INVADER ACTIONS EXPLAINED

SUPPLIES

RESOURCES

Cost: 1 Unit (1 Hourglass for the Defender)

Effect: The Invader may discard 1 Unit and gain Wood as follows:
Goblin = 1 Wood
Orc = 2 Wood
Troll = 3 Wood

Note: The Invader can acquire up to 8 Wood per Turn (5 + 3 if a Troll is used for the Gain Resources action).

EXCHANGE PHASE CARDS

Cost: 1 Hourglass (for the Defender)

Effect: The Invader may exchange any number of Action cards with those available in his supply. Phase 1 and 6 cards may never be exchanged.

MACHINES

BALLISTA

Cost: 5 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Preparation: The Invader creates a draw pile of 2 Hit cards and 4 Miss cards and shuffles them face down.

Location: The Invader places the Ballista Counter on the Rampart of his choice, and places the Machine cards on top, face down.

Range: The Ballista can target any Wall sections which are connected by Paths to this Rampart.

Effect: During Ranged Combat - The Invader announces which Wall section will be fired upon and draws the top Machine card from the pile.

⚅ miss - the Ballista has missed. Discard the Miss from the game.

⚅ hit - the shot is a success. The Ballista kills one Defender Unit on the chosen Wall section. If there are Invader Units on the Wall section, one must also be killed. The drawn Hit card is then shuffled back into this Ballista's pile.

Note: The Scouts from the Stronghold may sabotage the Ballista.

Note: If there are no Defender Units on the Wall sections in range, the Ballista may STILL fire. On a Miss, you remove it from deck. Your Machine is a bit better now.

CATAPULT

Cost: 5 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Preparation: The Invader creates a draw pile of 2 Hit cards and 4 Miss cards and shuffles them face down.

Location: The Invader places the Catapult Counter on the Rampart of his choice, and places the Machine cards on top, face down.

Range: The Catapult can target any Wall sections which are connected by Paths to this Rampart.

Effect: During Ranged Combat - The Invader declares which Wall section will be fired upon and draws the top Machine card from the pile.

⚅ miss - the Catapult misses. Discard the Miss from the game.

⚅ hit - the shot is a success. The Catapult destroys one Wall component. If there are no components on the chosen Wall section, the hit destroys this section's Cauldron. If no Cauldrons, a Tower may be targeted, the Cannon/Pole/Bay Window is destroyed. The drawn Hit card is then shuffled back into this Catapult's pile.

Note: The Scouts from the Stronghold may sabotage the Catapult.

MANTELET

Cost: 4 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Location: The Invader places the Mantelet counter on the Rampart of his choice.

Effect: All Marksmen attacks on this Rampart have no effect.

Note: Mantelets DO NOT protect from Cannons and the Sharpshooter Action.

TREBUCHET

Cost: 8 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Preparation: The Invader creates a draw pile of 2 Hit cards and 4 Miss cards and shuffles them face down.

Location: The Invader places the Trebuchet Counter on a Foreground, and places the Machine cards on top, face down.

Range: The Trebuchet can target any Wall section which is located on the same side of the Stronghold as the Trebuchet's Rampart.

Effect: See the Catapult effect.

SIEGE TOWER

Cost: 8 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Location: The Siege Tower is placed on a chosen Foreground. Siege Towers move towards the Walls in addition to other Units.

Effect: Wall Components and Cauldrons are not resolved during combat on any Wall section where the Siege Tower is present.

Note: The Defender may use traps for Siege Tower, the same as for Trolls or Goblins. If the Siege Tower falls into such trap, it may not move further this turn and is returned to the Rampart or Foreground it moved from. It may move in subsequent maneuvers taking a path without a Siege tower trap.

EQUIPMENT

BANNER

Cost: 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Location: The Banner counter is placed at a chosen Wall section.

Effect: +1 bonus to the Invader Strength at this Wall section.

LADDER

Cost: 2 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Location: The Ladder counter is placed at a chosen Wall section.

Effect: +1 extra Unit space at this Wall section.

SAP

Cost: 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Location: The Sap counter is placed at a chosen Wall section.

Effect: During the Maneuver phase, the Invader can additionally send one Goblin or Orc Unit from his Supply directly to this Wall section.

Note: If the Invader plays two Maneuver Actions in one Turn, they may use the Sap during each Maneuver.

BRIDGE

Cost: 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Location: The Bridge counter is placed on a Path which is free of any Traps.

Effect: The Defender may not place Traps on this path.

POISON

Cost: 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Location: The Poison counter is placed at a chosen Wall section.

Effect: If the Invader has at least one Unit at the Wall Section with the Poison token present, one Marksman at this section dies before Melee Combat is resolved.

TRAINING

ARTILLERYMAN

Cost: 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

Effect: Remove one Miss card from any Machine card pile. Reshuffle the pile.

Note: The Invader can train more Artillerymen for the same Siege Machine in the subsequent Turns.

QUARTERMASTER

Cost: 1 Wood + 1 Orc (1 Hourglass for the Defender)

Location: The Quartermaster token is placed on a chosen Rampart.

