3. Strength is determined as follows: Invader: $2+2+3+1 = 8$; Defender: $2+2+3+1+1+1+1 = 11$.

The Defender wins the Melee Resolution with a 3-point Advantage. Since the Invader lost, the Ordered Goblin is removed from the board BEFORE Unit losses are taken. This means the Invader now has 5 points to the Defender's 11 points. With a Defender Advantage of 6, both Orcs are killed.

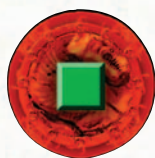


Example 2) 2 Orcs, 1 Goblin and the Banners Equipment tile are on a Wall Section on the **Invader's** side. 2 Soldiers and 3 Stone Wall components are on the **Defender's** side. The Invader issues the **Goblin Frenzy** Order on that Wall Section increasing the

Goblin's Strength from 1 to 3. Strength is determined as follows: Invader: $2+2+3+1 = 8$; Defender: $2+2+1+1+1 = 7$.

The Invader wins the Melee Resolution with a 1-point Advantage. Since the Invader won, the Frenzied Goblin is removed from the board AFTER Unit losses are taken. This means the Invader keeps his 8 points to the Defender's 7 points. With an Invader advantage of 1, 1 Soldier moves to the Hospital.

INVADER'S BOOK



ORC DETONATION

Effect: During the ASSAULT, Orcs blow themselves up. The Invader chooses at least 1 Orc at this Wall Section and returns it the supply. For each Detonated Orc, 1 Stone Wall component and all Wooden Wall components on this Wall Section are removed. A Detonated Orc is returned to the supply before the Melee Resolution.



TROLL CALL

Effect: During the ASSAULT, the Invader **must**, if possible, move 1 Troll on the board (not from Camp) 1 area closer towards the Wall Section where the Order was given.

Note: A Troll Trap **does** affect a Called Troll.



BLUFF TILE

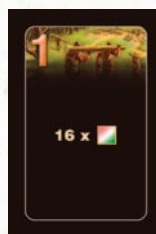
Effect: The Bluff tile's purpose is to fool the Defender, and has no effect on Units.

END OF PHASE 6

When the Invader has finished Phase 6 and the Defender has spent all available Hourglasses, the ASSAULT commences (see "ASSAULT" on p. 16).

PHASE CARD REVERSE - SPECIAL ACTIONS

At the start of a **turn**, the Invader may decide not to take advantage of a Phase card's available Actions. He may flip this Phase card to gain access to that Phase's Special Action. A Special Action may be taken during that Phase from now on. Once a Phase card has been turned over, it remains this way. There are 5 Special Action types in the game:

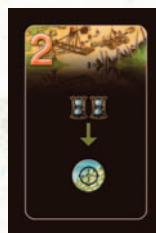


ALL CHARGE!

Phase 1: Supplies

Cost: None.

Effect: The Invader no longer collects Resources, and concentrates on ASSAULTING the Stronghold. He receives 2 extra Units in each turn, but does not receive any Resources.



ACCURATE SHOT

Phase 2: Machines

Cost: 2 Hourglasses.

Effect: The Invader places an Accurate Shot tile on 1 Siege Machine deck and immediately gives the Defender 2 Hourglasses. During the ASSAULT, any Ballista, Catapult, or Trebuchet that fires with an Accurate Shot tile draws 2 cards (instead of 1), and selects 1 card to resolve as normal. The other card is reshuffled back into the Siege Machine deck.



EQUIPMENT TRANSFER

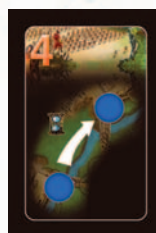
Phase 3: Equipment

Cost: 1 Hourglass.

Effect: The Invader may move 1 Equipment tile to another area on the **same side** of the Stronghold.

Note:

- The Ladder cannot be moved if it has a Unit on it.



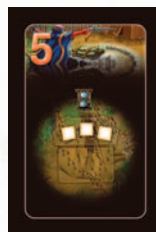
TRAINING TRANSFER

Phase 4: Training

Cost: 1 Hourglass.

