



VLAADA CHVÁTIL

WIZKIDS

MAGE KNIGHT

THE APOCALYPSE DRAGON



RULEBOOK

Over a thousand years before the birth of Tezla, in the Age of Mists, the Apocalypse Dragon was born. It led a rampage across the Land before it was finally defeated by four mighty heroes. Defeated but not destroyed however, as an egg survived in its place. Guarded by the Draconum for centuries, the egg eventually fell into evil hands and the dragon was reborn. Its rampage is about to start anew unless more great heroes can be found to stop it once again.

EXPANSION OVERVIEW

In this expansion you will come face to face with the terrifying **Apocalypse Dragon**. It has a huge miniature and each of its five heads use one of the large enemy tokens. Its minions, the **Four Horsemen**, move around the map laying waste to the land as they complete their nefarious deeds.

The second major part of this expansion is a **New Playable Hero, Coral**, a Xandressan sailor and treasure hunter intent on destroying the cult who birthed the mighty Apocalypse Dragon.

Additionally, this expansion also contains:

- ◆ **5 New Map Tiles** with several new **Sites** for you to explore.
- ◆ A **New Type of Enemy** that changes existing enemies and introduces a new type of attack.
- ◆ **Quests**, providing your Heroes with additional options for adventure.
- ◆ **Faction Tokens** for two new factions.
- ◆ A **Campaign Mode**, making your epic Mage Knight adventures even more epic!
- ◆ Many new **Scenarios**.



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The Apocalypse Dragon

The Apocalypse Dragon was originally hatched in the Age of Mists from an egg stolen from the Draconum by an alliance of the Apocalypse Cult and the Shyft, strange four-armed creatures with the ability to control the minds of the weak. It was eventually defeated by a group of powerful warriors who became known as the Dragonslayers. However, the egg that remained after its defeat was once again taken by the agents of the Apocalypse Cult and surely it is only a matter of time before the dreaded dragon is hatched once more. Indeed, the four riders of the apocalypse roam the land as we speak, completing some unfathomable ritual, preparing the magical spell that may herald doom for the whole land. Unless some dragonslayers can be found once more...

See the Apocalypse Dragon rules and some of the scenarios in the Scenarios section for information on how to use the Apocalypse Dragon.



1 Painted Miniature of the 5-headed Apocalypse Dragon



5 large Apocalypse Dragon tokens, one per head



1 Round Order token



16 Destroyed Site tokens

The Four Horsemen

The four horsemen herald the rebirth of the apocalypse dragon. They travel around the land performing their nefarious deeds and empowering the draconic monstrosity.

See the Four Horsemen rules and some of the scenarios in the Scenarios section for information on how to use the Four Horsemen.



4 Horsemen enemy tokens



4 Horsemen cards



Coral – New Playable Hero

Coral grew up in the Atlantean Empire, a treasure hunter like her father Dagon and older sister Pearl. She was proud of her sea-faring Xandressan heritage, and was always loyal to the Empire, even after Dagon succumbed to the lure of the Apocalypse Cult. She stayed loyal despite the suspicious glances thrown in her direction after her father's defection, her success as a relic finder keeping her in favor.

Meanwhile, Pearl, swearing an oath to take a stand against the Apocalypse Cult, went North to fight them. But then the breaking happened, and the Empire was thrown into chaos. Their front-line forces could no longer be supported in their many battles, and Pearl was never heard from again.

With the Empire clearly unable to defend itself, and wanting revenge on the Cult for the corruption of her father and the death of her sister, Coral looked for other allies to help her fight them. That's when she found the Council of the Void, or when they found her. Bolstered by their magic, and with the impressive weaponry and armor she gained during her years as a treasure hunter, she now turns her natural talents: her intelligence, quick-wits, bravery, strong will, and leadership, towards fighting the Apocalypse Cult, and anything they may throw at her, whatever the cost may be.

Treat Coral as any other Hero in the game.



1 Round Order token



1 Painted Miniature of Coral



16 Basic Action cards



1 Hero card



2 Skill Description cards



11 Skill tokens



20 Shield tokens



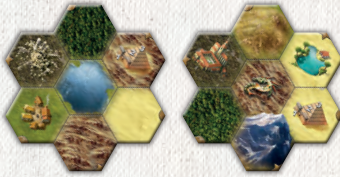
6 Level tokens

New Map Tiles

The Apocalypse Cult tend to live in the more inhospitable areas of the land, hiding in ziggurats and pyramids. Do not expect an easy journey through these new areas, although you may be lucky enough to find some respite at an oasis.



3 countryside (green) Map tiles (15, 16, 17)



2 non-city Core (brown) Map tiles (*11*, *12*)



3 Site Description cards

Add the new countryside and core tiles to your existing piles of Map tiles. The new map features are described in the new rules section and on the Site Description cards.

New Enemy Tokens

There are many beings, spirits, cursed relics, dangerous spells, and who knows what else that may cause a creature to become possessed. While possessed they are no longer themselves, and instead serve another power. Sometimes the power that possesses them may even grant them powerful abilities, but then as Mage Knights, you know all about that.

There is a new type of enemy, possessed enemies, that modify the enemy they possess.



12 Possessed enemy tokens

Faction Tokens

There are many strange magical devices across the land, many of them useful for beings such as yourselves. Of course they are closely guarded and the owners do not let them go without a fight.

When you defeat certain enemies you gain one of these minor magical items which have a one-use ability.



24 Faction tokens, 12 each of 2 factions:
The Apocalypse Cult and the Council of the Void



2 Faction tokens
Reference cards

You may gain a faction token at various times during a game, for example, when defeating a possessed enemy. In each situation you will be told which faction you gain the token from.

At the start of the game, shuffle the two sets of tokens separately to form two face down draw piles, one for each faction.

When you gain a faction token, take the top token from the appropriate pile and place it face up in your play area. The effect of each token is described on the reference card. Unless otherwise noted, faction tokens may only be used on your turn. You may not use more than one token with the same name per turn. Once used, discard the token to a discard pile. If you run out of faction tokens in either draw pile, reshuffle the discarded tokens from that faction to form a new draw pile.

Instead of using the token for its ability, it may also be discarded when interacting for either 1 Fame or 3 Influence. This represents you giving the item to someone influential or in exchange for something else.

In a similar way to skill tokens, faction tokens may be used when knocked out.

Any unused faction tokens remaining at the end of the game are worth 1 Fame in final scoring.

Just Fame

You may choose to play without faction tokens. In this case, simply gain 1 Fame instead of gaining a token.

Quest Cards

There are many obvious places across the land that provide an opportunity for adventure. But even in a humble village you can find people who wish for powerful allies for one reason or another. Noticing those around you in need can also be an opportunity.



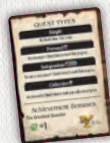
30 Quest cards



10 Neutral
Shield tokens



8 Score markers, one per Hero
(including Heroes in previous
expansions)



1 Quest Reminder
and
Scoring card



31 Quest markers

Some scenarios use Quest cards. In addition, you may optionally use Quest cards in any scenario to add variety.

Campaign

Life as a Mage Knight is unpredictable. Sometimes you wait in hibernation, doing nothing for days or weeks, other times you are called upon repeatedly as your overlords wage a campaign against their enemies.

Campaigns consist of multiple scenarios that follow a storyline. You will be able to keep certain cards between one scenario and the next.



1 Campaign book



1 Proxy Player card



1 Pad of Campaign sheets



1 Against the
Apocalypse
Scenario card

NEW RULES

Coral

Treat Coral as any other Hero in the game. One of Coral's unique Basic Action cards, Quick-Witted, has a new effect.

Set Aside

This effect means that the card is not shuffled into your Deed deck as normal at the start of each Round. Instead, before you shuffle your Deed deck at the start of each Round, set this card aside. While this card is set aside, any time you would draw a card from your Deed deck (including when you draw each card in your opening hand for the Round), you may instead put this card into your hand.

If your Deed deck is empty, this card is still set aside, and you would draw a card, you must put this card into your hand.

This card may still be shuffled into your Deed deck by another effect, such as the one on the Night Tactic card "Long Night".

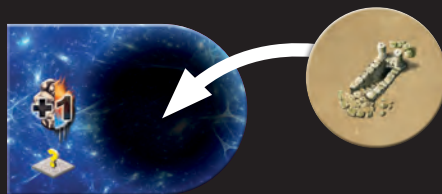
Possessed Enemy Tokens

Just as with other enemy tokens, at the start of the game, shuffle the possessed enemy tokens face down and stack them in a pile. During the game, if you run out of tokens, reshuffle the discarded ones and create a new face down pile. If all possessed enemy tokens are in use, do not place a possessed enemy token with a possessed enemy.

A possessed enemy uses a possessed enemy token and a normal (circular) enemy token.

- ♦ The circular enemy token is placed on the possessed enemy token.
- ♦ The type of circular enemy token will be indicated by the text telling you to draw a possessed enemy token.
- ♦ The possessed enemy token may modify the circular enemy token's Armor, Attacks, and Fame value. It may also have an additional attack, a psychic attack - See the Psychic Attack and Block rules.
- ♦ In addition, each possessed enemy also gives a Faction token as a reward when it is defeated. The faction that the Faction token is taken from will also be indicated by the text telling you to draw a possessed enemy token.

Example: If you are told to draw an Apocalypse possessed brown enemy token, draw a possessed enemy token and a brown enemy token and place the brown enemy token on the possessed enemy token. If you defeat this enemy, gain an Apocalypse Faction token in addition to any other rewards.



The enemy's Armor value is modified by the amount shown.



The enemy's Attack value (of its topmost attack if it has multiple attacks) is modified by the amount shown. If the enemy's topmost attack is a Summon Attack, the summoned enemy's topmost Attack value is modified instead.



The enemy also has a Psychic Attack of the value shown. This Psychic Attack does not benefit from any offensive abilities the enemy may have.



The enemy's Fame value is modified by the amount shown.



