

BULWARK

Complete Rules

1.3 March 2013

Bulwark is a co-operative deck-building card game for 1-4 players in which you play a hero defending a settlement from an army.

It's co-operative in that you all play as a team against the game itself, sharing victory or defeat.

It's a deck building game in that you have your own personal deck of cards that you add to as the game progresses to make your hero stronger.

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Setting Up

Before each game, you need to choose which decks you will use. For your first game, the simplest options are Fort Briggs as the location and the Goblin Horde as the Foes, and whichever Hero deck you like.

Playing Space

Each player needs an area in front of them for their cards. Each player will have a supply of card they can buy for their hero, a draw deck, a discard pile and an area to puts cards they have played.

In the middle of the table, where everyone can reach, there will be a supply of location cards.

Also in the middle of the table there will be a deck of wounds and a deck of foes. There needs to be space for a line of foes to snake away from the foe deck, and a space to put defeated foe cards.

Reference cards can be put anywhere there is room.

Hero Decks

Each player picks a hero deck. The hero decks have a cover card, with the hero's name on it and indicators as to convenient places to put the other piles of cards. The rest of the cards are Hero cards that are available only to that player. The 10 cards with a triangle in the top left corner are the cards that begin in your deck, the others form piles of cards you can buy during the game.

Each hero puts those piles in the 'supply', face up. Some hero cards have the name of a different card down the left side - these cards are put underneath the card named and are only available to buy when the cards on top are exhausted.

Example: For 'Arpad of Lhun', the supply consists of the following piles:

2x 2 Heroism, with 1x 3 Heroism underneath.

3x Master's Sword, with 3x Bloodstained Blade and then 3x Hundred Head Scimitar underneath.

2x Shield, with 3x Tower Shield underneath.

5x Lamellar Armour.

3x Charge.

For 5 piles in total.

The top left of a Hero card has its cost in Heroism. If the word 'Upgrade' is underneath it, then a copy of the precursor card (the one written down the side) must be sacrificed in order to buy the card.

Heroism cards are the currency you use to buy cards. The number in the middle is how much Heroism that card is worth when you use it to buy something. Some Heroism cards also allow you to buy more than one card a turn.

The top right of a Hero card has icons for attacks you can make. A sword icon indicates a m el e attack, a bow icon a ranged attack. Cards can have both icons.



The bottom of the card says what type of card it is, such as 'Equipment' or 'Technique'. Some cards do not have a type.

The main body of the card usually has an 'Action' section that describes what you do when you play it, in terms of drawing more cards from your deck, getting opportunities to play further cards and so on. Cards can also have 'When in Hand' text that can let you use them in a different way that does not require an action. Some cards remain in play once you have played them, and they have a 'While Remaining' section that says what they do when that happens. Lastly, some cards have an 'Any Time' section, which does what you expect.

Some abilities are 'Manoeuvres', which are things you can do during your turn that do not cost an action. Some abilities are 'Reactions', which are things you can do on any turn, that do not cost an action, and are always in response to something.

Shuffle the 10 cards of your starting deck and deal yourself a hand of 5, putting the rest face down as your draw pile. During the game you will also put cards in a discard pile, face up.

When you have set up your hero cards for the start of the game, they will look something like this:



Jargon Terms

+X Cards - Draw X cards from your deck.

+X Actions - You have X additional actions this turn.

+X Buys - You can buy X additional cards this turn.

Discard X - put X cards from hand in your discard pile. You can also be required to Discard cards from your deck or from play.

Banish - return a card where it came from. Put Hero and Location cards in the right 'layer' of the supply pile they came from, if more than one type of card is in the pile. Put Wounds and Foes on the bottom of the deck.

Trash X - remove X cards from your hand from the game forever. It is convenient to put such cards under your Hero's cover card. In the case of Wound Cards, they are Banished instead of Trashed.

Manoeuvre - this card can be used during your turn in a way that does not require an action. Manoeuvres are never Mandatory.