Effect: The Invader may do 1 of the following:

- Move 1 Training tile to another Rampart on the same side of the Stronghold, or
- Move 1 Saboteur tile to another Building



ESCAPE THE KNIFE

Phase 5: Rituals

Cost: 1 Hourglass.

Effect: The Invader takes up to 3 Goblins from the supply of killed Units (except the ones on the Glory Board) and places them on 1 Foreground field.

Notes:

- Only an option if killed Goblins are available.
- The Foreground may not exceed 10 units as a result of this Action.

ASSAULT

ASSAULT

After Phase 6 is finished and the Defender has spent all the received Hourglasses, an **ASSAULT** commences. The **Ranged Attack** comes first, followed by the **Melee Combat** on the Walls. The **ASSAULT** is resolved in the following Stages:

I - Ranged Attack

- Stage 1 - Cannons Fire - Defender
- Stage 2 - Siege Machines Fire - Invader
- Stage 3 - Marksmen Fire - Defender
- Stage 4 - Goblins Fire - Invader

II - Melee Combat

- Stage 1 - Cauldrons - Defender
- Stage 2 - Poles - Defender
- Stage 3 - Orders - Invader
- Stage 4 - Melee Resolution
- Stage 5 - Hospital - Defender

III - Barbican - Invader

All Invading Units **killed** during any Stage are returned to the supply (not the bag). All Defending Units killed during the Ranged Attack are also returned to the supply. All Defending Units killed during the Melee Combat are moved to the Hospital temporarily.

I - RANGED ATTACK

1. CANNONS FIRE - DEFENDER

The Defender points to which Barbican, Foregrounds, and Ramparts which each of his Cannons will fire at. He then uncovers one card per Cannon, removing killed Invading Units. Each Cannon may be resolved one at a time. After all the Cannons have been resolved the player reshuffles the deck and puts it next to the board.



Miss



1 Goblin



1 Goblin
or 1 Orc



1 Goblin,
1 Orc, or
1 Troll

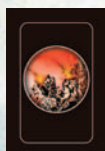


Firing at Invading Units at the Barbican

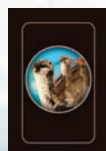
In this area the Invading Units can only be fired at by Marksmen and Cannons in Towers and Wall Sections adjacent to the Barbican.

2. SIEGE TOWERS FIRE

The Invader picks Wall Sections at which his Siege Machines fire, draws the top card from each participating Siege Machine deck and determines the effect.



hit



miss

3. MARKSMEN FIRE - DEFENDER

Marksmen on Wall Sections not engaged in Melee Combat (i.e., no Invading Units are present) and Marksmen in any Towers may fire at the Invading Units. Marksmen on a Wall Section may fire on Ramparts (connected by Paths); Marksmen in Towers may fire at the Ramparts opposite to the Tower or the Ramparts opposite to adjacent Towers. Every firing Marksman adds +1 **Fire Strength**. The combined Fire Strength hitting the given Rampart determines the total Strength of the Invading Units killed. Killed Units are selected by the Invader but all points must be allocated if possible.

Marksmen may only fire at the Barbican from the 2 adjacent Towers and Wall Sections. (See "Firing At Invading Units at the Barbican" in section I.1)

Examples of Fire



Example 1:

2 Marksmen on Wall Section (b) fire at Barbican (e). Their combined Fire Strength is 2, not enough to kill a Troll (Strength 3). The Invader would remove a Goblin and the remaining 1 Fire Strength would not be allocated. The Marksmen from Wall Section (a) cannot fire

at the Orc on Rampart (d) because these 2 places are not connected by Paths.

The Marksmen on Wall Section (a) cannot fire, as they are engaged in Melee Combat with Orc (c).



Example 2:

2 Marksmen on Wall Section (b), as well as 1 Marksman in Tower (c), fire at the Barbican (e). Their combined Fire Strength is 3. The Invader will kill either the Troll (Strength 3) or the Goblin (Strength 1) and the Orc (Strength 2). 2 Marksmen from Wall Section (a) along with the remaining 1

Marksmen on Tower (c) fire at Rampart (d) with combined Fire Strength 3 killing both the Goblin (Strength 1) and the Orc (Strength 2).