A reminder that all possessed enemies reward you with a Faction token when defeated.



 Psychic Attack and Block

Some enemies have a new type of attack called Psychic Attack.

- ◆ A Psychic Attack may never benefit from any offensive abilities an enemy may have.
- ◆ A Psychic Attack is not a physical attack and may never have an elemental type.

When blocking a Psychic Attack:

- ◆ Psychic Block is the only type of Block that is efficient.
- ◆ All other types of Block are inefficient (reduced by half).
- ◆ Influence points may be spent as Psychic Block, and unlike Block, Influence points from the same source may be spent to block different Psychic Attacks.

Psychic Block may only be used to Block a Psychic Attack; it may never be used to Block any other type of attack (physical, Ice, Fire, or Cold Fire).

When assigning damage from a Psychic Attack:

- ◆ If the damage is being assigned to a Unit, use the **level of the Unit** as its Armor value.
- ◆ If the damage is being assigned to your Hero, use the Armor value of your Hero, as normal.

New Map Features

Oasis

During interaction at an oasis, you may recruit Units that can be recruited at **villages**, buy healing, and buy and sell mana crystals. An **oasis** also revitalizes you; if you start your turn on an **oasis** you get Move 2.



Ziggurat / Pyramid

Ziggurat and **pyramid** are new adventure sites. As usual for an adventure site, you can ignore them even if you are on their space.



As your action, you may announce that you are entering the site. For the entire action part of your turn, you cannot use any Units (neither to activate them for abilities, nor assign damage to them).



Healing may be used before the combat starts and only Wounds added to your hand during combat count towards knock out.

You start on floor 1. On each floor you encounter a trap and then must decide whether to fight an apocalypse possessed enemy and leave, or ascend to the next floor (from floor 1 to floor 2, and from floor 2 to floor 3).

Traps

On each floor of a **ziggurat** or **pyramid**, you encounter a trap. Roll a number of mana dice based on the floor you are on: 3 dice on the first floor, 2 dice on the second floor, and 1 die on the third floor. Choose one of the colors rolled (there is no choice on floor 3) and encounter the trap indicated on the Site Description card. You must block the attack shown for that trap or assign damage from it, as if in combat. Traps may not be prevented from attacking, but any effects that reduce the value of an attack do function.

Fight Apocalypse Possessed Enemy

When you choose to fight an enemy, reveal a random possessed enemy token and a random enemy token to create an apocalypse possessed enemy and fight it.

Floor	Ziggurat	Pyramid
3	Brown Enemy	Red Enemy
2	Purple Enemy	White Enemy
1	Green Enemy	Gray Enemy

The color of the enemy token you reveal depends on which floor you are on:

If you do not defeat the enemy, discard the tokens and the action is over (without any reward).

If you win:

- ◆ You get a reward according to the floor you are on (see the Site Description card) and your action is over. As it is an apocalypse possessed enemy, you also gain an Apocalypse Faction token.
- ◆ Mark the space with a Shield token – put the token on one of the three numbers, according to the floor you are on.
- ◆ You may not enter the same site again during the game. Other players may enter it, but they may not leave on a marked floor, and they may not ascend to a floor if that floor and all floors after it have already been marked. If all three floors are marked, no one may enter the site any more.



Final Scoring

During the final scoring, each ziggurat and pyramid provides 2 Fame (towards the Greatest Adventurer title) for anyone who has a Shield token on it.

Example: Coral enters a Ziggurat as her action for the turn. Her player rolls 3 mana dice to determine the trap she will face on floor 1 and gets green, green, and red.



They choose red, and decide not to block the Fire 2 attack from that trap, taking a Wound card into their hand.

Arythea has already claimed the reward for level 2 of this Ziggurat, so Coral may not leave on that floor.

Coral therefore has two options, either fight an apocalypse possessed green enemy and leave, or encounter two more traps (one on floor 2 and one on floor 3) and then fight an apocalypse possessed brown enemy and leave.

They decide on the first option and reveal a random possessed enemy token and a random green enemy token which will determine the enemy they must fight.

If they win, they will receive the reward for floor 1 of a ziggurat: two random mana crystals.

The Apocalypse Dragon

Some of the scenarios in this expansion feature The Apocalypse Dragon, a legendary and terrifying five-headed dragon.

The Apocalypse Dragon's Miniature

The Apocalypse Dragon is represented on the map by its figure which covers 3 Map spaces as described in the scenario you are playing.

Large Apocalypse Dragon Tokens

When playing with The Apocalypse Dragon, keep its five large tokens next to the map. Each token represents one of the dragon's five heads:



Death



Famine



Pestilence



War



Control

Each head is considered to be a separate enemy.

The level of each Apocalypse Dragon head will be given in the scenario. In some scenarios the heads increase in level as you play the scenario. Mark the level of each head (if greater than 0) with a neutral Shield token; this is the head's level marker. A head's current Armor and Attack value(s) depend on its level, as shown on its large token.

The level of the Control head is always equal to the highest level of each of the other heads.

All heads have the Arcane Immunity ability.



Each head counts as a separate enemy token for the purposes of cards such as the Flame Wave spell.

Combat Versus The Apocalypse Dragon

You must move into one of the 3 spaces covered by the Apocalypse Dragon figure to attack it; they are not counted as safe spaces.

The Apocalypse Dragon's heads are attacked and blocked in a similar way to other enemies. As they are successfully attacked they are reduced in level. Once they are reduced below level 1 they are defeated.

Note: The Control head may never be attacked. As its level is always equal to the highest level of any other head, it will reduce in level as the others are reduced in level. Once the other four heads are defeated, so is the Control head.

Attacking a Head

To reduce a head by one level you must make a successful attack by playing a total Attack value equal to or greater than its Armor value. If you do, mark the current level of the head with your Shield token. Do not move its level marker at this stage.

You may reduce a head by more than one level at a time by playing an Attack value equal to or greater than a multiple of its Armor value. Mark each level it will be reduced by, starting with its current level, with one of your Shield tokens. You must play all Attack abilities targeting a particular head in the same attack during that combat phase.

You may choose other enemies (including other heads) to be targeted with the same attack as you target a head with. If any of the targeted heads or other enemies have the Fortified ability or one or more resistances then these are handled in the normal way.

The Control head may never be attacked and never has any player's Shield tokens on it.

Blocking a Head

Heads have attacks just as other enemies do. You must block these in the Block phase or you will have to assign damage from them in the Assign Damage phase in the normal way. The attack(s) that a head uses is shown by the position of its level marker.

Note: At levels 4, 8, and 12, rather than attacking, the Control head grants a bonus Attack value to add to each of the attacks of the other heads. At levels 3, 7, and 11, the Control head summons one or more apocalypse possessed enemies as its attack. As usual for summoned enemies, they are discarded after they are blocked or they assign their damage, and you do not gain any Fame or faction tokens for them.

If level 1 on a head's token is marked with a player's Shield token then that head will not attack. If level 1 on the other four heads are marked with a player's Shield token then the Control head will not attack.

Once Combat is Over

The level marker of a head only moves once combat is over; move its level marker down to the next level not marked with a player's Shield token. This will give its Armor and Attack values to be used the next time it is involved in combat. If level 1 is marked with a player's Shield token then the head is defeated; remove its level marker from its token.

A player receives the Fame shown (1) on the token for each level they reduced it by.

Remember to also adjust the level of the Control head at this time, if necessary. Players never receive Fame for reducing the level of the Control head.

Cooperative Attacks on the Apocalypse Dragon

Players can agree on a cooperative attack on the Apocalypse Dragon the same way as when attacking cities. All conditions of a cooperative attack on a city apply, unless stated otherwise, i.e. all players have to agree with the attack and proposed random distribution of heads (and any other enemies), and all except the active player forfeit their next turn. All players joining the attack have to be adjacent to one of the Apocalypse Dragon's spaces.

Only heads that have not been defeated are randomly distributed, and the Control head is never randomly distributed. The Control head will attack all Heroes participating in the cooperative attack or, at levels 4, 8, and 12, will grant its attack bonus to each of the other heads' attacks.

As with a cooperative city attack, players solve their parts of the combat independently, one by one, starting with the active player and continuing in Round order. Each player has to move into one of the Apocalypse Dragon's spaces first (no other movement is allowed), and then fight their allocation of heads and other enemies.

Each player may decide to target their allocated head(s) with an attack, but they do not have to do so. All players will suffer the attack(s) from their allocated heads (and also the Control head) in the normal way. The level markers of the heads only move once all players participating in the cooperative attack have finished their combat.

If the Apocalypse Dragon is defeated during a cooperative attack, remove its figure from the map and the player who initiated the cooperative attack moves into the Apocalypse Dragon's space they attacked it in.

All other players remain on the space they were on that was adjacent to one of the Apocalypse Dragon's spaces.

Destroyed Sites

During several scenarios in this expansion, a site on the map may be destroyed. When a site is destroyed, place a Destroyed Site token on it. That site no longer exists. However, players still score any Shield tokens on it at the end of the game for the various achievements as if it was not destroyed. The Destroyed Site token does not change the terrain of the map space and does not affect Hero movement in any way.



The Four Horsemen

Each Horseman is represented in the map by its enemy token. Each token has a '?' for its Attack, Armor, and Fame values as these values depend on the level of the Horseman and are shown on the corresponding Horseman card. The scenario you are playing will tell you the level of Horseman to use; mark this level on the Horseman card with a neutral Shield token.



War



Death



Famine



Pestilence

Combat Versus a Horseman

A player in the same space as a Horseman enemy token can choose to fight that enemy as their action.

- ◆ The level of the Horseman indicated by the neutral Shield token on its Horseman card will determine the Attack and Armor values of the Horseman.
- ◆ If there is an unconquered fortified site in that space, the player must assault the site as usual, but may choose to also fight the Horseman during the same combat. The Horseman is not fortified.
- ◆ If the move into the Horseman's space provoked one or more rampaging enemies, the player must fight them as usual, but may choose to also fight the Horseman during the same combat.
- ◆ A player may choose to challenge one or more adjacent rampaging enemies and fight them in the same combat as the Horseman.