Reaction - this card can be used in a specific way when something else happens, even if it is not your turn. Reactions are never mandatory.

Remains - once played, this card stays in play until further notice. 'While Remaining' Reactions and Manoeuvres cannot be used in the same turn as they were put into play.

Defend - avoid being given a Wound Card.

Invincible - this Foe cannot be killed, or this player cannot receive Wounds and ignores Foe effects that would cause them to Discard or Trash.

Reveal - turn over cards from the top of a deck.

Hunt for X - reveal the top card of your draw deck, if it is X take it into hand, otherwise Discard it or put it back on top. If a Foe Hunts, draw the Foe if it matches the term or put it back on top of the Foe deck.

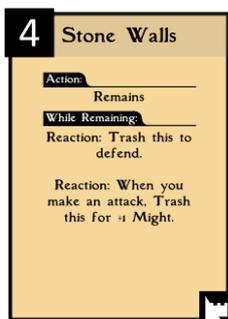
Summon X - reveal cards from the top of your deck, Discarding any that are not X. When you find an X, stop and take it into hand. If you exhaust your draw deck, stop - never shuffle a new draw deck for this ability.

Resurrect X - return the most recently killed 'X' Foe to the end of the Foe line. Do not follow any 'When Drawn' ability. If there are no X that have been killed, do nothing.

Location Deck

Choose a location deck from those available. Put the cover card to one side and arrange the Location cards in a face up supply in the middle of the table, in the same way as for Hero cards.

Location cards have costs and effects just like Hero cards.



Designators

Any word that appears in the name of a card or at the bottom of the card is a 'designator', as are icons that appear in the top right. Card effects sometimes refer to specific designators for rules effects. The subtitles of Foes also contain designators. For the purposes of designators, don't differentiate between singular and plural words.

As examples: *Elven Chorus* has the designators 'Elven', 'Chorus' and 'Technique'. *Stone Walls* has the designators 'Stone', 'Wall' and 'Fortification'. *Kneena, Goblin Druid* has the designators 'Kneena', 'Goblin', 'Druid' and 'Bow'.

Foe Deck

Choose which set of Foes you wish to fight. Put the cover card to one side and shuffle the rest of the deck thoroughly, then put it face down in the middle of the table, with plenty of space on one side of it to build a line of cards. The 'start' of the Foe line is next to the deck, the end the far end of it. Foes often have abilities concerning 'before', 'after' or 'adjacent', which refer to the Foe cards closer to the start, closer to the end or either, respectively.

In the top left corner of a Foe card, the number indicates the Armour of the Foe; that is, how difficult it is to kill.

In the top right corner, there are icons to say what type of monster the foe is.

◆ Bow - This Foe is a ranged attacker.

◆ Skull - This Foe is undead, or undead-aligned.

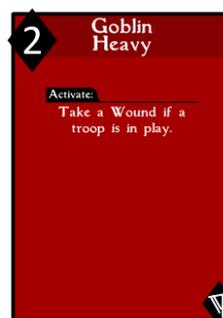
◆ Horseshoe - This Foe is a horseman.

◆ Explosion - This Foe is a siege engine.

◆ Crown - This Foe is particularly powerful, and cannot be Banished.

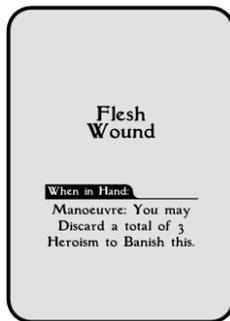
Only the bow and the crown have any affect on the rules, the others exist purely to make it simpler to refer to groups of cards.

The main body of the card shows the effects of the foe. Some foe abilities take effect when the card is drawn, some when it is activated. Other abilities are always in effect when the foe is in play and some take effect when the foe is killed.