If only the 2 Marksmen on Wall Section (a) were to fire at Rampart (d), the Invader must allocate all Fire Strength 2 against the Orc, since all Fire Strength must be allocated if possible.

During Stage 4, the Goblin from Rampart (e) may fire at a Marksman on Wall Section (a), Wall Section (b), or Tower (c), provided he is not killed by Marksmen Fire first.

The Goblin from Rampart (d) cannot fire because that Rampart does not have a Master Archer Training tile.

ASSAULT

4. GOBLINS FIRE - INVADER

Goblins on Ramparts with a Master Archer Training tile may fire at Wall Sections (connected by Paths) and Towers opposite their Rampart. If there are Marksmen at that Wall Section or Tower, they are killed. One Goblin kills 1 Marksman. Goblins cannot fire at a Wall Section where Invading Units are present.

Note: The Towers adjacent to the Barbican are considered to be extremely well fortified. Goblins cannot fire at these Towers.

II - MELEE COMBAT

1. CAULDRONS - DEFENDER

The Defender pours the lethal content of the Cauldrons onto the Invading Units. The Invader kills the matching Unit(s).

2. POLES - DEFENDER

The Defender attacks an adjacent Wall Section for each Pole. He draws 1 card per Pole from the Hit deck. The Invader removes the weakest Unit from that Wall Section with a matching Unit on the card. After all Poles have been resolved, the Defender reshuffles the deck and places it next to the board.

3. ORDERS - INVADER

The Invader uncovers any Classified Order tiles and then resolves all Order tiles.

4. MELEE RESOLUTION

The Strength of the Units is compared one at a time on each Wall Section. Each player sums up his total Strength on a given Wall Section.

INVADER'S STRENGTH:

- +1 Strength per Goblin (or +3 with a Goblin Frenzy Order tile)
- +2 Strength per Orc
- +3 Strength per Troll
- +1 Strength for the Banner tile
- +1 Strength for the Altar tile

DEFENDER'S STRENGTH:

- +1 Strength per Marksman
- +2 Strength per Soldier
- +3 Strength per Veteran
- +1 Strength per Wall component (Stone or Wooden)
- +1 Strength per Unit with Officer
- +1 Strength per Hourglass with Officer's Speech Special Action
- +2 Strength for the Warrior

STRENGTH ADVANTAGE

The Melee Resolution is won by the player with the higher Strength. The loser's Strength is subtracted from the winner's Strength. The result is the **Advantage**.

The loser in a Melee Resolution kills a number of his own participating Units (his choice) such that their unmodified Strength equals the Advantage.

EXCEPTION: The loser only removes Units from the board if the winner actually has Units present on the Wall Section.

Example: The Defender has 2 Soldiers and 1 Marksman on the Wall. The Wall has 2 Stone Wall components. The Defender's total Strength is $2+2+1+1+1=7$. The Invader has 2 Trolls and 1 Orc on the Wall: $3+3+2=8$. The Invader has a Strength Advantage of 1. The Defender has to remove a number of Units equal to 1 Strength. A Marksman is killed.

The Advantage is always **rounded up** to the loser's disadvantage (i.e., the loser's Unit is killed even if the Strength Advantage is lower than the Unit's Strength).

Example: The Defender has 2 Soldiers and 1 Marksman on the Wall. The Wall has 2 Stone Wall components. The Defender's total Strength is $2+2+1+1+1=7$. The Invader has 3 Orcs on the Wall: $2+2+2=6$. The Defender has a Strength Advantage of 1. The Invader has to remove a number of Units equal to Strength 1. An Orc has a Strength of 2, but it is killed nevertheless due to the above rule.

5. HOSPITAL - DEFENDER

The Defender moves 2 Units from the Hospital to the Courtyard. The remaining Units in the Hospital are returned to the supply.

