

THE TWISTY PASSAGES

Rules Supplement for Bulwark

1.6 September 2014

The Twisty Passages is an expansion to *Bulwark* with 5 full decks and 1 set of replacement cards for existing decks to enhance solo play. This supplement provides the additional rules the new cards require, beyond those introduced in earlier expansions.

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New Card Icon

There is a new icon for a new general card ability, called 'Enduring'. The icon appears in the top right, as for attack icons, but is not an attack icon. The square border differentiates it from attack icons, to help you remember.

 Enduring cards cannot be Discarded, Banished or Trashed by Foe abilities. If there are other legal targets for such abilities, you must choose one of them to be Discarded, Banished or Trashed as appropriate.

Additionally, if an Enduring card is revealed from your deck by a Foe ability, then that Foe effect is cancelled, and any cards revealed returned to the deck in the same order.

New Card Type

Tsula has some cards of the new type 'Rune'. They have no special rules.

New Card Ability

Soak X - A card in play can divert taken Wounds underneath itself. Unless otherwise specified, these Wounds must have been taken by the owner of the card. The X gives the maximum number of Wounds can be diverted this way. Once that total is reached, follow the 'When Saturated' section of the card.

Note that the card 'Citadel Walls' from the *Citadel of Xajorkith* deck has an ability that could be rephrased using the Soak keyword. The new keyword is introduced purely to help save space on new cards!

New Foe Card Icon

There is a new Foe icon, 'Shackled', which has a special rule associated with it. Shackled Foes are not in the battle willingly, and will escape if they have a chance.

◆ At the start of the Activation step, if all the Foes in the Foe line are Shackled then they are killed. Technically, they just run away, but mechanically it's the same as dying.

The Foe Line

This expansion introduces new ways that the Foe line is used.

Firstly, there is a location card that can be placed in the Foe Line. Non-Foe cards that are in the Foe Line do not activate, but they do count as present for the purposes of adjacency. They may have a '**While in the Foe Line**' ability. The card in this set, 'Lava Flow Trap', prevents cards on one side from 'seeing' cards on the other at all, but that will not be the general case for future cards that are placed in the Foe Line.

Secondly, some Foe cards will put other Foe cards underneath themselves. As with Wounds under Foes, when something happens to the Foe on top, perform the same action on any cards underneath it unless there is specific rules text saying otherwise.

Combination Foe/Wounds

Some new cards are both Foes and Wounds. They count as both, but begin in the Foe deck. They have rules that put them into player decks. If they are Banished from anywhere, they are returned to the bottom of the Foe deck.

These cards are double-ended, to make it easier to tell the two sets of abilities apart. The backs of the cards match other Foe cards, so

it's possible to tell that one of them is on top of your deck. When shuffling, try to avoid noticing where in your deck these cards end up.

Solo Replacement Cards

Some of the cards in existing decks don't work so well for solo play. One Shall Stand includes replacements for them you can use when taking a single Hero into battle, or even just for some extra variety.

The Drop replaces *Flank Attack* for Zsuzsa Slatewalker.

Orison replaces *Bless* for Sandor the Wise.

Magisters' Gallery replaces *Magisters' Council* in the Tower of Secret Lore (from *Travails of the Arcane*).

Gazetteer

The Forbidding Fortress

Few non-dwarves know exactly how many subterranean fortresses exist; most would guess too few by an order of magnitude. Only where there is a need to deal with those who live on the surface does a fortress extend high enough to breach the ground. More than a few fortresses have been lost to the ages when they have fallen to enemy action of economic calamity. Sometimes the positions of them are forgotten entirely - it's not as if an aerial survey will locate them! The Forbidding Fortress was once one of the largest dwarven strongholds of all, and has recently been rediscovered by the Copper Clan.

Refugees from Chthonic Darkness

Clichés about delving too greedily aside, few know that dwarves all over the world are waging an ongoing war against horrors from deep within the earth. Not fully flesh and bone and not fully spirit, even the wisest dwarves do not know exactly what these creatures are. Their implacable hatred for all forms of life, on the other hand, is obvious. Few on the surface even know about the battles fought deep underground that hold them at bay. Should they spill into the surface world, the carnage would be horrible.

The Princeling's Grudge

Prince Degotoga brought the Copper Clan into disrepute with his intemperate behaviour. After one insult too many, he brought down the ultimate sanction on himself - expulsion from the Clan. It was an unheard-of penalty for a prince and the break with tradition was decried by many other Clans. Never one to take a slight lightly, Degotoga used stolen wealth, personal loyalties and shady connections to raise an army. His ultimate aim is to conquer his former Clan, but there are plenty of strategic targets along the way. Drafting goblins into his force has made the conflict even more bitter, as old disputes are used as justification for the Clans to pick one side or the other

Detailed Card Lists

Full card lists for the cards in this expansion are given here.

Heroes

Ahuli of the Tin Clan Deck

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Stand
- 1x Deliver
- 5x Reserves of Fortitude
- 3x Heavy Warhammer
- 3x Skullcrusher
- 3x Sweet Oblivion
- 4x Heavy Crossbow
- 2x Orichalcum Plate Armour
- 2x Dwarven Battle Armour

Tsula of the Gold Clan Deck

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Hot Iron
- 1x Cold Stone
- 1x Adsila Amongst the Elves
- 1x The Curse of Tayanita
- 1x Inola's Gold
- 1x Tsiyi up a Tree
- 1x The Ring of Kamama
- 1x The Uncarved Glyph
- 4x Craft Hammer
- 4x Master Craft Hammer
- 3x Orichalcum Breastplate
- 5x Tome of Deep Thoughts

Foes

Refugees from Chthonic Darkness Deck

- ◆ 1x cover
- ◆ 5x Contagious Corpse
- ◆ 5x Abyssal Mist
- ◆ 5x Pestilential Whisperers
- ◆ 5x Clawing Horrors
- ◆ 3x Sublime Nightmare
- ◆ 2x Many-Armed Abomination
- ◆ 1x Horror of Crystal
- ◆ 1x Horror of Ice and Fire
- ◆ 1x Many-Eyed Abomination
- ◆ 1x Eructation of Despair
- ◆ 1x Voice of the Void

The Princeling's Grudge Deck

- ◆ 1x cover
- ◆ 5x Goblin Sword Fodder
- ◆ 5x Dwarf Troop
- ◆ 5x Goblin Skirmisher
- ◆ 5x Dwarf Veteran
- ◆ 3x Dwarf Berserker
- ◆ 2x Fire Cannon
- ◆ 1x Mrie Wytus, Goblin Vandal
- ◆ 1x Anevay of the Copper Clan, Dwarf Armourer
- ◆ 1x Yansa of the Copper Clan, Dwarf Spiritualist
- ◆ 1x General Tama, Dwarf Commander
- ◆ 1x Prince Degotoga, Dispossessed Dwarf

Location

The Forbidding Fortress Deck

- 1x cover
- 1x Bronze Fortress Gate
- 1x Steel Fortress Gate
- 1x Titanium Fortress Gate
- 1x Orichalcum Fortress Gate
- 4x Lava Flow Trap
- 4x Shield Dwarves
- 4x Orichalcum Shield Dwarves
- 8x Secret Ways
- 4x The Abyss
- 4x The Great Forges

One Shall Stand

- 5x The Drop
- 2x Orison
- 4x Magisters' Gallery

Credits

Designed by Ben Wright.

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