BATTALIA
☘ THE COLLECTION ☘
RAMMOTH DELEO-ARX - RULES

Ready for defense! The rampaging Rammoth* called Deleo-Arx is about to smash your city gates and bombard with monstrous ballista fiery arrows your city walls and all surroundings in his range. Be prepared for the riding element of destruction and enforce your fortifications. Special city defense weapons called Armamentums are highly recommended or your cities threaten to sink in dust, ash and remains. The heavy armored beast is nearly unstoppable and nobody knows what burden lays on the shoulders of his unknown rider. But all Battalian lords can feel his hate and thirst for revenge. He's angry and alone against the entire world, but thanks to the giant Rammoth this world never managed to beat him down … People talk that some kind of old magic protects them - the giant mount and his rider. Some cities succeeded to repel them in the past, but never to destroy them entirely…

Attention: *In order to play with this mini-expansion you will need our D4 directional die, which is custom made and is part of our BATTALIA: The Stormgates BIG!Expansion. **Alternative**: you can use any D4 die naming the numbers 1, 2, 3, 4 respectively to the 4 globe directions N, E, S, W.*

APPEARANCE

WHERE: The rammoth always **enters** the map through **a random Stormgate** *(this is a general rule for most of the NPCs)*. **Roll** a **D6** die. Place the NPC figure on the Stormgate **number** which **matches** the **result** of the die. *Reroll if the result indicates a Stormgate that is not currently in play (e.g. in a game with less than 6 players)*. *Alternative: place Deleo-Arx in the middle of the map if you don't play with the Stormgates expansion, which is possible but not recommended (because of the board extension, the D4 die, the Stormgates).*

WHEN: This NPC **enters** the game at the **first** check-point *(this is a general rule for all NPCs that cannot be hired through a card combination)*. Check-points (CPs) are phases in the game between two weeks, when certain actions are performed. There is a check-point at the **end** of **every week** *(standard 7 days or a full Oracle wheel rotation)* and the first of them is at the end of week one *(before first player's turn of day 1 of the second week. For more details about CPs please refer to the Stormgates rule book)*. **Attention:** Deleo-Arx **doesn't move** at his first appearance, so every player could prepare for his presence on the map. His first real movement will be after day 1 of the second week and then **continuously after each day**. Please interrupt the game shortly after the announcement of a new day and after turning the Oracle wheel - then move the NPC *(in any order if more than one are in play)*.

MOVEMENT

Throw 2 dice simultaneously- the custom Battalia **D4 directional** die for choosing a map **direction** - **N, E, S, W** *(consider North always towards ORACLE WHEEL on the table and all other directions respectively)* and one **D6** for the **number** of his **movement steps** *(No diagonals, but he circles the map. This means that the figure doesn't stop at the end of the board and would come out at the same position - line or row - of the opposite side of the map when leaving at one of the boarders. According to the D4 die roll he moves always towards North or South in a horizontal line or towards West or East in a vertical row of the grid. This function provides the feeling of a round surface and ensures more flexibility for the movement of the NPCs)*. Unlike the heroes Deleo-Arx can freely **move on empty squares without any cards** on them *(the rider knows all hidden paths)*. The Rammoth **stops** when he **hits** the **first city** on his way no matter city's possession. All **unused movement** points **expire**. Deleo-Arx avoids direct conflicts with heroes on an open field, so heroes are never affected by his movement *(the rammoth just passes by when meeting heroes)*. They also **cannot** attack the Rammoth. *Let say they prefer to stay wise and alive.*
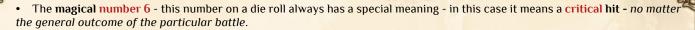
EFFECT

When the Rammoth **hits** a city *(this always stops his movement)* he **attacks immediately**. **Only cities** are affected by Deleo's **attacks**! When a city is under Rammoth's attack an automatic battle occurs *(the following is the basic version **without Armamentums**)*:

- The rammoth has a **horn attack** strength of **2 + modifier** *(one opponent rolls a **D6 die** for Deleo's modifier strength)*

- The **level** of the **city** + *potential **terrain bonus** + **modifier** (the player under attack rolls also a **D6 die** for his modifier)*

- The **difference** of the **total attack** strength of Deleo-Arx **minus** the **total defense** of the city results in the **damage** which the losing player would suffer, represented by the **loss** of city **levels equal** to the **damage** *(if positive)*. *Adjust the city level token accordingly to the outcome of the battle*. Due to his protecting magical armor Deleo-Arx suffers no damage if the difference is negative - in this case the **city wins** the combat and the **rammoth** is **successfully repelled**. All ties go as usual to the defending city. If the **damage** is **higher** than the **level** of the city, the city card is **destroyed** completely and returned under the corresponding deck of the common card pool. If there are any heroes on this card they are obliged to flee following a road on a chosen adjacent card *(player's choice)*. If the damage is equal to the city level, the city is demolished to the ground, but the card stays on the board and the player still owns the ruined place and can try to rebuild it. In order to mark this state the player replaces his current city token with his only city level 0 token from the Stormgates expansion *(if the token is not available, the city card is destroyed immediately and returned to the common card pool)*. Only one attack per day is possible, but be prepared that after the next turn the rammoth will move and could strike again!