III - BARBICAN (INVADER)

If the Invader has built the Battering Ram, it hits a Gate every turn (see "Battering Ram" rules in Invader's Book p. 9).

BREACHING THE STRONGHOLD

If the Invader's Advantage at a Wall Section is so big that he still has Advantage points remaining after removing all Defending Units from a given Wall Section (i.e., his Advantage is higher than the Defender's Strength), he has **Breached** and captured the Stronghold. A Breach can also occur when the 3rd Gate in the Barbican has its Strength reduced to 0. The remainder of the ASSAULT Phase is completed as Glory Points for additional Breaches are still awarded.

Note: End of turn Glory Points are **not** awarded.

Example: The Defender has 2 Soldiers. The Wall has 2 Stone Wall components. The total Strength of the Defender is $2+2+1+1=6$. The Invader Has 3 Trolls and 2 Orcs on the Wall: $3+3+3+2+2=13$. The Invader's Advantage is 7. The Defender's Units, with total Strength amounting to 6, are moved to the Hospital. The remaining Advantage point means that the Invader has Breached the Stronghold! The game is over and Glory Points are counted.

If the Invader fails to Breach the Stronghold at any Wall Section, the turn ends and another one begins.

END OF TURN

Before the next turn begins, the following occurs:

- Players remove all tiles which expire with the end of turn (Rituals, Orders, Accurate Shots and Cathedral tiles).
- The Invader removes all Units from the Phase cards, with the exception of Units remaining in the Camp.
- The Defender removes all Hourglasses marking Unavailable Actions taken in that round from the board, including Heroes' Special Actions. (**Note:** Hourglasses marking partially bought actions remain on the board.)
- The Invader gives the Defender 1 Glory Point.
- Starting on turn 6, at the end of each turn in which the original Honor Guard has not moved, the Defender receives one Glory Point from the Supply.

The Invader then begins a new turn with the **Phase 1: Supplies**

ASSAULT EXAMPLES

Examples of ASSAULT



EXAMPLE 1) The Invader assaults the Wall Section with 2 Orcs (Strength 4) and 2 Trolls (Strength 6). The total Strength of the Invading Units on this Wall Section is 10. The Wall Section is defended by 2 Marksmen (Strength 2) assisted by the Warrior (Strength 2). They are additionally protected by 3 Stone Wall Components (+3 to Strength). The total Defender Strength is 7. Calculate the Advantage: deduct the Defender Strength from the Invader Strength ($10 - 7 = 3$). The Invader's Advantage is 3. The Defender must defend the Wall and removes Units worth a total of 3 Strength. In this example, only 2 Marksmen are available and their total Strength is 2, so the Defender cannot reduce the Advantage to 0. The Warrior is a Hero character – he cannot be killed and his Strength cannot be used to reduce the Advantage of the Invader. This means that the Invader Breaches the Stronghold.



EXAMPLE 2) The Invader assaults the Wall Section with the same Units as in Example 1 (see above) – again, their total Strength is 10. But now the Wall Section is defended by 2 Marksmen (Strength 2) and 1 Soldier (Strength 2). The 3 Stone Wall Components provide +3 Strength to the Defender. The total Strength of the Defender is 7. At first glance the situation is the same as in Example 1, but only seemingly. Calculate the Advantage: deduct the Defender's Strength from the Invader's Strength ($10 - 7 = 3$). The Invader's Advantage is 3. The Defender must defend the Wall and removes Units worth a total of 3 Strength. The Defender kills 1 Marksman and the Soldier, which reduces the Invader's Advantage to 0. The Defender suffered casualties, but was able to allocate all required losses therefore the Invader does not Breach the Stronghold.



EXAMPLE 3) The Invader has 2 Orcs and 2 Trolls with for a total Strength of 10. This time the Wall is defended by 2 Soldiers (Strength 4). The 3 Stone Wall Components provide +3 Strength to the Defender. The total Strength of the Defender here is 7. Calculate the Advantage: deduct the Defender's Strength from the Invader's Strength ($10 - 7 = 3$). The Defender must defend the Wall and removes Units worth a total Strength of 3. One Soldier has 2 points of Strength, so in order to reduce the Advantage the Defender must remove both Soldiers. The Advantage is always rounded up to the disadvantage of the losing player; that is why the Unit of the losing player dies even if the Advantage is smaller than the Strength of this Unit. The Wall is held by the Defender, but at a high price.