If the Horseman is defeated:

- ◆ Gain the amount of Fame indicated by the level of the Horseman and an Apocalypse Faction token.
- ◆ Remove its enemy token from the map.
- ◆ Replace the neutral Shield token on the Horseman card with your Shield token.

Quests

Quests give you new tasks to accomplish and rewards when you do so. Each Quest card is unique and provides its own challenges and opportunities.

Some scenarios require Quest cards, most scenarios do not, but you may choose to use Quest cards in any scenario. If you do, decide beforehand if you are scoring the Greatest Quester title (see the Variants section on page 43).

If you do use Quest cards in a scenario, we recommend ensuring at least one village is visible at the start of a game - see "For the Council, Overview" in the scenarios section on page 24 for a recommended way of doing this.

At the Start of the Game

Quest offer: Shuffle the 9 starting Quest cards (showing * in the top right of the card) and set aside as many cards as there are actual players plus 2. In a solo game, set aside 4 cards instead.

Shuffle the remaining starting Quest cards with the other Quest cards and put them in a face-down deck, leaving space to the left for a discard pile and plenty of space to the right for the Quest offer (although the Quest offer starts with only 2 Quest cards in it, it will eventually have a number of Quest cards equal to the number of players plus 2, or 4 in a solo game).



Place the set-aside Quest cards on top of the deck. Reveal the top 2 Quest cards and place them to the right of the deck as the start of the Quest offer. If either of the revealed Quest cards have instructions before the first quest step, follow those instructions now.

Quest markers and Neutral Shield tokens: Place these next to the Quest cards in two separate piles.

Quest Score markers: If you are playing a scenario that scores for quests, including scoring the Greatest Quester title, for each Hero being used in the game, place their Quest Score marker on the 0 space of the Fame track. If you are not scoring for quests, there is no need to use Quest Score markers to track quest points.

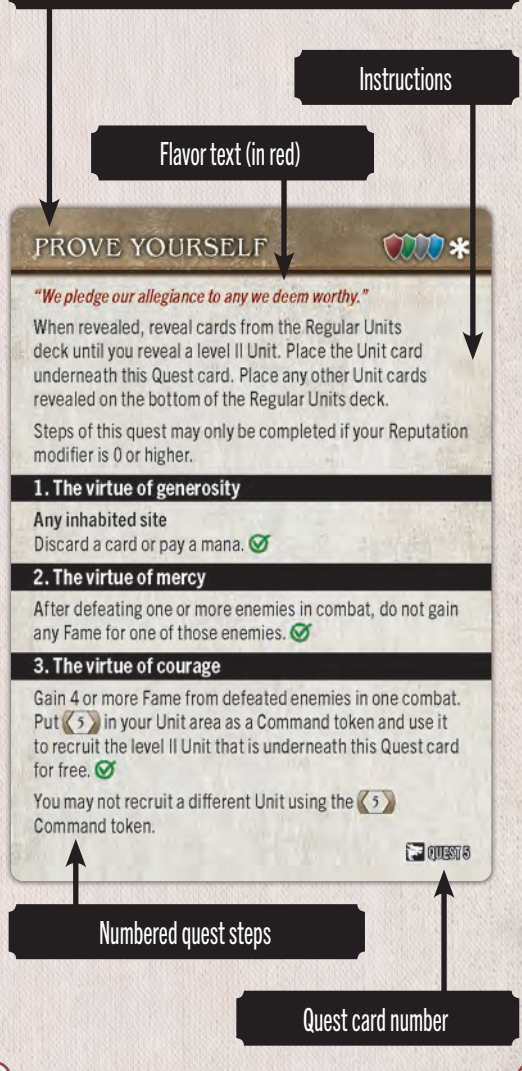
Quest Scoring card: Place this card with the Scoring cards from the base game.

Quest Card Layout:

Some Quest cards have instructions before the first quest step. Follow these instructions when the card is revealed.

Name and type: Simple (no symbol), Personal , Independent , , or Collective 

Starting Quest cards are indicated by * at the top of the card



Quest Steps

Each step of a Quest card shows the instructions and requirements you must follow to complete the step.

If one or more sites are shown, your Hero must be at one of those sites when they perform the step. Unless noted otherwise, if a monastery is shown it must not be destroyed, and if a keep, mage tower, or city is shown it must be conquered or friendly, i.e. interaction must be possible.

The following count as an inhabited site: any **village**, **monastery**, **keep**, **mage tower**, **city**, **oasis**, or **refugee camp** (Lost Legion).

If one or more terrains are shown, your Hero must be on a space of one of those terrains.



= You must be in a map space adjacent to a lake map space.



= You must be in a map space that is in a straight line with the indicated map space.



Village



Keep



Mage Tower



Monastery



City



Magical Glade



Crystal Mine



Dungeon



Tomb



Oasis



Refugee Camp (Lost Legion)

In addition, the type of quest card may limit which quest steps you may attempt; see “Quest card type” below.

Steps must be completed in ascending numeric order. Some of the numbered steps have several options, shown with a letter after the number. In this case, you may complete any one of those options to complete the step.

The green tick (✓) signifies that you gain a quest point and, unless noted otherwise on the Quest card, the completion of that quest step.

More than one step may be completed in the same turn. Some steps require you to use your action for the turn, for example, in order to perform a combat or interaction. The same combat or interaction may be used to complete a step of multiple quests.

If you defeat an enemy in combat, gain the normal Fame for doing so (and a Faction token if applicable) unless noted otherwise. Often you may gain additional Fame or other rewards for defeating an enemy.

Quest Score marker: When you gain a quest point, move your Quest Score marker one space on the Fame track.

Marking quest progress: If a Quest card has more than one numbered step, its progress must be marked so that you know which step must be attempted next. Progress is marked using either one or more Hero Shield tokens or a neutral Shield token, depending on the type of Quest card.

Quest Card Type

Simple: There is no need to mark your progress on a simple Quest card as they only have one step.

Personal: Mark your progress on a Personal Quest card using one of your Shield tokens.

Only one player may attempt the steps on each personal Quest card; once a player has completed the first step on a particular personal Quest card, no other player may attempt any step of that Quest card.

You may only have a Shield token on one personal Quest card at a time. If you wish to start another personal quest, you must abandon your current personal quest; see “Abandoning a personal Quest card” below.

Independent: Each player marks their progress on an Independent Quest card using one of their Shield tokens.

Any player may attempt steps on an Independent Quest card and they do so independently of each other.

Collective: Progress on a collective Quest card is marked with a neutral Shield token.

Any player may attempt the next step on a collective Quest card.



Quest Example 1: *Tovak has completed step 1 of the Independent Quest card "Tomb of the Lost King" while Arythea has completed both step 1 and step 2. The next step Tovak may attempt is step 2, while the next step Arythea may attempt is step 3. Goldyx has not completed any step of this Quest card yet, so the next step they may attempt is step 1.*



Important: No more than one Quest marker may be placed in the same map space.

: This symbol signifies the map space marked with the corresponding Quest marker.

Quest Marker Example: *Norowas has completed step 1 of the Quest card "The Child Seer". In doing so they have decided which map space the Quest marker is placed on. Another Hero may complete this step, but only if they are on the marked map space.*



Quest Example 2: *Step 1 of the collective Quest card "Magic Overload" has been completed. Any player may attempt step 2.*



Some Quest markers have symbols on the other side. These are used as described on the corresponding Quest card.

At the Start of Your Turn

If there are fewer Quest cards in the offer than the number of players plus 2 (in a solo game, a total of 4 Quest cards), reveal one Quest card from the top of the Quest deck and lay it face up in the leftmost space in the Quest offer, moving the other Quest cards one space to the right to make room if necessary.

Note: This will happen at the start of each player's turn at the start of a game, as well as at various other times, such as the first two turns in each subsequent Round, or the turn after a quest is completed or failed.

During Your Turn

To complete a quest step, you must fulfill all the requirements and follow all the instructions of that step. The step must be one you are allowed to attempt according to the Quest card's type and any Shield tokens on that card.

If the step you completed **does not** complete the quest:

- ◆ Remember to gain 1 quest point from the
- ◆ Place or move a Shield token on the Quest card to mark its new progress.
- ◆ Move the Quest card to the leftmost space in the Quest offer, moving one or more other Quest cards one space to the right to make room if necessary.

Quest Markers

Many Quest cards have one or more Quest markers with the same Quest number on them. Quest markers are used to mark an important map space for that quest, or as a reward, or both.

+ : This symbol instructs you to mark a specific map space by placing the corresponding Quest marker number side up on that space. Once a Quest marker has been placed, it may not be moved unless otherwise noted on the Quest card; from that point on, treat any **+** symbols on that Quest card as a instead.

If the step you completed **does** complete the quest:

- ◆ Remember to gain 1 quest point from the ✓.
- ◆ Remove all Shield tokens on the Quest card.
- ◆ If the Quest marker is on a map space, remove it.
- ◆ Some Quest cards have rules describing how to use one or more Quest markers gained from the quest. In this case, keep the Quest card nearby as a reminder. If you discard all the Quest markers gained from a particular Quest card, discard the Quest card. If the Quest card does not have rules such as this, discard the Quest card immediately.

You may complete one or more steps on any number of Quest cards each turn if you are able.

Abandoning a personal Quest card: You may abandon your personal Quest card at any time on your turn. If you do:

- ◆ Get -1 Reputation.
- ◆ Replace your Shield token on the Quest card with a neutral Shield token.
- ◆ Move the Quest card to the leftmost space in the Quest offer, moving one or more other Quest cards one space to the right to make room if necessary.

Continuing an abandoned personal Quest card: If you do not have a Shield token on a personal Quest card, you may continue a personal Quest card that is marked with a neutral Shield token whether it was you or another player who previously abandoned that Quest card. If you choose to do so, replace the neutral Shield token with your Shield token. You may now attempt steps on that Quest card and it counts as your one personal Quest card.

