

BATTALIA

THE STORMGATES



OVERVIEW

Battalia: the Stormgates is the first BIG!Expansion for Battalia: the Creation. It introduces a 5th and 6th player to the game, and a lot of new mechanics to make your experience even more strategic, diverse and exciting. Magnificent Stormgates carry the heroes to distant locations on the extended board and some unpredictable

Stormevents happen during the leaps. Kings and Queens provide the players with new possibilities to expand their domain. Non-player characters like Bilkarr and Metamorra roam the map, giving the heroes special powers and a lot of new opportunities. Trade posts, new Great Artefacts, Fortune, Stardust, Chest, Fanatic and Valley cards await you in the big box and seasoned veterans in the new heroic mode. Different team modes make the rounds faster and the game play more dynamic.

GAME COMPONENTS

➤ 40 UNIT CARDS



➤ 42 ARTEFACT CARDS



➤ 4 HERO FIGURES



➤ 1 GAME BOARD EXTENSION



➤ 6 KING CARDS



➤ 6 QUEEN CARDS



➤ 1 METAMORPHA FIGURE



➤ 1 BILKARR FIGURE



➤ 6 POTION TOKENS



➤ 40 SUPPLY CARDS



➤ 6 STORMGATE CARDS



➤ 12 STORMEVENT CARDS



➤ 8 TIME MARKERS



➤ 8 COMBAT CARDS



➤ 36* RING MARKERS

➤ 24 ROAD CARDS



➤ 14 CITY CARDS



➤ 56* CITY LEVEL TOKENS



➤ 8 REFERENCE SHEETS I+II



➤ 6 VETERAN TOKENS



➤ 1 DIRECTIONAL DIE

➤ 6 BLIGHT WELL CARDS



TO BE USED ONLY WITH NCBC**
ADDITIONAL MINS

*BONUS: +6 RING MARKERS AND +6 ZERO CITY LEVEL TOKENS FOR OPTIONAL MODULES

**NCBC - NEUTRAL CHARACTERS BATTALIA COLLECTION - MINI EXPANSIONS SOLD SEPARATELY

BONUS GAME COMPONENTS

The following components were unlocked in the Kickstarter campaign of this expansion and are available only in the C Edition (crowdfunding edition) of Battalia: The Stormgates:

12 STARDUST CARDS



12 CHEST CARDS



12 TRADE POST TOKENS



2 DASHBOARDS + 2 VP MARKERS



8 FANATIC CARDS



10 TERRAIN CARDS - VALLEY OF THE KINGS



10 TERRAIN CARDS - VALLEY OF THE QUEENS



2 RUINS CARDS



3 FORTUNE CARDS



7 GREAT ARTEFACT CARDS



THE NEW FACTIONS

The game contains full sets of components for two new factions for a 5th and 6th player.



The Sunblessed - ORANGE - Fortunate folk devoted to the Sun and the Eversummer. Their native terrain is the **PROTO-JUNGLE**.



The Wolfsclan - WHITE - Nordic people of the Moon and the Long Night. Their native terrain are the **FROZEN FIELDS**.

KINGS AND QUEENS

The **Kings** and the **Queens** are two new unit cards. There is 1 pair of royal cards belonging to each faction. They cannot be hired, but instead the players receive them for free if they manage to create a nation that is big enough to form a Kingdom.



KINGS - rank 6



QUEENS - rank 5



HOW TO RECEIVE A KING AND A QUEEN CARD

At the **end of every week** the players have to count **all** the cards in their creation decks (incl. their nations, shelters, cards in hand, ambush, tents.). This is called **check-point (CP)** and it occurs **only once** per week. Check-points are explained in detail later in the rulebook.

At the **second** check-point, if a player has at least **20** cards in his creation deck, he automatically receives the **Queen** card of his faction and places it directly in his discard pile.

At the **second** check-point, if a player has at least **24** cards in his creation deck, he automatically receives the **King** card of his faction and places it directly in his discard pile.

Note: The players don't receive supply cards with the royal cards.

From this moment on, the player must have this minimum number of cards in his deck at every following check-point (not necessary between 2 CPs), in order to keep his royalties. The minimum is 20 for the Queen and 24 for the King. If a player has fewer cards in his deck at any following CP, he loses the corresponding royalty for the rest of the game - the card is placed in the limbo and is considered deposed.

KINGS' AND QUEENS' ABILITIES

These cards can be used normally in a battle line like any other unit and are very powerful. The Queen has battle strength 5 and the King has battle strength 6, equal to their ranks.

No other card may be upgraded/transformed to a royalty rank (a Queen cannot be upgraded to a King). They are **unique** and **cannot** be transformed by magical scrolls, titles or amulets.

The expansion provides 3 additional city tokens per faction with levels 5 & 6 on the sides. By playing a **Queen** card in a single line, players may upgrade a city level 4 to Royal Residence level 5. They may have 2 residences simultaneously - one Summer & one Winter residence.

By playing a **King** card players may upgrade a residence to a **capital** (only one per player).



If a player conquers a residence or a capital of his opponent he marks the defeated city with a corresponding token of his own (5 or 6). In case he already has two residences or a capital, the player marks the conquered city with a token at the next possible lower level.

THE STORMGATES

The **Stormgates** are terrain cards which can transport your heroes to a distant location. There are **6** gate cards in the game and every one of them belongs to one of the six factions. There are some game mechanics that require the Stormgates to be numbered. The gates are marked with a number from 1 to 6. All of the Stormgates have crossroads depicted on them.



1. VERDANT WOODS (BARFOLK) 2. ROCKY MOUNTAINS (CLOUDBORN) 3. RED CANYONS (EMBERIANS) 4. EMERALD LAKES (ISLANDERS) 5. FROZEN FIELDS (WOLFSCLAN) 6. PROTO-JUNGLE (SUNBLESSED)

The Stormgates are placed on the game board during setup together with the starting and neutral cities. The number of Stormgates in play is equal to the number of players.

MOVING A HERO THROUGH A STORMGATE

Stepping on a Stormgate costs the same amount of movement points as moving on any other terrain card (1 square = 1 movement point, paid with 1 supply card or 1 step of a horse). It is **free** if it is the **native terrain** of a hero in an advanced game (or as a part of an ability).

Once a hero is on a Stormgate card, the figure may be moved to any adjacent road card as usual or it can be moved to any other Stormgate on the game board. Doing so, the player must pay for stepping on the new Stormgate, as if he's moving his figure to an adjacent square. He must also pay **1 supply card** for the transfer (the storm always takes a "tribute").