- The **magical number 6** - this number on a die roll always has a special meaning - in this case it means a **critical hit** - *no matter the general outcome of the particular battle.*

- If **city's modifier** shows a **six** it means that Deleo-Arx is **heavily** hit and will leave the field untill the next CP in order to recharge his armor over time. *Even magical armors have some minor flaws and the city priests know some tricks in this matters...*

- If **rammoth's modifier** shows a **six** it means that **all** Armamentums in Deleo's **range**** (8+1 squares around him) are completely destroyed and have to be build again. *This aspect has an impact only if you play* **with** *Armamentums, see next chapters below.* **Otherwise** *(if playing without Armamentums)* the player loses **half** of his **cards in hand** immediately *(+ possible city damage).*

- After this quick battle is resolved the game continues its normal way. The rammoth stays on the card with the attacked city and will move again at the end of the next day *(turn). If the city card is lost, roll a die and let him appear through a new random gate.*

- If at the **end of any week** Deleo-Arx is **not present** on the game board *(due to critical hit)*, the figure **reenters** the game at the check-point. Every new appearance of the rammoth should be through a random Stormgate.

In a game **without city defense weapons** *(CDWs)* **Armamentums**, Deleo-Arx is a wild random destroyer, who could lead to a harsh game play. This simple version is recommended for people who love scenarios with harder difficulty and a higher level of randomness. If you like to be a bit more in control of what happens on the board, please try the version with city defense weapons. Survival of your cities would be easier and will let you focus on other aspects. In order to offer maximum flexibility with the NCBC we developed the simple single modes for Deleo-Arx and the CDWs *(see below)*. The game mode Rammoth vs. Armamentums simultaneously is actually our original design, so if you acquired both mini-expansions we recommend you to play them together.

TIPS & TRICKS

- *This figure has NO impact on the movement or effects of any other NPCs (besides CDWs) when played simultaneously.*

- *Avoid mixing with too many aggressive NPCs in the same game, if you want to keep the grade of distraction from your main victory goal on a lower level and do the opposite if you're looking for more challenges.*

- *When playing with NCBC miniatures we recommend the purchase of our set with 6 custom engraved faction dice due to increased use of personalized dice rolls. The purchase of the expansion BATTALIA: The Stormgates is also highly recommended, though not absolutely necessary. Most of the NCBC minis are playable* **with some compromises** *only with the base game.*

* Made-up word derived from battering ram and mammoth - describes a Battalia fantasy creature.

**The central space, occupied by any figure plus all 8 surrounding squares are always considered its range (general term).

CITY DEFENSE WEAPONS - ARMAMENTUM - RULES

City under attack! Call to arms Battalians! Charge the long-range city defense weapons and prepare the pitch-kettles. The burning hell is ready to fall upon our enemies. Merciful Orac, let our Armamentums* prevail and hit all targets! Save us and give us strength and accuracy, so we shall glorify your name forever! With your help and the power of our weapons we shall see the sunlight of many other glorious days! Pull ... load ... set on fire ... hooooold ... loose!

The city defense weapons *(CDWs)* called Armamentums are powerfull weapons which can be build for the fortifications of your cities. *They are long-range weapons, so they can hit targets in their 8+1 squares range.*

APPEARANCE

WHERE: they can **always** be build **in a city**. Only **one** CDW per city is allowed. In their simple single mode of play *(without including Deleo-Arx)* all Armamentums should be placed on a player's **own** cities, since it doesn't make sense to fortify enemy cities. But every single Armamentum **defends all owner's cities** in its **range**. In this mode the player who owns the city owns the Armamentum behind the city walls too *(the ownership of the CDW is marked by the city level tokens)* - this means that CDWs can be captured when a city is conquered by another player and tokens are exchanged. This increases the value of the newly gained city.

WHEN: At any time, when a player decides to play in an action line the necessary card combination in order to create the weapon. This means that the Armamentums have building *(creation)* costs.