Effect: One of your Units may ignore this Rampart during maneuvers and proceed directly to the Walls.

TRENCH MASTER

Cost: 1 Orc (1 Hourglass for the Defender)

Location: The Trench Master token is placed on a chosen Rampart.

Effect: All Cannon attacks on this Rampart have no effect.

SABOTEUR

Cost: 2 Orcs or 3 Goblins (2 or 3 Hourglasses for the Defender, respectively)

Location: The Saboteur token is placed on a chosen Building.

Effect: All Actions available at this Building cost 1 Hourglass more.

TRAINER

Cost: 2 Goblins (2 Hourglasses for the Defender)

Effect: Draw 2 Troll Units from supply. The new Units are placed in any Foreground.

RITUALS

BLOODSTONES

Cost: 1 Wood + 2 Goblins (2 Hourglasses for the Defender)

Location: The Bloodstone tokens are placed on three chosen Siege Machines: Catapult, Trebuchet, or Ballista.

Effect: When a Siege Machine with the Bloodstone Target token hits kill one additional Defender Unit of the Invader's choice.

POSSESSION

Cost: 1 Wood + 1 Goblin (1 Hourglass for the Defender)

Location: The Possession tokens are place on unused Hero Order tokens.

Effect: If the Defender uses the Hero Order with the Possession Target token, discard the Order from the game with no effect.

DEMON

Cost: 1 Wood + one Goblin (1 Hourglass for the Defender)

Location: The Demon tokens are placed on Buildings in the Stronghold.

Effect: If the Defender uses the Building with the Demon Target token, kill 1 unit in Courtyard.

SPECTER

Cost: 1 Wood + 1 Goblin (1 Hourglass for the Defender)

Location: The Specter tokens are placed on Wall sections.

Effect: Defender Units killed at the Wall section with the Specter target token are placed on the Foregrounds and join the Invader Units (Marksmen count as Goblins, Soldiers count as Orcs and Veterans count as Trolls). The Invader may split the Units among the Foregrounds any way he desires. Replace the units with the appropriate Invader Units from those previously discarded.

GALE

Cost: 1 Goblin + 1 Wood (1 Hourglass for the Defender)

Location: The Gale tokens are placed on Wall sections.

Effect: Sending a Unit or Hero to or from the Wall section with the Gale Target token costs the Defender +1 Hourglass.

Defender Actions Explained

The Forge

CANNON

Cost: 3 Hourglasses

Location: The Cannon token is placed in any Tower that does not already have a Cannon, Pole, or Bay Window.

Effect: During Ranged Combat - Cannon fire at Invader Units in one of the following areas:

☠ Foreground on the same side of the Stronghold

☠ Any Ramparts opposite or adjacent to the Cannon's Tower

Each Cannon Barrage is resolved using the Defender Hit deck:

☠ The Defender selects a Cannon to fire

☠ The Defender declares the target location of the Cannon and turns over the top card of the hit deck

☠ A Miss card has no effect

☠ A Hit card indicates a type of Unit that dies. Discard one Unit of that type. If the Hit card indicates several types of Invader units, the Defender chooses one type of Unit.

☠ If multiple Cannons are firing, a card is drawn for each.

All Defender Hit cards are reshuffled after the Barrage.

CAULDRON

Cost: Troll = 3 Hourglasses
Orc = 2 Hourglasses
Goblin = 2 Hourglasses

Location: The Cauldron piece is placed on the chosen Wall section.

Effect: During Melee Combat:

☠ a Troll or Orc Cauldron kills a corresponding Unit at this Wall section

☠ a Goblin Cauldron kills all the Goblins at this Wall section.

Cauldrons activate during every Assault.

Note: Some Wall sections cannot accommodate Cauldrons.

The Workshop

POLE

Cost: 3 Hourglasses

Location: The Pole token is placed in any Tower that does not already have a Cannon, Pole, or Bay Window.

Effect: During Melee Combat:

☠ Each Pole attack is resolved using the Defender's Hit deck

☠ The Defender picks one of the two Wall sections adjacent to the Tower equipped with a Pole

The Defender turns over the top card of the Hit deck

☠ A Miss card has no effect.

☠ If a Hit card is drawn, kill the weakest Invader Unit present at the Wall section indicated by the card

If multiple Poles are used, a new Hit card is drawn for each.

All cards are reshuffled after all Poles are resolved.

Bay Window

Cost: 2 Hourglasses

Location: The Bay Window token is placed in any Tower that does not already have a Cannon, Pole, or Bay Window.

Effect: Add +1 Strength to both adjacent Wall sections if there is a Marksman in this Tower.

LADDER

Cost: 1 Hourglass

Location: The Ladder counter is placed at a chosen Wall section.

Effect: The Ladder provides one additional space for Defender units. There can be only one Ladder at each Wall section.

WALL REINFORCEMENT

Cost: 2 Hourglasses

Location: A Wall piece is placed on any Wall section. There is no limit of Wall components amount on a single Wall section.