Failing a quest: Some Quest cards may instruct you that you have failed the quest. In this case:

- ◆ This does not count as completing that step.
- ◆ Get -1 Reputation.
- ◆ Remove all tokens on the Quest card and remove any cards underneath it from the game.
- ◆ If the Quest marker is on a map space, remove it.
- ◆ If required as a reminder, keep the Quest card nearby. Otherwise, discard it.

Prepare the Round

When performing the Prepare the Round step at the start of Round 2 onwards, immediately after refreshing the Spell offer you must refresh the Quest offer by discarding the two rightmost Quest cards.

For each Quest card discarded:

- ◆ If the Quest card is a personal quest and a player has a Shield token on it, they get -1 Reputation.
- ◆ Remove all tokens on the Quest card and discard any cards underneath it.
- ◆ If there are any matching Quest markers on the map, remove them.
- ◆ If required as a reminder, keep the Quest card nearby. Otherwise, discard it.

Combats on Quest cards and Rampaging Enemies

When performing a combat on a Quest card as your action, you may not also challenge rampaging enemies.

Running out of Quest cards

If you run out of Quest cards, shuffle the Quest card discard pile to create a new Quest card deck. Check beforehand if there are any Quest cards you have nearby as a reminder that should have been discarded as you no longer need them.

Using Quest cards in other scenarios

Because they have such varied effects, you may find that certain Quest cards do not work so well in some scenarios. If you decide a particular Quest card does not work well in the scenario you are playing, remove it from the game and replace it with the Quest card from the top of the Quest deck.

Gaining A Random Mana Crystal ?

Some adventure sites and quests give you one or random mana crystals as a reward. If you gain a random mana crystal, roll a mana die to determine the color. If you roll gold, you choose the color you gain. If you roll black, get Fame +1 instead.



PROXY PLAYER

With this variant you play with a more active Dummy player. Their Hero will move around the map, conquer fortified sites and adventure sites, interact, and explore.

At The Start Of The Game

Set up the Proxy player as you would for a normal Dummy player except that you will also need their Hero figure. Place the Proxy Player card nearby, it summarizes the Proxy player's objectives, movement, and actions.

When Picking Tactics

Perform this step just as for a normal Dummy player.

Mana Dice and Units

Unlike a normal Dummy player, a Proxy player counts towards the number of players in regards to the number of Mana dice in the Source and the number of Units in the Unit offer.

The Proxy Player's Turn

If their Hero figure is not on the map, place it on the portal space.

If their Deed deck is empty: they announce the End of the Round and their turn is over. Other players have one more turn and then the Round is over.

If their Deed deck is not empty:

If they have an objective card, place a Shield token on it. Then flip over three cards from their Deed deck and put them in their discard pile. If there are not enough cards in their Deed deck, flip as many as you can.

If they do not have an objective card (such as on their first turn each Round or after completing their previous objective) flip over one card from their Deed deck and place it next to their Hero card as their objective card. Then flip over the next two cards from their Deed deck and put them in their discard pile. If there are not enough cards in their Deed deck, flip as many as you can.

In either case, check the color of the last flipped card:

– The last flipped card will usually be the topmost card of their discard pile, but it may be their new objective card (if they had no objective card and only one card remaining in their deck).

– If the Proxy player has any crystals of that color in their Inventory, flip over as many additional cards as they have crystals of that color and place the cards in their discard pile.

The Proxy player takes their turn according to the color of their objective card.

If their Hero figure is on the portal space at the end of their turn, remove it from the map.

Overview of Proxy Turn

The Proxy player's turn consists of movement, often followed by an action, according to their objective card. The Proxy player reveals garrisons just as a human player does.

Objective

The Proxy player moves towards a given site according to the color of their objective card.

If their objective card is green:

- ♦ The Proxy player will move towards the closest **unconquered adventure site**. A partially conquered adventure site (such as a **ziggurat**) without the Proxy player's Shield token on it counts as an unconquered adventure site.
- ♦ If the Proxy player is already on such a site or reaches it with their movement this turn, they will stop moving and try to conquer it. See **Conquering an adventure site**.



If their objective card is red:

- ♦ The Proxy player will move towards the closest **unconquered fortified site** or **non-destroyed monastery**.
- ♦ If the Proxy player is already on such a site or reaches it with their movement this turn, they will stop moving and try to conquer / burn it. See **Conquering a fortified site** and **Burning a monastery**.



If their objective card is white:

- ♦ The Proxy player will move towards the closest site where a Unit can currently be recruited or an Advanced Action (in the Unit offer) or Spell (that they have a matching crystal for in their Inventory) can currently be learned. An unconquered fortified site or keep owned by another player does not count.
- ♦ If the Proxy player is already on such a site or reaches it with their movement this turn, they will stop moving and interact there. See **Interacting**.



If their objective card is blue:



- ♦ The Proxy player will move towards the closest site that satisfies **any of the conditions above** (for a **green, red, or white** objective card) that is **further away** from the portal space than the Proxy player's Hero figure is.
- ♦ If the Proxy player is already on such a site or reaches it with their movement this turn, they will stop moving and perform the relevant action there.

In each of the above cases, if there is no valid site or valid path to such a site:

- ♦ The Proxy player will move towards the closest space they can **explore** from.
- ♦ If the Proxy player is already on such a space or reaches it with their movement this turn, they will stop moving and try to explore. See **Exploring**.
- ♦ If exploring is no longer possible, the Proxy player will move towards the closest site that satisfies **any of the conditions above** (for a **green, red, or white** objective card), whether it is further away from the portal space or not.

Note: As Action cards from the dual color cards expansion count as both colors, choose the closest space from either objective color.

Movement

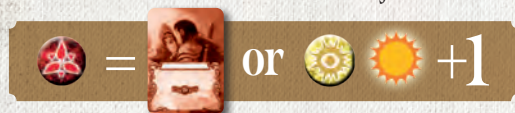
The number of spaces the Proxy player may move during its turn is equal to the sum of the following:



- ♦ +2 if their objective card is an Advanced Action or one of their Hero's unique Basic Action cards (the ones showing a portrait of the Hero), or +1 otherwise.



- ♦ +1 for each Shield token on their objective card.



- ♦ +1 if there is a mana die of the same color as their objective card in the Source, or if there is a gold mana die and it is day. A mana die showing a basic color will be selected in preference to a gold mana die. In either case, immediately reroll the mana die (if any).

While moving, the Proxy player must move as directly as possible towards their objective.

- ♦ The move cost of the terrain the Proxy player is entering is irrelevant.
- ♦ They may not move into a space containing another Hero, a lake, or a mountain. This should be taken into account when determining the closest space to the Proxy player's Hero. The Proxy player may only choose a destination if there is a path to it that avoids these spaces.
- ♦ If their movement provokes or would go through a **rampaging enemy**, they will end their movement and fight that enemy as their action **instead** of continuing with their intended turn. See **"Fighting a rampaging enemy" on page 18**. If they can move in such a way as to not have to fight a **rampaging enemy**, and doing so still means they are moving as directly as possible towards their intended destination, they will do so. **Note:** simply ending their movement next to a **rampaging enemy** does not lead to a fight, even if their movement next turn would likely provoke or go through that enemy.
- ♦ If their movement would go through an unconquered fortified site or another player's **keep**, they will end their movement and attempt to conquer that fortified site as their action **instead** of continuing with their intended turn. See **Conquering a Fortified Site**. If they can move in such a way as to not go through the fortified site, and doing so still means they are moving as directly as possible towards their intended destination, they will do so.

If two or more spaces are equally close or there is a choice as to which space the Proxy player moves into next, you may choose. However:

- ♦ You may not choose to move the Proxy player's Hero figure so that it is forced to fight a **rampaging enemy** or conquer a fortified site later in its path this turn if it could move in such a way as to not do so.
- ♦ If it is forced to fight one or more **rampaging enemies** and / or conquer a fortified site at some point in its movement, you must move the Proxy player's Hero figure as far as possible before it must do so.

If it is forced to fight one **rampaging enemy** by moving one way and more than one by moving another way, you may choose, as long as the Proxy player's Hero figure is still moving as far as possible before it must do so.

Proxy Player choices

Whenever there is a choice to be made during the Proxy player's turn, the player with the lowest Fame decides, and if tied, the tied player later in the Round order.

Exploring

Reveal one new map tile. If there is a choice as to where to place the new map tile, you must choose before seeing the new map tile.

Remove any Shield tokens from the Proxy player's objective card and place the card in their discard pile.

Fighting a rampaging enemy

Discard the enemy token.

Remove any Shield tokens from the Proxy player's objective card and place the card in their discard pile.

Conquering an adventure site

If the adventure site is a ruins with one or more enemies on it:

- ◆ Discard the lowest Fame enemy token on the ruins. If there is a tie for lowest Fame, choose one of the tied enemy tokens.
- ◆ If there are no more enemy tokens on the **ruins**, the Proxy player has conquered it; discard the ruins token and mark the space with a Shield token.

For all other adventure sites:

- ◆ Discard all enemy tokens on the adventure site (if any).
- ◆ The Proxy player has conquered the adventure site; mark the space with a Shield token. If the adventure site is an altar (a ruins that requires you to pay mana), discard the ruins token. If the adventure site is one that may be conquered several times (such as a ziggurat), place the Shield token on the lowest numbered unconquered section.

In all cases, remove any Shield tokens from the Proxy player's objective card and place the card in their discard pile.

Conquering a fortified site

If the fortified site is a city:

- ◆ Discard the lowest Fame enemy token in the city and place one of the Proxy player's Shield tokens on the city. If there is a tie for lowest Fame, choose one of the tied enemy tokens.
- ◆ If there are no more enemy tokens in the city, the city is conquered. Otherwise, move the Proxy player back to the last safe space they were on.