COSTS: The creation of a single Armamentum always demands a combination of **2 frimen** as builders and maintainers + **2 supply** cards to be played in a single **action line**. Every player is allowed to build as many CDWs as he is able to pay for, even in the same turn - there are no restrictions, besides the general limitation of **6** Armamentums per set *(the "first come - first served" rule applies here - but theoretically 2 sets can be combined for a larger game).*

Attention: As mentioned above Armamentums can be captured, so think twice before building them in cities that aren't well defended... Their main power is that they provide defense in range, so it's probably wiser to build them in stronger cities (higher level), which could defend other weaker cities in their range.

*Battalia Armamentums are inspired by Leonardo da Vinci's original design and sketches.

MOVEMENT

Once built in a city Armamentums **cannot** be **moved** *(they are too heavy and on small wheels)*, but they can switch ownership.

EFFECT

After paying the costs a player can put the new created Armamentum in one of his cities. From now on this weapon will provide additional strength to the basic defense *(their level)* of all cities in range owned by the player:

- **+ 4** against any **opponents** attacks *(in the basic version without Deleo-Arx). Just add this value to the total of any battle if one of the defended cities is involved. It's a simple mechanism, but it can be really strategic through smart building in a range.*

- If it happens that the ranges of 2 or more Armamentums are **overlapping** on a single city under attack, this **always** means that the player gains a **cumulative** effect in the battle and has to sum up all additional strength obtained through CDWs together. *This kind of situation is a very good example of the aforementioned "smart building"...*

STANDARD VERSION WITH DELEO-ARX

All rules about rammoth's appearance and movement are basically the same. Effect values are different. Here are the other specifics: Now one Armamentum will provide additional strength *(see below)* to the basic defense of **all** cities in **range** owned by **all** players. There are three options - please just choose your preferred **difficulty level**:

- **+ 2** *(for hard mode)* / **+ 3** *(for moderate mode)* / **+ 4** *(for easy mode)* additional strength per weapon

- This additional strength **counts only** against **the rammoth** and **not** against **other opponents** in this game mode.

- The rammoth has a **horn** attack strength of **4** + **ballista** attack strength of **4** + **modifier** *(roll a D6 die for Deleo's modifier)*

- The **level** of the **city** + *terrain bonus* + *cumulative* **Armamentums'** strength + modifier *(roll a D6 die for city's modifier)*

- The **difference** of the **total attack** strength of Deleo-Arx **minus** the **total defense** of the city *(incl. all CDWs in range no matter to which player they belong)* results in the **damage** which the losing player would suffer, represented by the **loss** of city **levels equal** to the **damage**. *Adjust the city level token accordingly to the outcome of the battle. All other rules regarding the calculations of the damage and its consequences are the same as in the simple single mode for Deleo-Arx without Armamentums (see page 1).*

- Through his ballista attack the rammoth also has a long-range and it is considered that he can reach all CDWs in his range. So don't forget if **rammoth's** modifier shows a **six** it means a critical hit and **all Armamentums** in Deleo's **range** are completely destroyed and have to be build again. The other rule from the simple game mode applies the same way: If **city's** modifier shows a **six** it means that Deleo-Arx is **heavily** hit and will leave the field till the next CP in order to recharge his magical armor over time.

- In this game mode is even allowed to build Armamentums directly in opponents' cities in order to reach better coverage in terms of range and overlapping of 2 or more CDW's ranges *(strategic planing)*. In this case a player would do a favor to some opponents, but don't forget who is the most dangerous common enemy in this scenario. All players could act united against Deleo-Arx and build Armamentums without restrictions in all their cities. *The only limitation to this would be the general building rule from the basic game - a player has to be connected through road in order to build in any territory!*

EXAMPLE for a battle outcome calculation:

- *The rammoth moves and hits a level 3 city on his way.*

- *The city is built on its own faction terrain.*

- *2 Armamentums with moderate strength of +3 each are in range.*

- *An opponent rolls a D6 for Deleo's modifier - it's a 5.*

- *The city's owner rolls a D6 for city's modifier - it's a 4*

- *Rammoth's total attack strength: horn + ballista 8 + modifier 5 = 13*

- *City's total defense strength: level 3 + terrain 1 + 3 x 2 CDWs + modifier 4 = 14*

- *Outcome: 13 - 14 = -1 a negative result, so nobody suffers damage, the city successfully repels the rammoth and he will attack somewhere else in the next turn.*

- *If there was only one Armamentum in range, the outcome would be 13 - 11 = 2 a positive result, so the city would suffer 2 damage, thus resulting in decreasing 2 city levels to a simple level 1 city. If a critical hits occurs, the outcome of the battle doesn't matter for their consequences. After resolving all combat results the critical hits consequences are applied immediately. So if Deleo's modifier shows a 6, he will destroy all 2 weapons in range in the first case though city's victory. If city's modifier is 6 the rammoth will leave the board till next check-point, even in the second case when he was successful dealing damage to the city.*