Effect: Each Wooden Wall component adds +1 to the Defender Strength at that Wall section.

The Scouts

TRAP

Cost: 2 Hourglasses

Location: A Trap token is placed face down on a chosen Path and remains there until the end of the game.

Effect: During a Maneuver Action if the Invader chooses to move Units or a Siege Tower over a Trap it is revealed:

☠ A Troll Trap kills 1 Troll from those that moved over the Trap.

☠ The Goblin Trap kills all Goblins which moved over the Trap.

☠ A Siege Tower Trap prevents the Siege Tower from moving forward. It returns to the Rampart or foreground it moved from.

Note: Trap tiles cannot be placed on Paths secured with Bridges.

MALFUNCTION:

Cost: 1 Hourglass

Effect: Put the Malfunction token on one Catapult, Ballista, or Trebuchet. The Invader cannot use this machine during the next Assault Phase. Remove the Token after the Assault Phase is concluded.

SPY

Cost: 2 Hourglasses

Effect: Put a Spy token on one Invader Action card. The Invader must pay one additional Unit to activate this card (the Defender receives an additional Hourglass also). The Spy Token stays as long as the Invader Phase card is not exchanged (see exchanging cards, rulebook page 4).

The Spy may not be placed on Phase 1 and 6 cards.

The Cathedral

MARKSMEN BLESSING

Cost: 2 Hourglasses

Location: The Marksmen Blessing token is placed at one side of the Stronghold.

Effect: All Marksmen on this side of the Stronghold, not engaged in Melee combat, shoot at a choosen Rampart. This Action lasts until the end of the Turn.

UNEARTHLY GLARE

Cost: 4 Hourglasses

Location: Place the Unearthly Glare token at any Wall section.

Effect: The Assault is not resolved at this Wall section. Remove Unearthly Glare at the end of the Turn.

SHARPSHOOTER

Cost: 2 Hourglasses

Effect: The Defender kills 1 Invader Unit from the board.

ORDERS MIX-UP

Cost: 2 Hourglasses

Effect: The Defender picks one Invader Order and discards it without revealing it.

The Barracks

TRAIN TROOPS

Cost: 2 Hourglasses

Effect: The Defender removes:

☠ 1 Marksman from the Barracks and puts 1 Soldier in his place, **or**

☠ 1 Soldier from the Barracks and puts 1 Veteran in his place.

Note: Training Actions may be used multiple times during a turn. Remove spent Hourglasses after each use.

Note: There can be up to 3 Marksmen, 2 Soldiers and 2 Veteran at the Barracks at any time. If new Unit can not be placed in the Barracks, the action may not be performed.

The Guards

FIND SABOTEURS

Cost: 3 Hourglasses and 1 Marksman

Effect: If there are Saboteurs inside the Stronghold, the Defender may sacrifice 1 Marksman from the Guards to remove all Saboteurs.

Note: There must be 1 Unit in the Guards to use this Action. When the Saboteurs are removed, the effects caused by them are also cancelled and those Actions with enough Hourglasses are immediately complete. Saboteur tokens go back to the Invader, so he can use them again.

GENERAL RULES

☠ Once placed, tokens remain on the board until the end of the game (except for Hourglasses, Rituals, Orders, Marksmen Blessing, and Unearthly Glare).

☠ To kill a Unit, you need to have equal or higher Strength.

☠ Any time a Unit is killed as the result of a combat or player action, the player who won the combat, or executed the action, chooses which units to kill.

THE ASSAULT

Ranged Combat	Melee Combat
Stage 1 - Cannons	Stage 1 - Cauldrons
Stage 2 - Siege Machines	Stage 2 - Poles
Stage 3 - Marksmen	Stage 3 - Orders
	Stage 4 - Resolving Strength
	Stage 5 - The Hospital

RESOLVING STRENGTH

The Strength of the remaining fighting forces is compared on each of the Wall sections. Both players sum the total Strength of their respective Units on each Wall section.

INVADER STRENGTH:

1 Goblin (🛡)	1 Strength point (or 3 points if the Goblin Fury Order was issued)
1 Orc (🟩)	2 Strength points
1 Troll (🟥)	3 Strength points
1 Banner	1 Strength point

DEFENDER STRENGTH:

1 Marksman (🏹)	1 Strength point
1 Soldier (🟢)	2 Strength points
1 Veteran (🔴)	3 Strength points
1 Wall component	1 Strength point
1 Bay Window with at least one 🏹 on it	1 Strength point.
The Officer (🔴)	3 Strength points
The Warrior (🟢)	2 Strength points

END OF THE TURN

Before the next Turn begins:

☠ Remove all Tokens which expire at the end of the Turn.

☠ The Invader removes all Units and Wood from the Action cards.

☠ The Defender removes all Hourglasses from completed Actions.

Note: Hourglasses marking incomplete Actions remain on the board.

Move Turn token by one space. Now the Defender receives 2 Hourglasses to use after the first Invader Action. The Invader begins a new Turn with Phase 1 – Supplies.