ASSAULT on an undefended Wall Section (a special case)



The Invader ASSAULTS an unmanned Wall Section with 2 Goblins (Strength 2). However, the Defender has reinforced the Wall with 4 Stone Wall Sections (Strength 4). Calculate the Advantage as before: $2 - 4 = -2$. The Defender has the Advantage with 2 points. The Wall Section is defended

from the ASSAULT. However, the Defender had no Units or Heroes on this particular Section, so the Advantage cannot be used to kill the 2 attacking Goblins.

ASSAULT on the Wall Section defended by the Officer



EXAMPLE 1)

The Invader ASSAULTS a Wall Section with 1 Orc (Strength 2). There are no Defending Units on this Section, but there is the Officer (a Hero). 3 Wall Components give the Defender the +3 Strength and a 1-point Advantage Nevertheless, the Invader does not lose the Orc – the Officer's Strength is 0, so he

gives no bonuses in this Combat. In situations in which the Defenders Advantage is only provided by Wall Sections the Invader will never lose a Unit due to Melee Resolution.



EXAMPLE 2)

The Invader uses 1 Orc (Strength 2) to ASSAULT the Wall Section which has been completely destroyed (i.e., there are no Wall Components at this Section). The Defender sends 1 Soldier and the Officer (who gives +1 Strength bonus to all Defending Units at the same Wall Section). The

Defender gains the Advantage of 1 point. This time the Invader must remove his attacking Unit to satisfy losses as the Defender's Advantage is not provided only from Wall Sections.

GLORY

Glory Points represent the chronicles containing the testimony of the course of the battle. The players strive to have as many chapters as possible bear proof of their actions and heroism. The Glory Board and the Glory tiles are used to mark the players' Glory Points. There are 3 ways Glory Points can be earned or lost in the game:



1. POINTS AWARDED FOR THE PASSAGE OF TIME

At the start of the game, the Invader has 10 Glory Points. He gives 1 Glory Point to the Defender at the end of each turn, provided he failed to Breach the Stronghold. The sooner the Invader captures the Stronghold, the more Glory Points he retains.

2. POINTS EARNED FOR GLORIOUS DEEDS - INVADER

The Invader can earn 1 Glory Point for achieving each Glorious Deed. These extra Points are awarded the instant the condition is fulfilled and can only be fulfilled once. There are 4 Glorious Deeds in the game:



BLOOD RITUALS

Condition: The Invader has sacrificed at least 12 Goblins in the Rituals. Once fulfilled, all Goblins are returned to the supply.



GREAT SIEGE

Condition: The Invading Units are on at least 7 Wall Sections at any point in the game.



RUINED WALLS

Condition: The Invader managed to leave a Wall Section with no Wall components twice during the game. This condition can be fulfilled at 1 or 2 different Wall Sections.

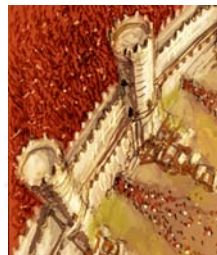
Note: When the condition is first met, place a Ruined Wall tile next to the Wall Section.



TROLL ATTACK

Condition: There are 4 Trolls at 1 Wall Section at any point in the game.

3. BONUS POINTS



BREACHING THE STRONGHOLD

3 Glory Points for Breaching the Stronghold.
1 Glory Point for every additional Wall Section where a Breach occurred.
1 Glory Point for every Breached Wall Section in which 4 or more Advantage points could not be assigned to Defending Units.



DESTROYING THE GATES

1 Glory Point for the destruction of the 1st Gate,
1 Glory Point for the destruction of the 2nd Gate,
1 Glory Point for the destruction of the 3rd Gate.
2 Glory Points if the destruction of the 3rd Gate is the first Breach into the Stronghold (i.e., no walls have been Breached) and ends the game.