The Sunblessed player moves his hero on the Green Stormgate (1) and then the figure is transferred to the Orange Stormgate (2). In order to do so the player must spend 2 movement points, plus 1 supply card as a symbolic fee for the leap (it could be paid as 3 supply cards in total or as 1 horse plus 1 supply card in a line). In an advanced game, the player would pay only for stepping on the Green Stormgate plus for the jump itself, as the Orange gate is his home terrain. Playing a horse would even allow him to move 2 spaces further...

IMPORTANT: Every turn a player may move **each** of his heroes **once** from one Stormgate to another. In other words: one hero can withstand only one leap per day in the storm!

THE STORMEVENTS

When heroes travel using the gates, they are carried by **The Storm**. The magical ride on the Storm always has unpredictable side effects on the traveler or his environment. When a hero figure passes through a Stormgate, he automatically triggers a **Stormevent**.

The Stormevent cards are shuffled at setup and stacked on a **face-down** pile next to the game board. At the moment a hero figure is moved between two Stormgates, his action is paused and the player draws the **topmost** card of the **Stormevent** pile. The event's effect is **mandatory** and must be applied fully before the player proceeds with other actions.

Note: if a player has unspent horse/ability movement when he triggers the event on the exit gate, this movement is **not** wasted and the player may use it to move his figure further.

The drawn and played Stormevents are stacked on a separate, **face-up** pile. The players are allowed to look through this pile. When all 12 Stormevent cards have been drawn and played, the cards must be reshuffled and placed as a new face-down Stormevent deck.

These are the different Stormevent effects. For easy reference use the card numbers 1 - 12. All cards gained by Stormevent effects are **always** directly added to the player's hand:



1. Take the topmost artefact card of your choice from the common card pool for free (if you take an artefact with matching symbols on the Oracle, you can choose the color*). Add the new card to your hand. *Typo in the reference sheets: please, read "illuminated" as "Oracle's symbols match".



7. Replace one terrain card from the board (city or road) with a new terrain card from the corresponding deck of the common pool. The roads/city exits of the exchanged cards must match. You may choose the color of the new card instead of taking the topmost. Any tokens or figures standing on the exchanged card remain on their spot.



2. Take the topmost lord card from the common card pool for free. Usually it comes with 1 supply card. If the lord is Unbound take 0 supplies or if Fanatic (see p.10) take 2 supplies. Add the cards to your hand.



8. Copy and execute the effect of a chosen Stormevent card from the face-up pile of played Stormevents (if there are any). You are not allowed to copy the effect of Stormevent #2 (Take the topmost lord card...), even if it is the only played face-up card.



3. Draw the topmost card from your nation (draw deck) and add it to your hand.



9. Upgrade one unit from your hand to the next level for free, then add the new card to your hand.



4. Build one road card of your choice for free. You must take the topmost card of the chosen road type deck (a simple road or junction).



10. Upgrade one of your cities to the next possible level for free.



5. Draw one fortune card and execute its effect immediately. The new cards gained through the fortune card are added to your hand.



11. Take one card of your choice from the limbo. Add the card to your current hand. Note: in a basic scenario you cannot take a second Great Artefact even if available in the limbo.



6. Summon your second hero to the same exit Stormgate where the passing figure stands. It doesn't matter if the second hero is already hired or if he is still outside the game board.



12. Destroy one tent of your choice. The tent and the stationed card/s are moved to the discard pile of its owner. If no opponent has an active tent on the table, you must destroy one of your own tents, or one of your teammates' (if any available).

GAME SETUP

SET UP THE COMMON CARD POOL - ADD NEW GAME MATERIAL

First build 3 new stacks of 12 cards each and place them in a line at the 4th "open" side of the Oracle wheel - these will be: the **Stardust** and the **Chest** cards face-up piles and the **Stormevents** face-down pile. Leave a free space for the played Stormevents discard pile.

2-4 PLAYERS

In a 2 to 4 player game, the setup is performed the normal way with the following changes:

Now, when you have 6 factions in total you can choose which ones to use for every game. (It makes even more sense especially when you play with the optional hero sheets, which provide faction-specific abilities, but are not included in this expansion or in the basic game).

- In a 2 player game - take all the cards, heroes, city and other tokens, etc. of 3 chosen factions. Separate the cards to form the common card pool as usual. Place 2 random Great Artefacts face-up on the game board border. Shuffle the rest of the GAs and place them also on the border, as a face-down pile, called the **GA rest pile**. Shuffle the 3 Fortune cards and place them next to the open Great Artefacts. Place the 3 pairs of King & Queen cards to choose from on the opposite border. Return the unused game material to the box.

- In a 3 player game - take all the cards, heroes, city and other tokens, etc. of 4 chosen factions. Separate the cards to form the common card pool as usual. Place 3 random Great Artefacts face-up on the game board border. Shuffle the rest of the GAs and place them also on the border of the board as the face-down **GA rest pile**. Shuffle the 3 Fortune cards and place them next to the open Great Artefacts. Place the 4 pairs of King & Queen cards to choose from on the opposite border. Return the unused game material to the box.

- In a 4 player game - take all the cards, heroes, city and other tokens, etc. of 4 chosen factions. Separate the cards to form the common card pool as usual. Place 4 random Great Artefacts face-up on the game board border. Shuffle the rest of the GAs and place them also on the border of the board as the face-down **GA rest pile**. Shuffle the 3 Fortune cards and place them next to the open Great Artefacts. Place 4 pairs of King and Queen cards on the opposite board border. Return the unused game material to the box.

SET UP INITIAL BOARD LOCATIONS

When you set up the board, place the starting and the neutral cities, as well as the ruins, on their regular locations. Mark the neutral cities with neutral tokens level 6 when playing heroic mode (the new default) or level 4 for a basic game. Mark the ruins card with a universal token level 10 when playing heroic mode or level 8 for a basic game. In addition, place the number of Stormgates equal to player count on their designated spots (see diagrams below):



- In a 2 player game - after choosing factions, place the 2 Stormgates of the respective colors at random on their designated spots. *! modified game end condition: see p. 8!*
- In a 3 player game - after choosing factions, place the 3 Stormgates of the respective colors at random on their designated spots. *! modified game end condition: see p. 8!*
- In a 4 player game - take the 4 Stormgates that match the factions in play and place them at random on their designated spots. *! modified team game end condition: see p. 8!* See the full game layout incl. board and common card pool in the 6 player setup on p.8

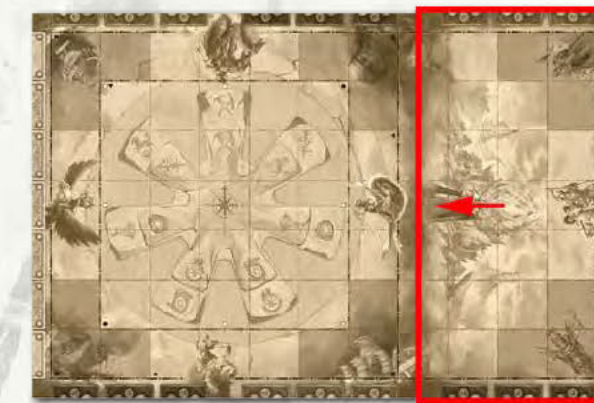


5-6 PLAYERS

In a game with 5 or 6 players you will need the game board extension.