If the fortified site is not a city:

- ◆ Discard all enemy tokens on the fortified site (if any).
- ◆ The Proxy player has conquered the fortified site; mark the space with a Shield token. If the fortified site was another player's keep, remove their Shield token from it.

In all cases, remove any Shield tokens from the Proxy player's objective card and place the card in their discard pile.

Burning a monastery

The Proxy player has destroyed the **monastery**; mark the space with a Shield token.

Remove any Shield tokens from the Proxy player's objective card and place the card in their discard pile.



Interacting

When interacting:

- ◆ The Proxy player will acquire the lowest Influence cost Unit, Advanced Action (6 Influence), or Spell (7 Influence) that is available at the site the Proxy player is at.
- ◆ If there is a choice between a Unit costing 6 Influence and an Advanced Action, the Proxy player will recruit a Unit.
- ◆ If there is a choice between a Unit costing 7 Influence and a Spell, the Proxy player will recruit a Unit.
- ◆ The Proxy player may not learn a Spell if they do not have a crystal in their Inventory that matches the color of any of the Spells in the Spell offer.
- ◆ If the Proxy player recruits a Unit, discard the lowest Influence cost Unit from the Unit offer with a type matching the site the Proxy player is at. If there is a tie for lowest cost, choose one of the tied Units.
- ◆ If the Proxy player learns an Advanced Action, choose and discard an Advanced Action in the Unit offer.
- ◆ If the Proxy player learns a Spell, choose and discard a Spell in the Spell offer for which they have a matching crystal in their Inventory (do not discard the crystal).

Remove any Shield tokens from the Proxy player's objective card and place the card in their discard pile.

When preparing a new Round

If the Proxy player has an objective card, remove any Shield tokens on it and place the card in their discard pile. Then perform this step just as for a normal Dummy player.

Using a Proxy player in a scenario

A Proxy player works well in a Cooperative or Solo Conquest scenario from the base game. If you decide to use a Proxy player in another scenario, you may have to make some modifications.

For example, if you play the Against the Apocalypse scenario in this expansion with a Proxy player, they would not count a destroyed site as a valid objective and you may decide not to allow them to count **ziggurats** and **pyramids** as valid objectives either.

Arythea is being used as the Proxy Player. Her current objective card is her Unique card, "Battle Versatility", a red card. This means her current objective is to conquer an unconquered fortified site or burn an non-destroyed monastery.



There is one Shield token on her objective card and there is a mana die showing red in the Source and another showing gold (it is day). She may therefore move up to 4 spaces (+2 because her objective card is a unique Basic Action card, +1 because there is one Shield token on her objective card, and +1 because there is at least one matching mana die in the Source). The mana die showing red is rerolled and returned to the Source.



RULES FROM EXPANSIONS

Rules From: *The Lost Legion Expansion*

This expansion uses some rules from the Mage Knight: The Lost Legion expansion. They are included here for players who do not own that expansion.

Enemies with multiple attacks

Some enemies have multiple attack values. This means that they perform several separate attacks. In the Block phase and Assign Damage phase, you have to handle these attacks separately, one by one, in any order (as if coming from different enemies). You cannot group them and block them by a single block.

Effects that prevent an enemy from attacking stop all its attacks. Effects that affect an enemy attack affect only one of the attacks (your choice).

An enemy is considered successfully blocked only if all attacks of the enemy are blocked. For the purposes of attack bonuses or abilities that cities give to their garrison, each attack is handled separately.

ENEMY TOKEN ABILITY:

Arcane Immunity

Enemies with Arcane Immunity are not affected by any non-Attack/non-Block effects, no matter what source they are from.

For example, they ignore any effects that directly destroy an enemy, prevent it from attacking, reduce its Armor etc. Attacks and Blocks of any elements work normally, though. If an effect has both an Attack/Block part and another part, only the Attack/Block part applies.

While the enemy itself is protected, its attacks are not. If an effect reduces an enemy attack or affects it in any other way, it can also be used against the attack of an enemy with Arcane Immunity.

Rules From: *Shades Of Tezla Expansion*

This expansion uses the rules for starting at a higher level from the Mage Knight: Shades of Tezla expansion. They are included here for players who do not own that expansion. A modified version of these rules is also used when playing a campaign.

STARTING AT A HIGHER LEVEL

Before setting up the game (including laying out the map and dealing cards into the offers), collectively decide which level you will start at. Then, each player creates their character:

- ◆ Place a Shield token on the leftmost space of your level on the Fame track to show your starting Fame. If the scenario gives you Fame +1 every time you gain a level (“Blitz rules”), move your Shield token one space to the right.
- ◆ For each even-numbered level, draw 2 skills, choose one and put the other in the common skill pool. So, for starting at level 2, do this process once. If starting at level 4, do it twice, and so on.
- ◆ Start with the appropriate command tokens for your starting level.
- ◆ Get 2 crystals, one of each of the two colors shown on the bottom of your character card.
- ◆ According to the table, draw a number of cards from the appropriate decks and, if you are playing with Faction tokens, a number of Faction tokens from the appropriate stack(s).
- ◆ Take (for free) one Advanced action for each even-numbered level (one at level 2, two at level 4, etc.).
- ◆ Then, you have 6 Influence per level to spend on buying whatever cards, tokens, and crystals you want for the cost shown in the table.
- ◆ Once you have done this, if you have any Influence remaining, gain 1 Fame (no matter how much Influence remains).
- ◆ Arrange any purchased Units under your Command tokens as normal and shuffle all other purchased cards into your starting Deed deck. Place your crystals in your Inventory and your Faction tokens in your play area.

When all players are finished, shuffle any cards not selected by the players back into the appropriate decks and then set up the rest of the game as normal.

Example: Starting at Level 3, a player has 18 Influence to spend, and draws 5 Advanced Actions, 4 Units, 3 Spells, and 2 Artifacts. They get one Advanced Action for free and then use the remaining Influence to buy the following: Peasants (4), a Spell (9), and a crystal (3). The 2 remaining Influence means they receive 1 Fame; they will start the scenario on 9 Fame.

Type	Number To Draw	Influence Cost For Each
Advanced Action	Character level +2	6 points per card beyond the free ones
Regular Units	Character level +1	Unit's influence cost
Spells	Character level	9 points, or 7 points and a crystal of the appropriate color
Artifacts	Character level -1	12 points
Faction tokens *	Character level -2	3 points
A crystal of any basic color	-	3 points

* If playing with Faction tokens.

Adjusting The Difficulty

Adjust the number of Influence you get per level. Increase it for an easier game, or lower it for a harder game. You may even start at a higher or lower level. Feel free to experiment.

Starting At A Higher Level During A Campaign

When starting at a higher level during a campaign, instead of drawing the cards shown in the normal Starting at a Higher Level rules, choose from the ones you still have from the previous scenario. In this way you may keep your most favored cards for the next scenario.

- ◆ Skills are still handled in the same way as in the normal Starting at a Higher Level rules.
- ◆ The level you start a scenario at will be decided by the rules of the campaign. The rules of the campaign will also tell you how many and of which type of Faction tokens you may choose from (if any). You may always choose to buy crystals.
- ◆ Wounds are removed from your deck between scenarios.
- ◆ Any basic Action cards that were thrown away or stolen during the scenario are returned to your deck.
- ◆ Any other cards that were thrown away (disbanded Units, artifacts used for their strong effect, thrown away Deed cards) are returned to their respective decks.
- ◆ Banner Artifacts must start in your deck; they cannot start attached to one of your Units, even if they finished the previous scenario attached to that Unit.

- ◆ Each player places a Shield token on the same space on the Reputation track as they finished the previous scenario on, and then immediately moves it 3 spaces towards the middle of the track, stopping if it gets to the central '0' Reputation space. The people remember your actions for a while, but they tend to forget over time! If the next scenario gives a starting bonus to Reputation (such as Blitz Conquest) apply the same bonus to your Reputation (in the example of Blitz Conquest, move 2 spaces up the Reputation track).

If you do not have enough Advanced Actions to fulfill the basic requirements for your level (one for each even-numbered level):

- ◆ Shuffle the Advanced Actions offer, any Advanced Actions in the Units offer, and any thrown away Advanced Actions back into the Advanced Actions deck. (Do not shuffle Advanced Actions not chosen by other players for the next scenario back into the Advanced Actions deck yet.)
- ◆ Draw one random Advanced Action from the Advanced Action deck for each one you are lacking. You must keep that card.

Example: A player finished the previous scenario of a campaign at level 6. They are starting the next scenario at level 2 and so have 12 Influence to spend. They have 4 Advanced Actions, 2 Units, 2 Spells, and 1 Artifact from the previous scenario. They get one Advanced Action for free and then use their remaining Influence to buy a Spell (9) and a crystal (3). They will start the next scenario on 3 Fame.

SCENARIO BOOK

Some scenarios in this section has an overview, which applies to all versions of the scenario, and then additional information for the competitive, cooperative, and solo variants.

Scenario List

The main theme of this expansion is the five-headed Apocalypse Dragon and its Apocalypse Cult followers, including the Four Horsemen, who ride the land causing destruction. However there are many other scenarios included here, most of which utilize one or more parts of this expansion.

We have also included cooperative and solo variants of the First Reconnaissance scenario found in the base game. These are used in campaign mode as a way to introduce new players to the game in a cooperative or solo mode.

First Reconnaissance, Cooperative

Players: 2 to 4

Type: Cooperative

Length: Three rounds (2 days and 1 night)

Purpose: Training scenario.

On your first mission, you will be sent to an unknown part of the Atlantean kingdom, your task is to locate its capital.

For a detailed description of this scenario, see the Game Walkthrough in the base game. Here is a summary:

Setup (for 2, 3, or 4 players)

- ◆ **Map Shape:** Wedge with no limitations
- ◆ **Countryside tiles:** 8, 9, or 11, sorted by numbers
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 2
- ◆ **Cities:** Cities may not be conquered or entered in this scenario.