Wound Cards

Shuffle the pile of Wound cards and put it face down in the middle of table. Wound cards clog up your deck. You receive them when a Foe hurts you. Unless otherwise specified, the Wound card goes on your discard pile. Most Wounds have a 'While in Hand' ability that lets you Banish them from your deck, but you can also trash them as you would any other card - remembering that Trashed Wounds are Banished instead.



Playing the Game

The game is divided into three phases. During the Start Phase, you can build up your decks without worrying about the foes. In the Main Phase, you continue to improve your deck while also fighting off a steady stream of foes. In the End Phase, you scramble to defeat the strongest foes in the deck for a second time.

Pick a player to start, then take turns clockwise. Not all steps are followed in all phases.

Start Phase

The length of the start phase depends on the foe deck you are fighting and how difficult you decide to make it. The cover card for the foe deck gives a suggested number of rounds for the Start Phase to last for each difficulty - one of 'easy', 'normal', 'hard' and 'legendary'. You can use face down Wound cards to keep track of how many rounds are left to play in the Start Phase.

Step 3 - Actions

Each turn you get 1 Action, with which you can play a Hero or Location card. You do not play Heroism cards yet. Each card you play uses up 1 Action. Follow the 'Action:' instructions on the card in the order they are written. '+1 Card' means you draw the top card of your deck when you play this card. '+1 Action' means you get another opportunity to play a card from hand. Usually these instructions are compulsory, but some specify 'you may', which means you can choose to do so or not. If you aren't able to follow all of the instructions on the card, follow as many as you can. Cards without an 'Action:' ability cannot be played during the Action Step. Unless otherwise specified, all effects apply to whoever played the card.

When you have played all the cards you can, or all the cards you want to, you move onto the next step.

If your draw deck ever becomes empty, then the next time you need to draw a card or reveal a card from it you shuffle your discard pile into a new draw deck. Cards you have played this turn are not shuffled in, but cards you have discarded this turn are. Note that you don't reshuffle as soon as the draw deck is empty, only when you need a card from it when it is empty.

Card Abilities

Action - do this when you play the card as an action. You cannot use this ability if the card is already Remaining in play.

While Remaining - these rules are in effect while this card remains in play. Reactions and Manoeuvres can be used, but not on the turn the card was first played.

When in Hand - Reactions and Manoeuvres can be used when you have this card in hand.

Any Time - these rules take effect wherever this card is.

When Bought - do this when you buy this card.

Special Rule: Heroism Drought

Trashed cards are normally out of the game for good, but Heroism 1 cards can be bought by a player after they have been trashed, with a cost of 0. This is only ever a sensible idea if the player has trashed sufficient cards that they can no longer afford to buy what they need.

Step 6 - Clean-up

The cards left in your hand, and all the cards you played that did not say 'Remains' are put in your discard pile. Only cards 'Remaining' stay in play from turn to turn.

Step 7 - Redraw

Draw a new hand of 5 cards from your draw deck.

Step 4 - Buy

You play any Heroism cards you have in hand, and use that Heroism to buy cards from your hero's supply or the location supply. You can only buy 1 card a turn, no matter how much Heroism you have, unless you have played a card that gives you an extra Buy. If you can buy more than 1 card, the total cost cannot be more than the Heroism total you have available.

When buying a card that is an Upgrade, you must put a copy of its precursor card in the trash pile. That copy must be unplayed in your hand, and not one of the cards you played that turn. Getting rid of that card does not count as 'Trashing' for the purposes of other rules effects.

All cards you buy get put on your discard pile.

Main Phase

The Main Phase has the same steps as the Start Phase, but Foes start to be revealed and players can fight them.

Step 2 – Reveal a Foe

At the start of your turn, before playing any cards, turn over the top Foe card and add it to the end of the line of foes. Obey any ‘When Drawn’ ability on the Foe you drew. If there are any decisions to be made, such as which Foes to banish, you make the decision.