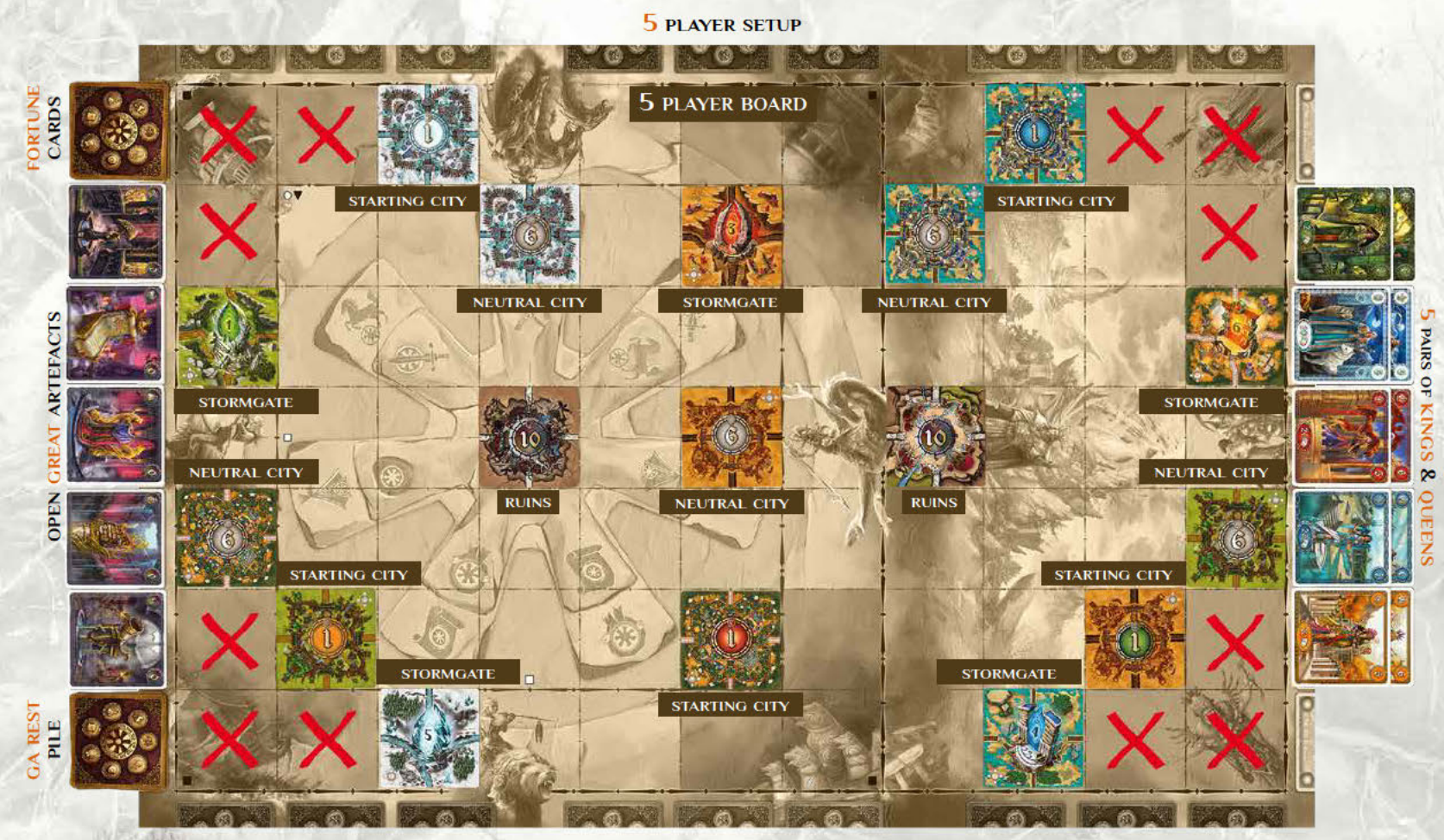
Place the extension next to the board from the basic game, so that both parts form the new increased 7 x 11 squares grid.

The brighter marked spots for the Great Artefacts, the Queens and the Kings should always be on the outer border.



Set up the card pool the normal way, using exactly the same number of factions corresponding to the player count, adding again the Stardust, Chest and Stormevent decks:

- In a 5 player game - take all the cards, heroes, city and other tokens, etc. of 5 chosen factions. Separate the cards to form the common card pool as usual. Place 5 random Great Artefacts face-up on the game board border. Shuffle the rest of the GAs and place them also on the border of the board as the face-down **GA rest pile**. Shuffle the 3 Fortune cards and place them next to the open Great Artefacts. Place 5 pairs of King and Queen cards on the opposite board border. Return the unused game material to the box.



- In a 6 player game - take all the cards, heroes, city and other tokens, etc. of all 6 factions. Separate the cards to form the common card pool as usual. Place 6 random Great Artefacts face-up on the game board border. Shuffle the rest of the GAs and place them on the opposite border of the board as the face-down **GA rest pile**. Shuffle the 3 Fortune cards and place them next to the open Great Artefacts. Place 6 pairs of King and Queen cards on the opposite board border. Now you are using the complete faction material.

SET UP INITIAL BOARD LOCATIONS

When you set up the board, place the starting and the neutral cities, the Stormgates, as well as the ruins according to the diagrams below. In this game you will need 2 ruins cards.