Cooperative Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Special Rules

- ◆ A player scores 1 Fame whenever they reveal a new tile (no matter which type).
- ◆ Gold Units are not used in this scenario.
- ◆ You should not reveal Spells and Advanced Action cards until they are needed for the first time.

Cooperative Rules: When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs. At the end of the first Day, agree and remove one of the Tactics used by the players (not the Dummy player) from the game. Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

When a player reveals the city, all players (including them) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you reveal the city, you are all victorious. If not, you have all failed.

In either case, you may count your score. You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:

- ◆ In each category, you score only the player with the highest score (or most negative points in case of Greatest Beating).
- ◆ No titles are awarded.

Then score for your goal and the time to reach it:

- ◆ Score 10 points if you revealed the city.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

First Reconnaissance, Solo

Players: 1

Type: Solo

Length: Four rounds (2 days and 2 nights)

Purpose: Training scenario.

On your first mission, you will be sent to an unknown part of the Atlantean kingdom, your task is to locate its Capital.

For a detailed description of this scenario, see the Game Walkthrough in the base game. Here is just a summary:

Setup

- ◆ **Map Shape:** Wedge with no limitations
- ◆ **Countryside tiles:** 8, sorted by numbers
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 2
- ◆ **Cities:** Cities may not be conquered or entered in this scenario.

Solo Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Special Rules

- ◆ A player scores 1 Fame whenever they reveal a new tile (no matter which type).
- ◆ Gold Units are not used in this scenario.
- ◆ You should not reveal Spells and Advanced Action cards until they are needed for the first time.

Solo Rules: When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining. At the end of each Day or Night, remove both used Tactic cards from the game.

Scenario End

When you reveal the city, you have one last turn (the dummy player does not).

Scoring

If you reveal the city, you are victorious. If not, you have failed.

In either case, you may count your score. Take your Fame as a base score. Then apply standard Achievements scoring, except no titles are awarded.

Then score for your goal and the time to reach it:

- ◆ Score 10 points if you revealed the city.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Solo Blitz

Players: 1

Type: Solo

Length: Four rounds (2 days and 2 nights)

Purpose: Shorter solitaire city conquest scenario.

You are alone, and you only have two days and two nights, so you have been imbued with extra power.

Setup

- ◆ **Map Shape:** Wedge
- ◆ **Countryside tiles:** 6
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 1
- ◆ **Cities:** the city is of level 6.

Solo Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Special Rules

Blitz rules: You start with 1 Fame and 2(+1) Reputation. You get Fame +1 every time you gain a level. There is one more die in the source and one more Unit in the offer.

Solo Rules: When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining. At the end of each Day or Night, remove both used Tactic cards from the game.

Scenario End

When all cities are conquered, you have one last turn (the Dummy player does not).

Scoring

If you succeed in defeating all cities, you are victorious. If not, you have failed. In both cases you may count your score, to see how good you were. Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded. Then score for your goal and for the time to reach it. See the other side of the Scoring card:

- ◆ Score 10 points for each city you conquered.
- ◆ Score an additional 15 points, if you conquered all cities.
- ◆ If you finished the game one or more Rounds before the limit, score 30 points for each such Round.

- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

For the Council, Overview

Length: Three rounds (2 days and 1 night)

Purpose: A short scenario that uses Quests. Quest scoring, Reputation, and Titles determine your score.

The Council has devised a test for you. You are to travel this land and show the local population how you can get things done.

Use the Quests rules in this scenario.

Setup

To set up the Countryside tile stack, shuffle all Countryside tiles with a village on them and randomly select one of them to be the top tile of the stack. Then shuffle all remaining Countryside tiles together and randomly select the rest of the Countryside tiles required for the scenario. In this way you will ensure there is at least one village on the map at the start of the scenario.

For the Council, Competitive

Players: 2 to 4

Type: Competitive

Setup (for 2, 3, or 4 players)

- ◆ **Map Shape:** Wedge, Wedge, or Open limited to 4 columns
- ◆ **Countryside tiles:** 6, 7, or 9
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 2, 3, or 4
- ◆ **Cities:** The city is friendly. Each player puts one Shield token on it, but no-one is its leader.

Scenario End

At the end of the second day.

Scoring

If all players have a Reputation of +1 or higher, your mission was successful.

In any case, you may score to see how well you did. Use your quest points as a base.

In addition:

- ♦ The player with the most quest points scores +3 quest points for being the Greatest Quester (1 if tied).
- ♦ Score for standard titles, but not for the qualifying criteria. For example, score for the Greatest Knowledge title (3 quest points, or 1 quest point if tied), but do not score for each Spell or each Advanced Action.
- ♦ Each player scores (or loses) quest points equal to their Reputation modifier. Any player whose Shield token is on the X space of the Reputation track scores -10 quest points.
- ♦ The player with the highest Reputation scores +3 quest points (+1 if tied) for Greatest Esteem.
- ♦ The player with the highest Fame scores +3 quest points (+1 if tied) for Greatest Renown.

For the Council, Cooperative

Players: 2 to 4

Type: Cooperative

Setup (for 2, 3, or 4 players)

- ♦ **Map Shape:** Fully open
- ♦ **Countryside tiles:** 7, 9, or 11
- ♦ **Core city tiles:** 1
- ♦ **Core non-city tiles:** 2, 3, or 4
- ♦ **Cities:** The city is friendly. Each player puts one Shield token on it, but no-one is its leader.
- ♦ **Dummy Player:** There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook).
- ♦ **Cards and Skills:** Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

- ♦ When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs.
- ♦ At the end of the first Day, agree and remove one of the Tactics used by the players (not the Dummy player) from the game.
- ♦ Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

At the end of the second day.

Scoring

If all players have a Reputation of +1 or higher, you are all victorious. If not, you have all failed. In either case you may score to see how well you did.

Each player's score uses their quest points as a base. In addition, each player scores (or loses) quest points equal to their Reputation modifier. Any player whose Shield token is on the X space of the Reputation track scores -10 quest points.

You have one score as a team, which is equal to the lowest score of all players.

For the Council, Solo

Players: 1

Type: Solo

Setup

- ♦ **Map Shape:** Wedge
- ♦ **Countryside tiles:** 6
- ♦ **Core city tiles:** 1
- ♦ **Core non-city tiles:** 2
- ♦ **Cities:** The city is friendly. Both the player and the Dummy player put one Shield token on it, but no-one is its leader.
- ♦ **Dummy Player:** There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook).
- ♦ **Cards and Skills:** Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

- ♦ When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining.
- ♦ At the end of the first Day, remove both used Tactic cards from the game.

Scenario End

At the end of the second day.

Scoring

If you have a Reputation of +2 or higher, you are victorious. If not, you have failed. In either case you may score to see how well you did.

Use your quest points as a base. In addition, score (or lose) quest points equal to your Reputation modifier. If your Shield token is on the X space of the Reputation track, you score -10 quest points.

Against the Apocalypse, Overview

Length: Three rounds (2 days and 1 night)

Purpose: A short scenario that uses possessed enemies and Faction tokens

Creatures of the Apocalypse have started spewing forth from a magical pyramid. They are rampaging across the land and destroying settlements. Stop this terror and restore the settlements.

Setup

Place the Against the Apocalypse scenario card nearby. Roll a mana die and place a neutral Shield token on the card covering the mana symbol of color rolled.

Special Rules

- ◆ Each time a new Map tile is revealed during the game, check the position of the neutral Shield token on the Against the Apocalypse scenario card:
 - ◆ If it is in the same row as a site and a site of that type is on the new Map tile, that site is destroyed; place a Destroyed Site token on it.
 - ◆ If it is in the Rampaging Enemies row and there is a rampaging enemy on the new map tile, that enemy is an apocalypse possessed enemy - reveal an Apocalypse possessed enemy token and place it face up underneath the normal enemy token for that rampaging enemy. If there is more than one rampaging enemy on the new Map tile, the leftmost is the apocalypse possessed enemy.
 - ◆ In all cases, move the neutral Shield token down one row, or back to the top row if it was on the bottom row.

If the Shield token indicated a site and that site was not present, or if it indicated rampaging enemies and there were no rampaging enemies, check again according to the new position of the neutral Shield token. Keep checking until the indicated site / rampaging enemy is present; each newly revealed Map tile must either have one destroyed site or one Apocalypse possessed rampaging enemy on it, and the neutral Shield token should end up in the following row on the Against the Apocalypse scenario card.

Do not do this for Map tiles revealed after the Map Tile deck has run out (tiles you are revealing just to fill up holes).

Do not add an Advanced Action to the Unit offer for a destroyed monastery.

- ◆ Destroyed Sites may be restored in this scenario. The Against the Apocalypse scenario card shows what is required to restore each type of site. Unless otherwise indicated, you must be on the destroyed site to restore it. When restored, place the Destroyed Site token into your Inventory and gain the reward indicated on the Against the Apocalypse scenario card. Note: Restoring a Mage Tower does not gain you a Spell.
- ◆ For each apocalypse possessed green rampaging enemy you defeat, place a Destroyed Site token into your Inventory.
- ◆ For each apocalypse possessed red rampaging enemy you defeat, place two Destroyed Site tokens into your Inventory.

Blitz rules: You start with 1 Fame and 2(+1) Reputation. You get Fame +1 every time you gain a level. There is one more die in the source and one more Unit in the offer.

Against the Apocalypse, Competitive

Players: 2 to 4

Type: Competitive

Setup (for 2, 3, or 4 players)

- ◆ **Map Shape:** Wedge, Wedge, or Open limited to 4 columns
- ◆ **Countryside tiles:** 5, 6, or 8 (in all cases, ensure the 2 countryside tiles with a **ziggurat** on them are included)
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 1, 2, or 3 (in all cases, ensure exactly 1 core non-city tile with a **pyramid** on it is included)
- ◆ **Cities:** The city is friendly. Each player puts one Shield token on it, but no-one is its leader.