After the game ends, all Glory Points are counted. The winner is the player with the most Glory Points.

DETERMINING THE WINNER

After the game ends, all Glory Points are counted. The winner is the player with the most Glory Points.

If the Invader fails to Breach the Stronghold within 10 turns, the Defender automatically wins.

A DRAW

If both players are tied in Glory Points, another entire ASSAULT Phase is played on the Wall Sections where the Invader did not Breach the Stronghold. All tiles, Orders, blessings, and markers remain on the board for the extra ASSAULT Phase. If, during this additional ASSAULT, the Invader Breaches the Stronghold at any of those Wall Sections, he gains 1 Glory Point and wins the game. If he fails, the Defender gains 1 Glory Point and wins the game.

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INVADER

NOTE: Complete Description of Summary located in Rule book.

Phase cards



MACHINES

BALLISTA
The Ballista kills 1 Unit on the Wall Section, chosen by the Invader. If there are also Invading Units on the same Wall Section, the Invading Unit with the highest Strength is also killed.

CATAPULT

The Catapult destroys 1 Stone Wall and all Wooden Wall components on the Hit Wall Section. If there are no Wall components on the Hit Wall Section, the Catapult destroys a Caution on that Wall Section, or a Cannon/Block placed in the Tower opposite to the Catapult's Rampart.

ALTAR

Each turn, the Altar provides the Invader with +1 Strength on a Wall Section. During the Phase 6 Order step the Invader chooses a which Wall Section the Altar will affect.

COVER

Cover protects the Invading Units on that Rampart from all Marksmen Fire.

BATTERING RAM

Only those Ram components which are manned by 2 Units may be used during the ASSAULT. For every one such component the Gate toughness is reduced by 1. Only one Battering Ram component may be built per turn.

TREBUCHET

The Trebuchet destroys 1 Stone Wall and all Wooden Wall components on the Hit Wall Section. If there are no Wall components on the Hit Wall Section, the Trebuchet destroys a Caution on that Wall Section. The Trebuchet may not destroy Cannons/Roles inside Towers.

SIEGE TOWER

During Phase 6 Units may move to the Siege Tower directly from the Camp, bypassing the Foregrounds and Ramparts. The Siege Tower provides 3 additional spaces for the Invading Units at the given Wall Section.



EQUIPMENT

BANNERS
+1 to Invader's Strength at the given Wall Section.

LADDERS

Grants a space for an additional Invading Unit at the given Wall Section.

ROPES

During Phase 6, the Invader may move 1 Unit from a Wall Section with Ropes to a chosen adjacent Wall Section that has an available space.

SAP

During Phase 6, the Invader may send one of his Units directly from the Camp to the given Wall Section.

BRIDGE

The Bridge tile prevents the Defender from placing Traps on that Path.

SHIELDS

During the ASSAULT, if the Invading Units lose a Melee Resolution at a Wall Section with Shields, the Melee is replayed, this time giving each participating Invading Unit +1 to Strength. If the Invader's Strength is equal to or higher than the Defender's Strength, nothing happens. If the Invader's Strength is still less than the Defender's Strength, the Invader loses a number of Units equaling this second Advantage.

POISONS

At the beginning of the Melee Resolution, if an Invading Unit is at the given Wall Section, 1 Marksman on the Wall Section (if any) is moved on the Wall Section before the Defender's Strength is determined.



TRAINING

ARTILLERYMAN
The Invader puts 1 additional Hit card into the Siege Machine deck of his choice. The deck is then reshuffled.

QUARTERMASTER

During Phase 6, the Invader may move 2 additional Units from this Rampart per Dispatch than normal. Additionally, the given Rampart can hold 9 Invading Units instead of 7.

TRENCH MASTER

During Marksmen Fire, the Strength of the Units on this Rampart is doubled.