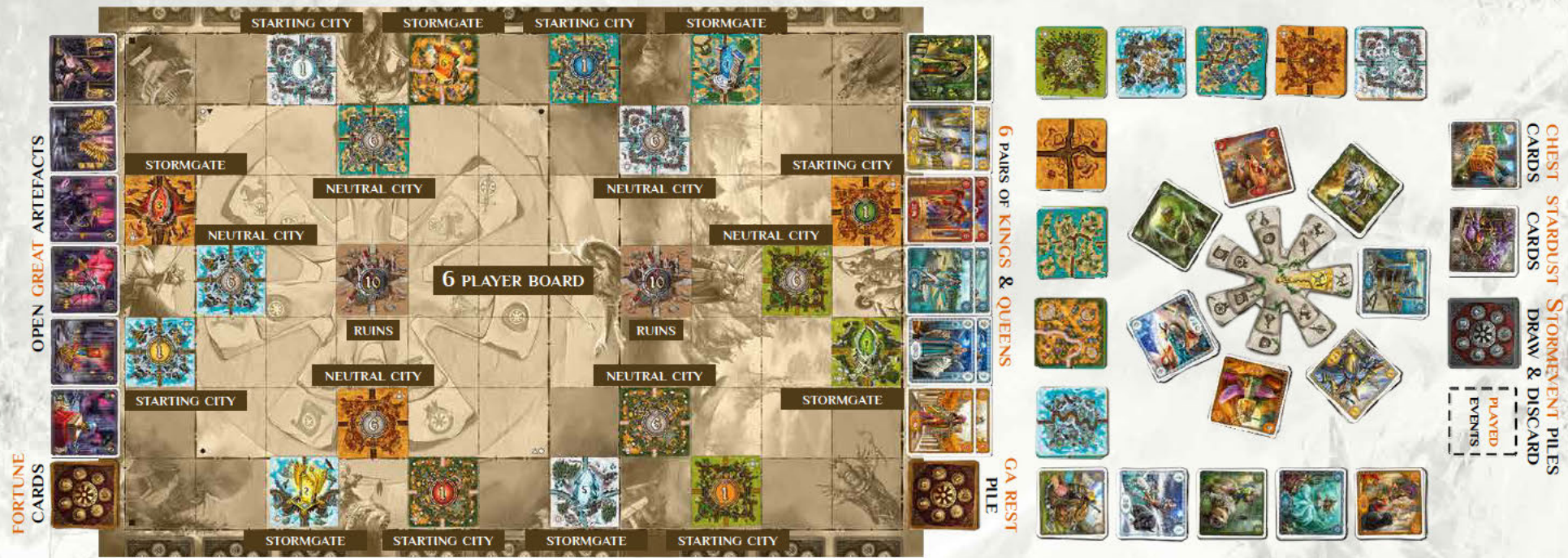
- In a 5 player game - take 5 cities with crossroads (one of each terrain type in play) for the starting cities, 5 cities with crossroads (all different again) for the neutral cities and 5 Stormgates that match the factions in play. Place them at random on the designated spots for their types of cards. The 3 darker squares on each of the corners of the game board (marked with X on the diagram below) are considered impassable terrain, so the players are not allowed to build roads or cities on them, nor do these squares count towards game end conditions. In other words, these squares should be treated as if they don't exist. It's common practice to mark them with 12 face-down supply cards from the beginning.

- In a 6 player game - take 6 cities with crossroads (one of each terrain type) for the starting cities, 6 cities with crossroads (all different again) for the neutral cities and all 6 Stormgates. Place them at random on the designated spots for their types of location.

Mark the neutral cities with neutral tokens level 6 when playing heroic mode (the new default) or level 4 for a basic game. Place 2 ruins cards on their designated spots and mark them with universal tokens level 10 when playing heroic mode or level 8 for a basic game.

After setup is completed according to the player count, you always need to pick one player at random to be the starting player, no matter if playing a team play or free-for-all mode. Then as a first step, all players choose factions one by one in clockwise order beginning with the starting player. When this choice is completed, as a second step, the players choose their starting cities again one by one but in reverse order beginning with the last player in the circle. At this point in a basic game you would distribute the common starting set of cards to each player, but in our new default advanced mode execute the drafting phase (see p. 8).

6 PLAYER SETUP



DRAFTING PHASE

Drafting is a quick way of distributing the starting hand to the players. Instead of randomly (in terms of faction) distributing 3 frimen, 1 chief and 1 priest, please do the following:

1. Draw the number of frimen cards equal to the player count. The starting player looks at the cards and chooses 1 to take. Then he passes the rest of the cards to the player on his left side who also chooses 1 card and so on. The cards are distributed in this manner in clockwise order until the last friman goes to the last player.
2. Repeat the same step in reverse order. The first player to choose a second friman card will be the last player who received a friman in step 1; then the rest of the cards are passed to his right neighbor and so on until the starting player receives the last card.
3. Repeat step 1 in clockwise order - the starting player is again the first one to choose.
4. Draw the number of chief cards equal to the player count. The first player to choose a chief card is the last player who received a friman in step 3; then the cards are distributed in counterclockwise order (same as in step 2 but with a new type of card).
5. Draw the number of priest cards equal to the player count. The first player to choose a priest card is the starting player, then the cards are distributed in clockwise order.
6. Give each player 5 supply cards as usual.

IMPORTANT: If you play with the Fanatics or the Unbound universal factions (or both), add these cards to the common card pool only after the end of the drafting phase. *Alternative:* exchange them if they appear at random in the drawn cards at the beginning of each step.

OUR GENERAL RECOMMENDATION

5 or 6 player free-for-all games are of course possible but be prepared to face longer game duration in total and longer downtimes between each player's turns, so we don't recommend them in general! On the other hand, if you like deeper strategy games full of conflicts and many unpredictable twists and you don't mind the longer duration, please feel free to try them. Individual initial setups are the same as in the team play mode. Those games can be really enjoyable and rewarding despite the downtimes :)

What we really do recommend are 3 or 4 player setups on extended maps. We've tested a couple of variations for these modes and all of them work fine and are intriguing. For more details about the different setup diagrams please visit our online section through the link below or scan the QR Code:



*YOU CAN FIND ALTERNATIVE GAME SETUPS FOR DIFFERENT NUMBERS OF PLAYERS ON BATTALIA.EU/RULES/SETUPS.

GAME END

BATTALIA: The Stormgates could end in one of two possible ways (2 game end conditions like in the basic game is the standard/recommended approach for 4 or 6 player setups):

1. When a player places a terrain card on the last empty square of the game board and completes the map, the game ends immediately.
2. When one player builds his 5th city level 4 or higher the game ends immediately.