Scenario End

The end of the scenario is triggered when all of the following conditions are met:

- ◆ The total number of Destroyed Site tokens in players' inventories is at least equal to the number of players plus 1
- ◆ The number of conquered **ziggurat** and **pyramid** floors is at least equal to the number of players plus by 1

- ◆ At least one floor of both **ziggurats** and the **pyramid** have been conquered
- ◆ All players (including the one who triggered the end of the scenario) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If all of the scenario end conditions were met, the mission was successful.

In any case, apply standard Achievements scoring. In addition:

- ◆ Each player scores 3 Fame for each Destroyed Site token in their Inventory.
- ◆ Whoever scores the most Fame for this gets an additional +5 Fame as the Greatest Restorer (+2 Fame if tied).
- ◆ Each player scores Fame equal to the floor numbers they conquered in ziggurats (1 Fame for Floor 1, 2 Fame for Floor 2, 3 Fame for Floor 3) and Fame equal to double the floor number they conquered in the Pyramid. (They still score 2 Fame for each of these for The Greatest Adventurer).
- ◆ Whoever scores the most Fame for this gets an additional +5 Fame as the Greatest Ascender (+2 Fame if tied).

Against the Apocalypse, Cooperative

Players: 2 to 4

Type: Cooperative

Setup (for 2, 3, or 4 players)

- ◆ **Map Shape:** Fully open
- ◆ **Countryside tiles:** 5, 7, or 9 (in all cases, ensure the 2 countryside tiles with a ziggurat on them are included)
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 2, 3, or 4 (in all cases, ensure exactly 1 core non-city tile with a pyramid on it is included)
- ◆ **Cities:** The city is friendly. Each player puts one Shield token on it, but no-one is its leader.

Cooperative Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Cooperative Rules: When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs. At the end of the first Day, agree and remove one of the Tactics used by the players (not the Dummy player) from the game. Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

The end of the scenario is triggered when all of the following conditions are met:

- ◆ The total number of Destroyed Site tokens in players' inventories is at least equal to the number of players plus 2
- ◆ The number of conquered **ziggurat** and **pyramid** floors is at least equal to the number of players plus 2
- ◆ At least one floor of both **ziggurats** and the **pyramid** have been conquered

All players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If all of the scenario end conditions were met, you are all victorious. If not, you have all failed.

You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:

- ◆ In each category, you score only the player with the highest score (or most negative points in case of Greatest Beating).
- ◆ No titles are awarded.

In addition:

- ◆ Score 3 points for each Destroyed Site token in an Inventory.
- ◆ Score 5 points for each conquered floor of a **ziggurat** or **pyramid**.
- ◆ Score 15 points if you were victorious.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Against the Apocalypse, Solo

Players: 1

Type: Solo

Setup

- ◆ **Map Shape:** Wedge
- ◆ **Countryside tiles:** 4 (ensure exactly 1 countryside tile with a ziggurat on it is included)
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 1 core non-city tile with a pyramid on it
- ◆ **Cities:** The city is friendly. Both the player and the Dummy player put one Shield token on it, but no-one is its leader.

Solo Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Solo Rules: When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining. At the end of each Day or Night, remove both used Tactic cards from the game.

Scenario End

The end of the scenario is triggered when both of the following conditions are met:

- ◆ You have 2 or more Destroyed Site tokens in your Inventory
- ◆ One floor of both the **ziggurat** and the **pyramid** have been conquered

You have one last turn (the Dummy player does not).

Scoring

If all of the scenario end conditions were met, you are victorious. If not, you have failed.

In either case, you may count your score. Take your Fame as a base score. Then apply standard Achievements scoring, except no tiles are awarded.

In addition:

- ◆ Score 3 points for each Destroyed Site token in your Inventory.
- ◆ Score 5 points for each **ziggurat** or **pyramid** you have conquered a floor of.

- ◆ Score 15 points if you were victorious.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Against the Horsemen, Overview

Length: Four rounds (2 days and 2 nights)

Purpose: Stop the Four Horsemen from reaching the magical glade at the center of the map and performing their ritual.

The Four Horsemen are performing some kind of terrible ritual, culminating at a site of magical power. You must stop any of them from finishing the ritual.

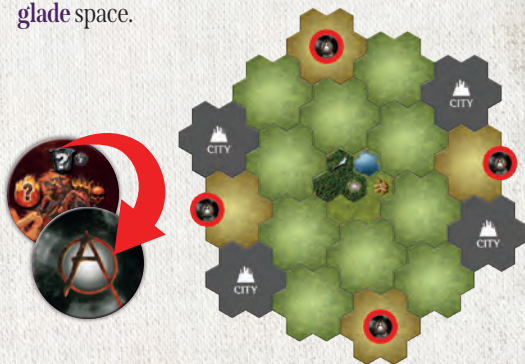
Setup

- ◆ **Map Shape:** Special (see below)
- ◆ **Countryside tiles:** 11
- ◆ **Core city tiles:** 4
- ◆ **Core non-city tiles:** 4
- ◆ **Cities:** Each city is level 1

Map Setup

This scenario uses a predefined map. Place Countryside tile 1 (containing a **magical glade** in its central space) face up in the center of the map. Place 6 Countryside tiles face down around it. Around them place 4 more Countryside tiles, 4 Core non-city tiles, and 4 City tiles face down, as shown in the diagram. In this scenario, treat each space on the edge of the map as a coastline space (for the purpose of Coral's Commandeer Vessel Skill).

Shuffle the 4 Horsemen enemy tokens and place one face down on each Core non-city tile as shown, such that each is 6 spaces away from the central **magical glade** space.



Special Rules

Central space: Players start in the central space of Countryside tile 1. In addition to being a **magical glade**, this space also counts as a portal.

- ◆ Multiple figures may be in this space.
- ◆ If you end your turn there, remove your figure from the map and place it back on the space at the start of your next turn.
- ◆ PvP combat is not allowed.
- ◆ The **Healing Essence** and Imbued With Magic effects of the **magical glade** still apply, including on your first turn of the game.

At the end of each Round (except the last): Move each Horseman enemy token two spaces closer to the central **magical glade** space.

- ◆ A Horseman may move onto any space, even if it is unrevealed or contains mountains, lakes, a fortified site, or a mage knight figure (the Horsemen have more important things to do than start a fight with a mage knight).
- ◆ If there is a choice as to which space a horseman moves into, the player with the lowest numbered Tactic card chooses.

At the end of the third Round: The surviving Horsemen move into the magical glade and the ritual starts, closing the Council of the Void's portal. The space no longer counts as a portal. Any player who was in the space at that moment is out of the game. The space no longer counts as a safe space and any player entering it must fight all undefeated Horsemen as their action that turn (overriding the normal Horsemen rules where you may enter their space without fighting them). The Horsemen get site fortification from the central space and it counts as a fortified site. Forced Withdrawal rules apply at the end of your turn if any Horsemen remain undefeated.

Revealing a Horseman: If a face-down Horseman enemy token is on a revealed map space, immediately flip the Horseman enemy token face up. It remains face up for the remainder of the scenario.

Fighting a Horseman: See the Combat Versus a Horseman rules in the Rulebook.

Cooperative attacks on Horsemen in the central space

In the fourth Round of a multiplayer game, if there is more than one Horseman in the central space, players may agree on a cooperative attack on the

Horsemen in the same way as when attacking cities. All conditions of a cooperative attack on a city apply, unless stated otherwise, i.e. all players have to agree with the attack and proposed random distribution of Horsemen (and any other enemies), and all except the active player forfeit their next turn. All players joining the attack have to be adjacent to the central space.

As with a cooperative city attack, players solve their parts of the combat independently, one by one, starting with the active player and continuing in Round order. Each player has to move into the central space first (no other movement is allowed), and then fight their allocation of enemies.

If all of the Horsemen are defeated during a cooperative attack, the player who initiated the cooperative attack moves into the central space.

Blitz rules: You start with 1 Fame and 2(+1) Reputation. You get Fame +1 every time you gain a level. There is one more die in the source and one more Unit in the offer.

Variant: The Horsemens' Horses

If you want to add some difficulty to this scenario, this variant gives each Horseman a horse that will fight with it. Place a face-down brown enemy token with each Horseman enemy token as its horse. The horse will move with the horseman and is flipped face up when the Horseman enemy token is. If you attack the Horseman, you will have to fight the horse as well. If you defeat the horse, gain its normal amount of Fame. If the Horseman enemy token is defeated, but the horse isn't, discard the horse after combat without gaining any Fame for it.



Against the Horsemen, Competitive

Players: 2 to 4

Type: Competitive

Setup

- ◆ **Horsemen:** The level of each Horseman is equal to the number of players

Scenario End

When all Horsemen are defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeated all the Horsemen, the mission was successful. If not, the ritual has been completed and you have failed.

In any case, apply standard Achievements scoring.

In addition:

- ◆ Each player scores 6 points for each Horseman they defeated.
- ◆ Whoever scores the most Fame for this gets an additional +6 Fame as the Greatest Horseman Slayer (+3 Fame if tied).

Against the Horsemen, Cooperative

Players: 2 to 4

Type: Cooperative

Setup

- ◆ **Horsemen:** The level of each Horseman is equal to the number of players plus 2

Cooperative Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Cooperative Rules: When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs. At the end of the first Day and Night, agree and remove one of the Tactics used by the players (not the Dummy player) from the game. Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

When all Horsemen are defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeat all the Horsemen, you are victorious. If not, the ritual has been completed and you have failed.

You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:

- ◆ In each category, you score only the player with the highest score (or most negative points in case of Greatest Beating).
- ◆ No titles are awarded.

In addition:

- ◆ Score 4 points for each Horseman you defeated.
- ◆ Score an additional 6 points if each player defeated at least one Horseman.
- ◆ Score 15 points if you defeated all four Horsemen.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Against the Horsemen, Solo

Players: 1

Type: Solo

Setup

- ◆ **Horsemen:** Each Horseman is level 2

Solo Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Solo Rules: When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining. At the end of each Day or Night, remove both used Tactic cards from the game.