Step 3 – Actions

Some cards let you make an attack during this phase. When you use them, resolve the attack immediately, as described for step 5, then continue your step 3. These special attacks cannot have their Might increased in any way.

Step 4 – Buy

Step 5 – Attack

If at least one card you played had an attack icon, you can make an attack this turn. You only get to make one attack, no matter how many attack icon cards you played. If you played more than one type of attack icon, you can choose which to use.

To defeat a foe, the Might must be equal to or higher than its Armour. By default, your attack has a Might of 1. There are various ways of increasing your Might for an attack. The type of attack determines which foes you are allowed to attack.

⊗ **Mêlée** - You can attack any foe without the ranged icon. You can attack any foe with the ranged icon, as long as it is not adjacent to a foe without the ranged icon.

⊗ **Ranged** - You can attack any foe with the ranged icon.

If your attack is strong enough, put the defeated Foe card in a foe discard pile. Follow any ‘when killed’ ability on the defeated foe.

Sometimes you can make more than one attack in this phase. In this case, you can choose which attack icon to use for each attack, even if the icon you want to use was on a

different card. For example, if Zsuzsa Slatewalker plays ‘Night Daggers’ (mêlée, you may make 2 attacks this turn) and ‘Shortbow’ (ranged), she can make two ranged attacks, two mêlée attacks or one of each as she chooses. Bonuses to Might apply for only 1 attack each, but you can choose how to apply them. Fully resolve the first attack before making the next.

If you played a card that gives you Might 2 and a mêlée attack, and you also played a card that allows you a ranged attack, you can make a Might 2 ranged or mêlée attack.

Might Bonuses

Might bonuses only last until the end of the current turn. If you increase your Might on someone else’s turn, it will not help you. Playing multiple cards that give you Might 2 do not increase your Might. Multiple cards that give you +1 Might do stack. The order you receive Might increases is not important, so if you get +1 Might, then get Might 2, you can make a Might 3 attack that turn.

Step 6 – Clean-up

Step 7 – Redraw

Step 8 – Activate Foes

Starting with the earliest foe drawn and working down the line, follow any ‘Activate’ abilities on the Foe Cards currently in play. Unless otherwise stated, all abilities affect the player whose turn it is.

If a character takes a Wound, put a Wound Card in their discard pile.

If a new Foe is drawn during this step, it is put on the end of the foe line and will get a chance to activate when its turn comes around.

Foe Abilities

When Drawn - Follow this instruction when the foe is drawn, but after reshuffling the foe deck if you have just entered the End Phase.

While in Play - these rules are in effect all the time the Foe is in the Foe line.

Activate - follow these instructions when the foe activates.

When Killed - follow these instructions when this foe is killed.

End Phase

The moment the last Foe Card is drawn, the game moves from the Main Phase to the End Phase. Immediately shuffle all the defeated Foe Cards without the Crown icon into a new draw pile. Shuffle all the defeated Foe Cards with the Crown icon and put those on top of the draw pile, so that all the Crown foes will appear before any of the normal foes. Only once that is done, follow any 'When Drawn' ability on the Foe Card you just turned over. The game continues as for the Main Phase, but with one extra step.

Step 1 - Check for Death

If your hand has more Wound Cards than other cards, you die.

If you die, leave all your cards alone from now on. Only follow steps 2 and 8 (reveal a Foe, activate Foes) on this and all future turns. You ignore any Foe effects that apply to your hand or deck, including taking Wound Cards, but follow any other instructions.

Note that this step comes before revealing a Foe, so if you have a majority of Wound Cards and then turn over the Foe Card that triggers the End Phase you do not die.

You have an opportunity to banish any Wound cards in hand using their Manoeuvres at the very start of your turn, before this check

is made. You can also use abilities like 'Prayer' that let you adjust your hand when it's not your turn.

Step 2 - Reveal a Foe

Step 3 - Actions

Step 4 - Buy

Step 5 - Attack

When the last Crown icon foe in the deck is defeated, if any 'When Killed' effect on it doesn't end the game in defeat or bring a Crown foe back into play, the game is won. Remember that Crown foes cannot be Banished.