In a game with a team play the second game end condition is altered to the following:

When a team of 2 players builds their 9th city level 4 or higher the game ends immediately. Each of the teammates can have any number of cities. The cities of the players are counted always as a total, e.g. 2 for the first player and 7 for the second, but what actually counts are 9 cities in total for the team! A team of 3 players must reach 12 cities level 4 or higher.

As a general rule of thumb - a team's total city target is calculated like this: for the next member of a team always add one city less in the sum than for the previous member, e.g. the target for a 3 player team will be $5+4+3=12$ cities level 4+. (individual values are theoretical).

For 2 or 3 player setups with Stormgates + new card material on a standard map (see p. 6) we recommend that you ignore the map completion game end condition. For most advanced players this is too easy and may be too quick on the smaller maps with fewer spaces and it doesn't allow the game to really thrive to its full potential with all the new cards and components included in the expansion. *Alternative:* you can try to play on bigger maps* (see our online section for recommendations) or apply this condition if you prefer quicker games.

For a standard 5 player setup in asymmetrical team play 3 vs. 2 with Stormgates + new material on an extended map (see p. 7) we recommend that you ignore the map completion game end condition, since it is difficult to balance the greater potential for quicker map exploration and full settlement of the 3-member team compared to the 2-member team. However, it is easier to balance the VPs. In a 5 player game the victory points of the 2 player team are always multiplied by 1.5, rounded up, e.g. if the team has a total of 35 points in city levels their end score will be $35 \times 1.5 = 52.5$, which is rounded to 53 victory points.

As usual, the winning condition is only one: The player/team with the most victory points (the sum of all city levels /of all team members together) at the end wins the game! If there is a tie, compare the following components in the listed order. The highest value at any level of these tiebreakers wins the game:

- | | |
|-------------------------------|----------------------------------|
| 1. Established capital/s | 5. Number of cities level 2 |
| 2. Number of royal residences | 6. Number of cities level 1 |
| 3. Number of cities level 4 | 7. Number of heroes on the board |
| 4. Number of cities level 3 | 8. Number of cards in the deck |

OPTIONAL GAME MODULES

NON-PLAYER CHARACTERS

The non-player characters (NPCs) are optional figures with relatively significant impact on the game flow, bringing new strategies and opportunities and increasing the replayability of the game. All players should agree whether to include them in the game or not.

OUR GENERAL RECOMMENDATION

Although the non-player characters may be included at any player count, we don't recommend using them on small maps. Metamorpha and Bilkarr work best in 3 to 6 player games, preferably always on an extended map, especially Metamorpha.

METAMORPHA

This is a character that helps the players in their journey to victory. She speeds up the game flow considerably, providing her different special abilities to the players in exchange for a small tribute.

Metamorpha is a changeling creature bound to the variety of nature. She emerges on different locations, drawn by their specific energy. Her special ability changes every time, depending on the terrain she stands on. Moreover, she radiates her magical aura all over the map.

The players can take advantage of Metamorpha's abilities only when their heroes stand on the same terrain type as the magical creature.

MOVING METAMORPHA

This creature enters the game at the first check-point (this is a general rule for all NPCs) through a Stormgate. Roll a die. Place Metamorpha on the Stormgate number which matches the result of the die. Reroll if the Stormgate number is not currently in play. From this moment on the movement of this NPC depends on the players' building actions.

Metamorpha is attracted to all new locations on the board. Every time a player builds a new terrain, Metamorpha is immediately moved to this new card. If a terrain card from the board is replaced due to some game effect (e.g. terraforming) by a different terrain card taken from the common card pool, then Metamorpha is relocated to the replacement card.

ACTIVATING METAMORPHA'S ABILITIES

If one or all of your heroes are standing on the same terrain type as the changeling you may play any card from your hand as a tribute (symbolic cost) to activate the ability of Metamorpha. You are allowed to use this ability once per turn, per hero, per terrain type. This means that if both of your heroes are standing on the same terrain type as the NPC figure, you can activate its ability twice. You must play 1 card for every activation of the ability.

You can use one ability of Metamorpha, then build a new terrain on the board, thus relocating the NPC to a different terrain type, and you will be able to take advantage of the next ability provided by the creature in the same turn. Of course, in order to do so, you'll need to move the same hero to a card with the new terrain type, or try to use your second hero.

Playing a card to activate the ability of Metamorpha counts as a separate action line that cannot be played in the middle of other lines or interrupt other actions.

METAMORPHA ABILITIES

These are the 6 abilities of Metamorpha, depending on the terrain she is standing on:

- **VERDANT WOODS (BÄRFOLK)** - Free movement. Your hero, standing on the Bärfolk terrain, may move up to 3 squares away.
- **ROCKY MOUNTAINS (CLOUDBORN)** - Free city upgrade. You can choose any of your cities to upgrade to the next level.
- **RED CANYONS (EMBERIANS)** - Ranged attack without a weapon. While standing on a canyon square, your hero may attack any of the 8 adjacent squares (but not the one he stands on), without playing a weapon card to start a battle line.
- **EMERALD LAKES (ISLANDERS)** - Free upgrade of a unit. You can upgrade a unit from your hand to the next rank. The upgraded unit can be used to start an action line.
- **PROTO-JUNGLE (SUNBLESS)** - Draw up to 2 new cards. You may draw up to 2 new cards from your nation, while your hero stands on a Sunblessed terrain.
- **FROZEN FIELDS (WOLFSCLAN)** - Duplicate a unit. You can play the duplicated unit as if you have 2 identical cards. You can play it to start a single or a forked line.

BILKARR

Bilkarr O'The Mountain People - a potion adept, herbalist and wanderer who travels around the world, carrying his special brews.

If you are lucky or clever enough to track him down on his journey you can find yourself the owner of a bottle full of real elixir.