MASTER ARCHER

During the ASSAULT, every Goblin on this Rampart may fire at a connected Wall Section or at the opposite Tower. One Goblin kills 1 Marksman. If there are Invading Units on the Wall Section, the Goblins cannot fire at that Wall Section.

DROVER

During Phase 6, units from this Rampart may move to any adjacent Rampart or move back to a foreground. Units may still only move once per Dispatch.

SABOTEUR

The Saboteur tile is placed on 1 Building inside the Stronghold. All Defender actions in this Building cost 1 additional Hourglass.

TRAINER

The Invader receives 2 Units: 2 Orcs, if he assigns Goblins, or 2 Trolls, if he assigns Orcs. New Units are placed on the Camp from the bag.



RITUALS

BLOODSTONES
Place on a Catapult. If the Catapult hits it also kills a Defending Unit of the Invader's choice that is present on the Wall Section.

POSSESSION

Place on a Hero. The Hero cannot use his Special Action for the remainder of this turn.

- The Officer cannot make his Speech.
- The Warrior cannot take his Sally.

Does not affect Hero's attributes.

FIRE

Place on a Building. Any action inside this Building costs 1 Hourglass more.

SPECTRES

Place on Hospital. During the ASSAULT, Defending Units that are returned to supply are instead converted into Invading Units and placed on the foreground of the Invader's Choice. Marksmen become Goblins. Soldiers become Orcs and Veterans become Trolls.

PANIC

Place in the Courtyard. If at any time there are more than 1 Defending Unit on the Courtyard, the weakest Unit is killed. If the Units have the same Strength, only 1 of them is killed.

GALE

Place on a Wall Section. Units on this Wall Section may not Swap Places with other units. Moving a Unit or Hero to this Wall Section costs 1 additional Hourglass.

ACCIDENT

Place on a Caution. During the ASSAULT, the Caution does not kill any Invading Units. If there is a Defending Unit matching the color of the Caution, that Unit is killed instead (ie, a Troll Caution kills a Veteran, etc).



DISPATCH

THE DISPATCH ACTION ENABLES:

- Units to be moved from each Rampart to a chosen Wall Section, then...
- Units to be moved from each foreground to a chosen Rampart, then...
- Units to be moved from the Camp to each foreground and the Barbican's Rampart.

Note: The Dispatch action enables a move out from all Foreground, Ramparts and from the Camp, not just from one of these at a time.

ORDERS

In Phase 6, the Invader can give Orders to Wall Sections. At least one Unit of the appropriate type must be on the Wall Section in which the Order is placed.

GOBLIN FRENZY

Goblins fly into a Frenzy. A Frenzied Goblin has a Strength of 3. After the Melee, regardless of the result, all Frenzied Goblins die and are returned to

ORC DETONATION

Orc(s) blow themselves up. The Invader returns the Detonated Orc(s) back to the supply before the Melee Resolution. For every detonated Orc, 1 Stone Wall and all Wooden Wall components on that Wall section are removed.

TROLL CALL

The Invader must move 1 Troll from the board (not from Camp), which has to move towards the Wall Section where the Order was given.

END OF TURN

- Before the next turn begins:
- Players remove all tiles which expire with the end of turn.
 - The Invader removes all Units from the Phase cards, with the exception of Units remaining in the Camp.
 - The Defender removes all Hourglasses marking actions taken in that round from the board. (Note: Hourglasses marking partially bought actions remain on the board)
 - The Invader gives the Defender 1 Glory Point.
 - The Defender gains 1 Glory point at the end of every turn starting on turn 6 in which the Honor Guard has not moved. The Invader then begins a new turn with the Phase 1 - Supplies



ASSAULT

I - Ranged Attack

- Stage 1 - Cannons Fire
- Stage 2 - Siege Machines Fire
- Stage 3 - Marksmen Fire
- Stage 4 - Coblins Fire

II - Melee Combat

- Stage 1 - Cauldrons
- Stage 2 - Poles
- Stage 3 - Orders
- Stage 4 - Melee Resolution
- Stage 5 - Hospital

III - Barbican

If the Invader has constructed the Battering Ram, then it hits a Gate in every turn.