Step 6 - Clean-up

Step 7 - Redraw

Step 8 - Activate Foes

Victory and Defeat

Once the game is in the End Phase, defeating the last Crown icon Foe card wins the game for everyone.

If all the heroes are dead, the game is lost.

If the Wound Card pile is empty and a hero needs to receive a Wound, the game is lost.

If the Foe draw pile is exhausted during the End Phase, the game is lost.

Strategy Tips

An important trick is to try and make sure you get to play an attack card every turn, otherwise you miss an opportunity to remove a foe from the line. Every turn you don't kill a foe, the line gets inexorably longer. Cards that give you extra attacks can help bring the number back down, but it's better to keep up with the torrent as much as possible.

There are 3 main ways to achieve that goal - building a deck with lots of attack cards, building a deck that lets you draw as much of it as possible in a turn, and thinning your deck

down so much that your good cards come out again and again. Each has its advantages and disadvantages.

The strongest monsters in a foe deck will have an Armour of 3, or maybe even more. The highest basic Might you can get is 2, so for those foes you will need a card that bumps up your Might for an attack. For most heroes these cards will have to come from one of the location piles, so plan ahead. It's important to make sure you have enough Might boosting cards amongst you to deal with the rush of big foes in the End Phase.

Because you can face one of those powerful foes early on in the game, it is a good idea for one player to buy cards to improve Might during the Start Phase, even if it leaves their deck weaker overall.

Familiarity with a foe deck is a big advantage, as you know what cards are likely to be most useful, and what the problem foes are for that particular deck. On the other hand, the Main Phase gives you a chance to see the powerful foes before they all come out at once in the End Phase, so you can prepare even if you've never seen the foe deck before.

At the start of the game Heroism is essential to get the cards you need. By the End Phase, it's more of a liability as it separates out your good cards and prevents them being played in the same turn. Deciding when to begin trashing your starting Heroism can be key - you don't want to be left unable to afford the cards you need, after all.

Communication between players is important. You won't be able to play other players' turns for them, but you can ask them if they'll be able to defeat a specific foe on their turn which might free you up to do something else.

At the higher difficulty levels, you will need to have a plan when you start the game. You can estimate how many turns you will have by dividing 30 by the number of players and adding the length of the Start Phase. This gives you an idea of how far down a supply pile you

are likely to get, and what you might have to sacrifice to get to your best cards of a particular type.

Foes that are not immediately threatening need not be killed right away; although they can suddenly become threatening if the right Foe appears. If a Crown Foe appears but is not a threat, you can leave it alive until the End Phase begins, thus making it so that you only need to kill it once. Dangerous Foes that appear near the end of the Main Phase can also be left so you only need to kill them once, assuming you can weather the damage they will do.

Sometimes Foes work in your favour. Rabbles often let you Banish other foes, which can be a life-saver. The demons trash cards when they activate, but you can exploit this to get rid of your starting cards or to get rid of Wounds.

Keeping Score

If you want a numeric value for how well you performed in a victory, count up how many Foes were yet to be drawn in the End Phase, then add the total number of Wounds left in the Wound deck. Subtract 15 if you were playing on 'easy', add 15 if you were playing on 'hard' and add 30 if you were playing on 'legendary'.

Customisation

If you are feeling confident, you can play games with shorter starting phases than even the 'legendary' difficulty, or keep decreasing the length to beat your previous best.

The location and foe decks are designed to be used as organised, but for greater variety you can mix and match between them. A custom Foe deck will have an unknown overall difficulty, so be prepared to experiment to find the right challenge for you. All foe decks should have 5 foes with a crown icon. A custom Location deck should always include an example of each the following cards:

+2 or more Actions.

+2 or more Cards.

A card that trashes cards.

A card that can increase Might.