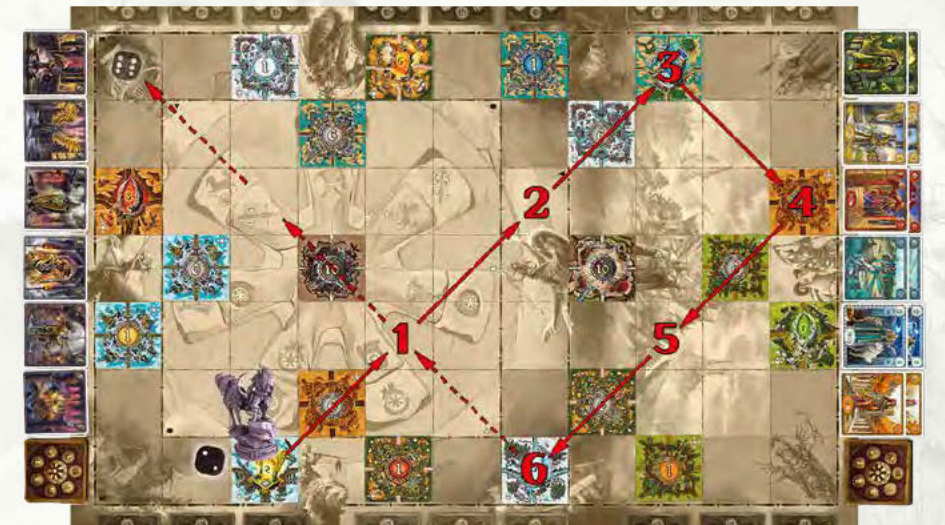
MOVING BILKARR

This NPC enters the game at the first check-point. He always enters the map through a Stormgate. Roll a die. Place Bilkarr 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).

Bilkarr enters and stays on this Stormgate till the end of the day. After that he is moved at the beginning of each day, after the Oracle is turned one position clockwise.

This figure always moves 2 squares away diagonally (like a billiard ball, always starting to the right). Unlike the heroes he can freely move on empty squares without any cards on them (Bilkarr knows all hidden paths). He is moved to the right only the first time when moving away from a Stormgate, where the die roll has located his figure. When he reaches the border of the board he "bounces off" to an opposite diagonal. His path resembles the trajectory of a billiard ball. If Bilkarr reaches a corner of the board a die has to be rolled at the beginning of the next day in order to move the figure to a new Stormgate.

Here is an example of Bilkarr's movement after the first six days of a week.



THE POTIONS

There are 6 potions in the game. All of them provide different abilities. At the beginning of the game the potion tokens are placed near the common card pool.

When at least one of your heroes is standing on the same square as Bilkarr, you can buy one or more of the available potions. To buy 1 potion you must play 2 supply cards.

When you buy a potion, choose one of the potion tokens from the common supply and place it in front of you with the full side up. When someone has bought a particular potion, no one else can have the same potion until its owner drinks it and uses its effect fully. Then the potion token is returned to the common supply and it becomes available again for all players. Every player can hold as many potions as he likes. The players can freely decide how long they will keep a potion before they drink it. Someone can even decide not to drink his potion for the entire game, just in order to block its availability... (but you can try to push him).

There is no restriction on when a potion may be used. You can drink a potion on your own turn, or at any other time during your opponents' turns. When you drink a potion, it becomes active immediately and its effect lasts always for 3 days. Turn the potion token 90° clockwise to show that it is activated for the first day of its effect.

Every day, when Bilkarr has to move, announce this fact loud and clear and remind all players to once again turn all activated potions 90° clockwise. When after the third day a potion is turned back to an upright position, then its effect is terminated and the token is returned immediately to the common (Bilkarr's) supply, where it is available for other players to purchase.



Some of the potions have a **constant** effect through the 3 days. Other potions' abilities may be used **once** per day. To mark that you have used such a potion for the current day, flip the potion to its **empty** side. At the end of the day, when Bilkarr moves and your potion is turned clockwise, flip it back to its full side.

These are the effects of the different potions:

- BROTHERHOOD (green)** - No one can attack you while this potion is active, but you also cannot attack anyone. (constant effect)
- COLOSSUS (gold)** - You receive +4 bonus strength in every battle, whether you're attacking or defending. (constant effect)
- WEAKNESS (blue)** - Give (pour) this potion to a chosen opponent. This player's strength in battle is reduced by 4 in all combats - in attack & defense. (constant effect)

- BERSERK (red)** - When you attack someone, remove 2 random cards from his hand before the defender takes any action. (once per day - flip the token when used)
- FREEZING TOUCH (white)** - Cancel an action line of your opponent. His cards played in this line are frozen: inactive / wasted for this turn. (once per day - flip the token when used)
- SOLAR ECLIPSED (orange)** - considered a transformation. You can use one of the cards in your hand as a wild card (but never in a battle line). It can be played as any type of unit, artefact or supply card but not as universal or royalty card. (once per day - flip the token when used)

THE FANATICS

The Fanatics, known as the Order of the Half, are a new religious faction - they follow the weird cult of the "fallen" Half Oracle. The set of fanatic cards contains **two** copies of each of the four types of units - 2 Frimen, 2 Chiefs, 2 Priests and 2 Lords. These cards have the symbol of the Half Oracle depicted under their unit symbol. The Fanatic cards are shuffled in their corresponding decks only after step 5 of the drafting phase during setup, or after the starting cards are dealt to the players. These cards are considered **universal** units. This means that they always count towards every possible cohort and they also count towards the hero morale bonus. All of them have the same hiring cost as the other units from the corresponding decks.



The Fanatics have the following special abilities:

- When a player hires a **fanatic** card, he takes 2 supply cards with it, instead of one.
- These units cannot be used the normal way, like units from other factions. This faction practices the powerful rite of *The Sacred Duplication*. This means that in order to play a fanatic card a player must always **suspend 1** card into the limbo. If a player has no card to sacrifice (or doesn't want to) then the Fanatic **cannot** be played at all and is discarded. With the sacrifice the played fanatic card counts as **duplicated**. The two virtual cards can be used either in a single or in a forked line. The Fanatics have their **double strength value** depicted on the cards. *This extra symbol serves for easier calculation of the total strength in battle.*
- Like the Unbound, the Fanatics **cannot** be transformed by artefacts like magical scrolls, titles and amulets, but they **can** be stationed in tents (*this doesn't require a card sacrifice*).

VALLEYS OF THE KINGS AND QUEENS

The Valleys of the Kings and Queens are **optional** game scenarios. These ancient mountain valleys are inhabited by old craftsmen, peaceful people, who are specialized in forging all types of **supplies** and mainly the **7 artefacts**. They lived in seclusion before the discovery of the hidden valleys and the arrival of the heroes with the troops, who'll try to seize and control the different craftsmen's workshops, facing almost no resistance. This scenario is **most suitable** for **4** or **6** players - here you can find setups for these numbers of players. For alternative setups including the valleys with other player counts, visit battalia.eu/rules.

In this game scenario, the players will try to gain **control** over the different **buildings** and the **town center**, thus getting more **victory** points at the end, and most importantly, using the 8 workshops as a source for **free** artefacts and **supplies** during the game.

The set of valley cards contains **10** cards for the Valley of the Kings (**red**) and **10** cards for the Valley of the Queens (**purple**). Each valley consists of **1** town center, **4** standard crossroads, **4** buildings and **1** connection card. For different games you will use only **one** connection card (*The Mountain pass* or *The Kingsbridge*). Each building is associated with a certain resource (*artefact* or *supply*). The symbol of this resource is depicted on the card.

VALLEY OF THE KINGS

TOWN CENTER (NEUTRAL CITY) KINGSBRIDGE (CONNECTION) TOWN HALL (TITLE) BLACKSMITH (TOOL) STABLE (HORSE) ARENA (WEAPON)

VALLEY OF THE QUEENS

TOWN CENTER (NEUTRAL CITY) MOUNTAIN PASS (CONNECTION) TAVERN (AMULET) WEAVERY (TENT) MAGE GUILD (MAGIC SCROLL) GROCERY (SUPPLY)

SETUP

In order to prepare the optional game, set up the board according to the example (see p.11). In this scenario you don't need the ruin cards.

- Place the **2** town centers face-up on the squares that normally contain the ruin cards and mark them with level 6 neutral tokens.
- Place the **4** crossroads face-down around the sides of the corresponding town centers.
- Shuffle **separately** the **4** buildings of the Valley of the Kings, the other **4** of the Valley of the Queens and place them face-down at random on the **4** corners around their corresponding town centers (so the valley is known, the given places are secret).
- Place either the *Mountain pass* or *Kingsbridge* on the **middle square** of the game board.
- In case you decided to play with *Kingsbridge*, place **1** random Great Artefact face-down under each Stormgate in a 6 player game or **2** random Great Artefacts in a 4 player game. In addition to that each player takes **ring markers**, equal to the number of Stormgates in play, and places them on the colored spots on the right side of the dashboards, matching the colors of the Stormgates in play. *These rings represent in this scenario Stormboosters needed to get bonus GA from the magical Storm* (see p.12).

All valley cards have **roads** depicted on their **back** side. During setup, place the cards so that the roads are properly connected to each other (see p.11). This means that the roads exist already in this form in the valley but are undiscovered. The rest of the setup remains the same.

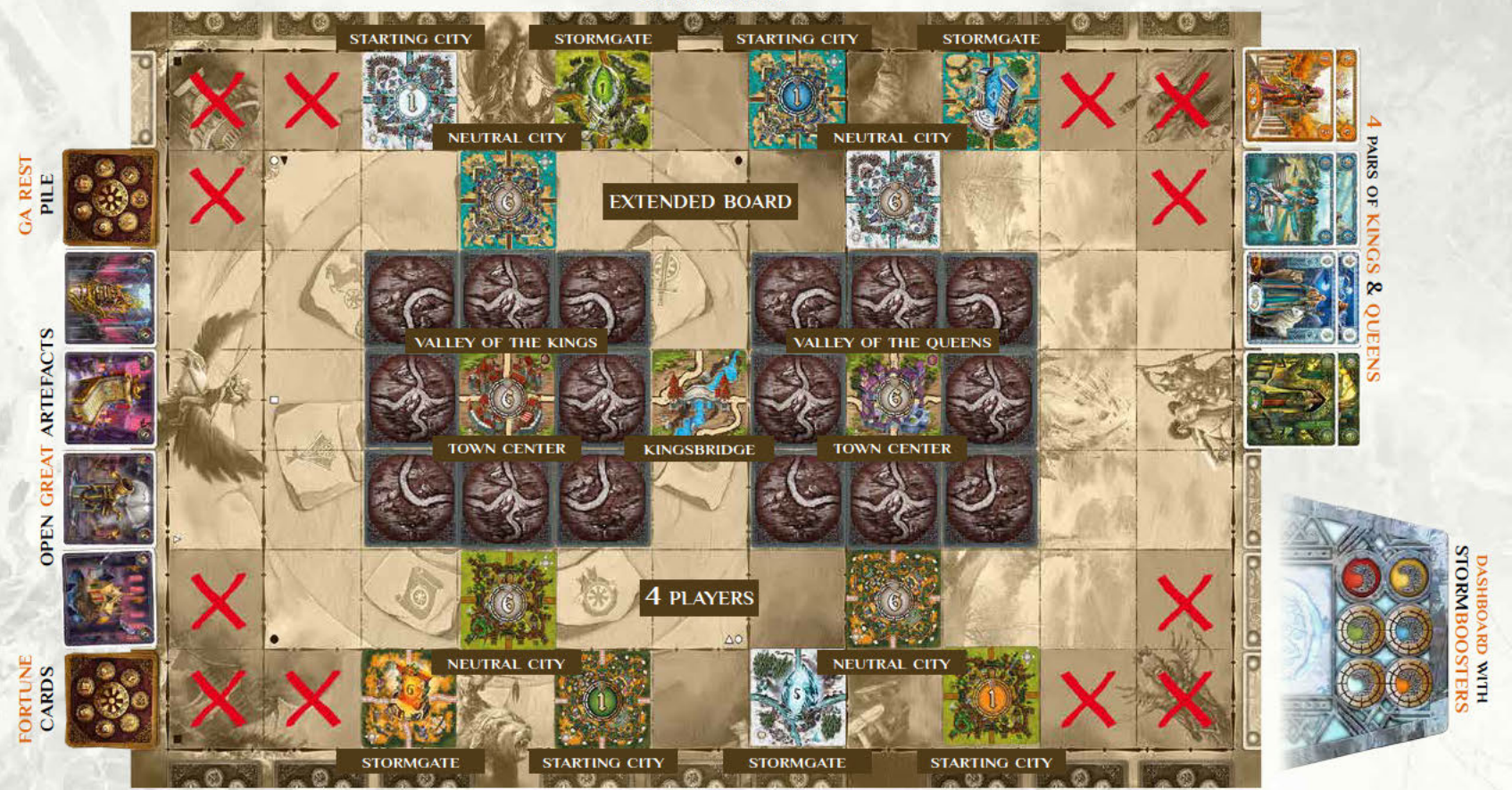
GAME PLAY

At the beginning of the game the **Valleys** are considered **undiscovered** land. The only exceptions are the town centers and the connection card (*it is known there is something there*).

In order to **discover** any part of a valley, a player must have a hero on a square **next** to the card he wants to discover. The card that the hero stands on and the card that is to be discovered must have the possibility for a direct road connection (*discovery from the outside of the valley corners is thus impossible*). In addition to that the player has exploration costs:

- To discover a **road** card in a valley a player must play **2** frimen and **1** supply card (exploration costs are the same as the building costs for a normal crossroad).
- To discover a **building** a player must play **2** frimen (or a tool).