A card that lets a hero defeat more than one foe in their turn.

otherwise the game may be far too hard.

Gazetteer

Fort Briggs

This small fort guards a mountain pass. When the Spring thaw hits, enemies kept the other side of the mountains range pour through. Some years the force is unexpectedly strong and the small garrison won't hold. The soldiers will do their best, but it will take heroes to carry the day.

The Sylvan Heights

The elf city, high in the tops of mighty trees, is considered unconquerable by conventional means, but that won't stop some from trying. The buildings can't be reached without long ladders or by overwhelming the forces at the main ramps, but the trees themselves are vulnerable to felling. With no proper fortifications on the aerial walkways, defenders can be picked off with arrows. The elves of the Sylvan Heights are not soldiers by profession, and they will be soon overwhelmed without assistance.

Holtvaros

This town has a long and unfortunate history. It has no walls, no towers or indeed any defensive buildings. The foes can run through the streets willy-nilly, turning the battle into a desperate urban battle while the citizens hide in cellars and pray for deliverance. The town militia is running scared, and the square is the only suitable rallying point.

The Citadel of Xajorkith

The mightiest stronghold of the southern plains, an entire city built inside walls 20 feet thick and 150 feet tall. Most armies aren't even large enough to encircle the fortification. With siege engines mounted to defend it, ample stores and its own supply of fresh water, it was considered utterly unconquerable. Until now.

The Goblin Horde

When the Spring thaws clear the mountain passes, semi-organised mobs of goblins descend into civilised lands driven by population pressure and a type of cabin fever. Once in a generation the army is large enough to be considered a horde. This is your lucky year.

The Fire Lizard Crusade

The kingdoms of the fire lizards - named for their love of hot climate, not their fiery breath - are largely unknown to humans. Their lands are too hot for humans to covet, humans lands too cold for their metabolism. At the border between the two territories, however, there is friction between the empires and old grudges that sometimes spill over into warfare. Queen Yoon-Iseul has ambitions to expand her kingdom, and has raised a travelling warband to make it happen.

The Fallen Elf's Vengeance

When Ruiha was exiled from her people for consorting with demons she did not take the set-back lying down. She drew many elves away from the righteous path with promises of power and glory, resulting in a civil war that wasn't confined to elven lands. With her consort and champion, Tane, she has already laid waste to scores of villages in pursuit of her vendetta.

The Winter of Death

When the snows lie heavy and the sun is dim, the land remembers a darker time when the world was ruled by Kangaxx the

necromancer. For hundreds of years, the dead walked the land and no Spring came. Trees shook their branches in horror at his tread. When at last his ruined body could no longer endure the world was freed from his emaciated grasp. Now his dread vitality has returned him to a parody of life. He must be stopped before the world returns to that terrible time of darkness.

Detailed Card Lists

Full card lists for the cards in the basic game are given here.

Heroes

Arpad of Lhun Deck

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Attack
- 3x Shield
- 3x Tower Shield
- 5x Lamellar Armour
- 3x Master's Sword
- 3x Bloodstained Blade
- 3x Hundred Head Scimitar
- 3x Charge

Sandor the Wise Deck

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Bless
- 1x Beat
- 3x Healing Herbs
- 3x Healing Balm
- 3x Oak Staff
- 3x Carved Staff
- 3x Iron-Shod Staff
- 3x Sanctus Charm
- 4x Prayer

Wiola Wildborne Deck

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Shoot
- 1x Stalk
- 4x Patient Hunter
- 4x Pinpoint Shot
- 3x Contemptuous Shot
- 3x Longbow
- 3x Prestige Bow
- 3x Enchanted Bow
- 2x Vantage Point

Zsuzsa Slatewalker Deck

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Sidestep
- 1x Knife in the Back
- 2x Shortbow
- 2x Crossbow
- 3x Dual Daggers
- 3x Night Daggers
- 3x Burial Daggers
- 5x Flank Attack
- 4x Sneak

Foes

Goblin Horde Deck

- ◆ 1x cover
- ◆ 5x Goblin Troop
- ◆ 5x Goblin Rabble
- ◆ 5x Goblin Heavy
- ◆ 5x Goblin Archer
- ◆ 3x Catapult
- ◆ 2x Goblin Alchemist
- ◆ 1x Kmblee, the Goblin Scout
- ◆ 1x Gutz, the Goblin Berserker
- ◆ 1x Kneena, the Goblin Druid
- ◆ 1x Mgzwel, the Goblin Armourer
- ◆ 1x Kmron, the Goblin Chief

Fire Lizard Crusade Deck

- ◆ 1x cover
- ◆ 5x Lizard Troop
- ◆ 5x Lizard Rabble
- ◆ 5x Lizard Heavy
- ◆ 5x Lizard Bombardier
- ◆ 3x Battering Ram
- ◆ 2x Fire Catapult
- ◆ 1x Giant Corpse Hound
- ◆ 1x Kyung, the Lizard Mystic
- ◆ 1x Hyeon, the Lizard Champion
- ◆ 1x Sang, the Lizard Alchemist
- ◆ 1x Yoon-Iseul, the Lizard Queen

Fallen Elf's Vengeance Deck

- ◆ 1x cover
- ◆ 5x Elf Troop
- ◆ 5x Elf Rabble
- ◆ 5x Elf Archer
- ◆ 5x Corpse Vine
- ◆ 3x Flame Ballista
- ◆ 2x Elf Druid
- ◆ 1x Kiri, the Elf Necromancer
- ◆ 1x Tane, the Elf Lancer
- ◆ 1x Xaphan, Demon of Fire
- ◆ 1x Vepor, Demon of Water
- ◆ 1x Ruiha, the Fallen Elf

Winter of Death Deck

- ◆ 1x cover
- ◆ 5x Broken Corpse
- ◆ 5x Stale Corpse
- ◆ 5x Fresh Corpse
- ◆ 3x Spectre
- ◆ 2x Embalmed Acolyte
- ◆ 1x The Left Hand, Goblin Necromancer
- ◆ 1x The Right Hand, Human Necromancer
- ◆ 1x Catacombite
- ◆ 1x Horror of Flesh
- ◆ 1x Kangaxx the Lich

Locations

Fort Briggs Deck

- 1x cover
- 8x Rock Fall Trap
- 4x Guard Tower
- 4x Sanitorium
- 4x Mess
- 8x Stone Walls
- 4x Armoury

Sylvan Heights Deck

- 1x cover
- 4x Samu Garden
- 4x Elven Chorus
- 4x Celestial Chorus
- 8x Silken Snare
- 4x Treetop Spire
- 4x Radiant Pool
- 4x Gallery of Leaves

Holtvaros Deck

- 4x Belltower
- 4x Crypt
- 4x Well
- 8x Terrified Militia
- 4x Rallied Militia
- 4x Town Square
- 4x Watermill

Citadel of Xajorkith Deck

- 4x Oracular Turret
- 4x Sacred Vault
- 8x Citadel Walls
- 1x Great North Gate
- 1x Great East Gate
- 1x Great West Gate
- 1x Great South Gate
- 4x Defensive Trebuchet
- 8x Barracks

Wounds Deck

- 5x Flesh Wound
- 5x Glancing Wound
- 5x Old Wound
- 5x Serious Wound
- 5x Staggering Wound
- 5x Weakening Wound

Turn Order

1. Check for death (End Phase only)
2. Reveal a Foe (not in the Start Phase)
3. Actions
4. Buy
5. Attack (not in the Start Phase)
6. Clean-up
7. Redraw
8. Activate Foes (not in the Start Phase)

Credits

Designed by Ben Wright.

Play-tested by the mob at Warwick University Board Games, Role-Playing, Science Fiction and Fantasy Society.