VALLEY OF THE KINGS AND QUEENS 4 PLAYER SETUP



VALLEY OF THE KINGS AND QUEENS 6 PLAYER SETUP



The discovered card is flipped over and heroes may step on it from now on. When someone discovers a **building**, he automatically gains **control** over it; the player marks the building with a level 2 token. This building counts as 2 victory points for the player and gives him the right to receive the corresponding/depicted **artefact** for free (see below).



The owner of the Sunblessed hero can discover the adjacent road card (marked in red). In order to do so, the player must play 2 **friman** cards and 1 **supply** card. Afterwards the discovered road is flipped over and the hero may enter the Valley.



After entering the Valley, the player may decide to discover any of the 2 adjacent **buildings**. After paying the cost, he flips the chosen card and marks the building with a level 2 token. After flipping the card, the roads must be oriented in the same direction.

IMPORTANT: The Valleys are **neutral** territory. The players **don't** have any **terrain bonuses** while traveling or fighting there (all **free abilities** from the hero sheets are inactive).

When the players build roads and cities **next to the valleys**, they should meet the following **rules and restrictions**. **No** cities may be built **directly** on the 2 **outer sides** of a **building** card. The roads on the cards **around** the valleys must match the roads on the valley cards. The roads on the valley cards are depicted on their backs, so even before these cards are discovered, they should be treated as if they are built cards with the corresponding roads.

A player can take 1 artefact (or supply card) per turn into his hand for free from the **buildings** he controls; this card may be used in the same turn. The player can take **only 1** free card regardless of how many buildings he controls. Every building provides a certain **type** of artefact (or supplies), so the player's choice is limited to the buildings that he controls.

Controlling buildings gives an **advantage** to the player that controls the **town center/s**. Town centers are claimed the same way as any other **neutral** city, by attacking them with sufficient battle strength. When a player annexes a town center he marks it with a level 4 token as usual, but here he does **not get** a lord card for the new city. In this case, the **bonus** for controlling a valley city is that the **buildings** increase the defensive **strength** of the **center**. Each building in the same valley that a player controls adds 2 points to the defensive strength of his town center. This **doesn't** work in the **opposite** direction. **Town centers do not increase the defensive strength of the buildings.**

The **town centers** and the **buildings** may be **attacked** and conquered by other players like any normal city. The defensive strength of a **building** is always 2 and the **town centers** have an increased strength of 4 plus 2 per **building** owned by the same player.

IMPORTANT: Losing a **town center** **doesn't** make a player automatically lose his **buildings** in the valley. They have to be conquered separately.

CONNECTION CARDS

These are cards which **connect** the two **valleys**. They represent two different variations and introduce a small new pick-up-and-delivery sub-mechanics to the game. As stated earlier,

you can use only one of the cards in a single game. The special thing about these two variations in the Valleys scenario is that you may **hold** as many **GAs** in your deck as you **wish**.

MOUNTAIN PASS

In this version of the scenario, the *Mountain pass* is the **indirect source** of Great Artefacts. To acquire a Great Artefact your hero must **stop** on the *Mountain pass*. There you receive a **Stormbooster**, represented by a **ring marker**; place the ring marker on your hero figure to indicate that this figure carries the Stormbooster (*only one per hero at a time*). After that, one of your opponents **rolls a die** and determines a gate at random. At some point, you should carry the Stormbooster to the gate with the corresponding number. As a **reminder**, place another ring marker on the color spot (on the right side of your dashboard) corresponding to the color of the given gate. Later in the game, when you reach it, move your hero from **this gate** to any other and remove both ring markers. When you do this, you can **choose any of the open Great Artefacts**, or you can choose to draw a **Fortune** card. This is the **boosting effect** to the magic of the storm in addition to the Stormevents. The new GA is placed on your discard pile.

KINGSBRIDGE

When you play with *Kingsbridge*, this card serves as a **trading place** with the city **council** where you can **exchange** Great Artefacts for **victory points** (you always get rewarded for delivery) and vice versa (sometimes they want to clear out the old stuff from storage). This is an old tradition in the Valleys - the city council was always interested in collecting of new Great Artefacts in order to study and try to reconstruct their ancient powers.

In this scenario, you start the game with a **full set** of Stormboosters. When you travel from one gate to another you can spend a Stormbooster and take the **Great Artefact** hidden under the **Stormgate** that you leaped from. If there is more than 1 GA under a Stormgate you can look at both of them, choose one to take, and return the other without showing it to the other players. You reveal only the GA that you take. In addition, **remove the Stormbooster** (ring marker) from your dashboard that corresponds to the color of this gate, so you cannot take a **second GA** from the **same gate**. Place the new Great Artefact on your discard pile.

Later, when your **hero stops** on *Kingsbridge*, you can do any of the following:

- You can **exchange** some of your Great Artefacts for **points**. Search your deck (*nation or shelter*) for an expendable GA and shuffle it into the **rest** pile. Then **upgrade** one of your **cities** for free. You may exchange as many GAs as you want - 1 **upgrade (VP)** per GA.
- You can do the **opposite** - you can **downgrade** cities to get Great Artefacts. Downgrade 1 city by 2 points in total (or 2 cities by 1 point each). Choose an open **Great Artefact** (from the border of the board) or draw a **Fortune** card. Place the new card in the shelter. This is a good option for players who missed getting a Great Artefact from a Stormgate.
- Exchange** a GA from your **deck** for any open **Great Artefact** or **Fortune** card. If you decide to take an open GA, place your old GA face-up on the freed spot of the board. If you draw a Fortune card, shuffle your old GA into the rest pile. Place the new card in the shelter.

RULES UPDATE

With this expansion we introduce new rules for **two game elements** from the basic game:

- The Staff of Terra** terraforms up to 3 terrain cards at once. The player may replace any standard terrain card on the board (*city, road, gate but not a valley or volcano card*) with any other card of the same type (*same road connections*) but of **another terrain**. The player may take the new card from the common pool or he can swap the places of 2 cards on the board. If a player swaps 2 cards on the board it is considered as 2 **replacements**.
- When a **hero retreats** from battle, the figure must be moved **exactly 3** steps away from the embattled field, thus the player must pay either 3 **supply cards** or 1 **horse** card. The hero may retreat only to **neutral** or his **own** squares. This means that the player **cannot** position his figure on enemy cities or on another square containing the enemy's second figure (*only the current battle opponent is considered an enemy*).

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