Scenario End

When all Horsemen are defeated, you have one last turn (the Dummy player does not).

Scoring

If you defeat all the Horsemen, you are victorious. If not, the ritual has been completed and you have failed.

In either case you may score to see how well you did. Take your Fame as a base score. Then apply standard Achievements scoring, except no titles are awarded.

In addition:

- ◆ Score 4 points for each Horseman you defeated.
- ◆ Score 15 points if you defeated all four Horsemen.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Against the Dragon, Overview

Length: Four rounds (2 days and 2 nights)

Purpose: Reach the Apocalypse Dragon's lair as it attacks you from the air and then defeat it when it lands to protect its sanctuary.

The Apocalypse Dragon has started its destructive purging of the countryside, swooping down on unsuspecting villagers and experienced troops alike. You must reach its lair to force it to confront you on the ground and then defeat it in its sanctuary.

Special Rules

At the start of each Round: Place the Apocalypse Round Order token below all other Round Order tokens - the Apocalypse Dragon always takes their turn last. From the second Round onwards, also discard the black mana token next to each players' Round Order token.

Apocalypse Dragon's turn

When it is the Apocalypse Dragon's turn, it may destroy a site or attack a player that it has not yet attacked this Round. What it decides to do depends on how many players there are and which of the Apocalypse Dragon's turns it is this Round, as shown in the table below.

Once the End of the Round has been announced, the Apocalypse Dragon takes no further turns in that Round

The Apocalypse Dragon will no longer take turns after it is attacked in its lair for the first time.

Destroy a site

The Apocalypse Dragon destroys an undefeated rampaging enemy (**marauding orcs** or **draconum**) or undestroyed Inhabited site (**village**, **monastery**, **keep**, **mage tower**, **oasis**, **refugee camp** (Lost Legion)) or a **crystal mine**.

Note: The city may not be destroyed, and a burned **monastery** does not count as an undestroyed site.

- ◆ If the Apocalypse Dragon's lair has **not yet been revealed**, destroy the site that is **furthest from the portal space**, measured in revealed spaces.
- ◆ If the Apocalypse Dragon's lair **has been revealed**, destroy the site that is **closest to a lair space**, measured in revealed spaces.
- ◆ In the case of a tie, the player with the lowest numbered Tactic card chooses the tied site to be destroyed.

Remove any enemy tokens on the space. Then, if it was not a rampaging enemy, place a Destroyed Site token on the space.

A player with their figure in the same space as the destroyed site suffers no negative effect (their Hero can just step outside and watch it being destroyed from a safe distance).

If you run out of Destroyed Site tokens, the Apocalypse Dragon will only consider rampaging enemies when deciding on a site to destroy in future turns. If there are no rampaging enemies on the map, the Apocalypse Dragon will not destroy a site.

	1st turn	2nd turn	3rd turn	4th turn	5th turn +
Solo	Destroy a site	-	Attack a player	-	Destroy a site
2-player	-	Attack a player	Destroy a site	Attack a player	Destroy a site
3-player	Destroy a site	Attack a player	Attack a player	Attack a player	Destroy a site
4-player	Attack a player	Attack a player	Attack a player	Attack a player	Destroy a site

Feel free to pick up the Apocalypse Dragon figure, "fly" it over the Map, and make growling noises at its target.

Attack a player

A player may only be attacked if they have not been attacked yet this Round (there is not a black mana token next to their Round Order token). Decide which of those players to attack in a similar way as deciding which site to destroy:

- ♦ If the Apocalypse Dragon's lair **has not yet been revealed**, it attacks the one who is **furthest from the portal space**, measured in revealed spaces.
- ♦ If the Apocalypse Dragon's lair **has been revealed**, it attacks the one who is **closest to a lair space**, measured in revealed spaces.
- ♦ In the case of a tie, the player with the lowest numbered Tactic card chooses the tied player to be attacked.

If the only player yet to be attacked this round does not have their figure on the map (because they ended their turn on the portal space), they do not get attacked and the Apocalypse Dragon destroys a site instead. Place a black mana token next to that player's Round Order token to remind you that they may not be attacked by the Apocalypse Dragon this Round. If more than one player does not have their figure on the map and does not have a black mana token next to their Round Order token, the player with the lowest numbered Tactic card chooses the player to place a black mana token next to their Round Order token.

Being attacked by the Apocalypse Dragon

When attacked by the Apocalypse Dragon, a player may choose whether to take their full turn in advance (as when attacked by another player) in order to attend the combat fully or not. Follow the same rules:

- ♦ If the player chooses to take their turn, they flip their Round order token and may use everything as if it is their turn, and then perform their end of turn sequence (but then they skip their next turn).
- ♦ If they decide to not take their turn, they cannot use their normal one mana die or skills usable once per turn, and they do not perform their end of turn sequence.
- ♦ In either case, they may not move, reveal a new Map tile, or perform any other action.

Note that the Apocalypse Dragon may attack a player that has their Round Order token flipped face down (because they have been attacked by another player and chose to fully attend). In that case, the player does not have the choice of taking their full turn.

Each head except the Control head attacks the player. Ignore the Control head completely for these attacks. The heads may not be attacked or defeated in any way during this combat. For the purposes of these attacks, treat the level of each head as being equal to the Round number (level 1 in Round 1, level 2 in Round 2, etc.) instead of their actual level.

A player may be able to avoid the attacks from one or more heads depending on the site in their space. These effects ignore Arcane Immunity.

- ♦ A fortified site (**keep, mage tower, city**) or a **crystal mine**: Two heads of your choice do not attack you this turn.
- ♦ Another Inhabited site (**village, monastery, oasis, refugee camp** (Lost Legion)): One head of your choice does not attack you this turn.
- ♦ A **magical glade**: You may stop a head from attacking you this turn by spending a mana of the relevant color; blue for Death, white for Famine, green for Pestilence, or red for War. You may stop multiple heads from attacking in this way by paying multiple mana of different basic colors.

If any of these effects are used, the site is destroyed at the end of the combat; place a Destroyed Site token on it. **Exception: Cities** are never destroyed in this way; they are too large for even the Apocalypse Dragon to destroy in such a short time.

After the Apocalypse Dragon has attacked a player, that player gains Fame equal to the level of the heads this round (1 Fame if the heads are level 1, 2 Fame if they are level 2, and so on). Place a black mana token next to that player's Round Order token to remind you that they may not be attacked by the Apocalypse Dragon in this way again this Round.

Revealing the Apocalypse Dragon's Lair:

Core non-City tile *3* is always used in this scenario. When it is revealed, place the Apocalypse Dragon figure covering the central wasteland space and the 2 spaces above it. Those 3 spaces are its lair. Ignore the **ruins** in the top right space of those 3 spaces. The terrain of the spaces covered by the Apocalypse Dragon is unchanged.

Attacking the Apocalypse Dragon in its lair:

See the Combat Versus The Apocalypse Dragon rules in the Rulebook.

Once the Apocalypse Dragon has been attacked in its lair for the first time, it will no longer take a turn.

Blitz rules: You start with 1 Fame and 2(+1) Reputation. You get Fame +1 every time you gain a level. There is one more die in the source and one more Unit in the offer.

Against the Dragon, Competitive

Players: 2 to 4

Type: Competitive

Setup (for 2, 3, or 4 players)

- ♦ **Map Shape:** Wedge, Wedge, or Open limited to 4 columns
- ♦ **Countryside tiles:** 6, 7, or 9
- ♦ **Core city tiles:** 1
- ♦ **Core non-city tiles:** 1, 2, or 3 (in all cases, ensure that Core non-city tile *3* is included)
- ♦ **Cities:** The city is friendly. Each player puts one Shield token on it, but no-one is its leader.
- ♦ **Apocalypse Dragon:** Each head of the Apocalypse Dragon has a level equal to the number of players plus 1.

Scenario End

When the Apocalypse Dragon is defeated, all players (including the one who defeated it) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeated the Apocalypse Dragon, the mission was successful.

In any case, apply standard Achievements scoring. In addition, for each head except the Control head:

- ♦ Count the number of Shield tokens each player has on the head's large enemy token. Each player scores Fame equal to their total. The player with the highest total gets an additional +5 Fame for being the Greatest Slayer of that head.
- ♦ In each case ties are broken in favour of the player with their shield token on the highest level on the large enemy token.

Against the Dragon, Cooperative

Players: 2 to 4

Type: Cooperative

Setup (for 2, 3, or 4 players)

- ♦ **Map Shape:** Fully open
- ♦ **Countryside tiles:** 6, 8, or 10
- ♦ **Core city tiles:** 1
- ♦ **Core non-city tiles:** 2, 3, or 4 (in all cases, ensure that Core non-city tile *3* is included)
- ♦ **Cities:** The city is friendly. Each player puts one Shield token on it, but no-one is its leader.
- ♦ **Apocalypse Dragon:** Each head of the Apocalypse Dragon has a level equal to the number of players plus 3.

Cooperative Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Cooperative Rules: When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs. At the end of the first Day and Night, agree and remove one of the Tactics used by the players (not the Dummy player) from the game. Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

When the Apocalypse Dragon is defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeated the Apocalypse Dragon, you are all victorious. If not, you have all failed. In both cases you may count your score, to see how good you were.

You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:

- ◆ In each category, you score only the player with the highest score (or most negative points in case of Greatest Beating).
- ◆ No titles are awarded.

Then score for your goal and for the time taken to reach it.

- ◆ Score 5 points for each head you defeated (except the Control head).
- ◆ Score an additional 15 points if you defeated all the heads.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Against the Dragon, Solo

Players: 1

Type: Solo

Setup

- ◆ **Map Shape:** Wedge
- ◆ **Countryside tiles:** 5
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 2 (ensure that Core non-city tile *3* is included)
- ◆ **Cities:** The city is friendly. Both the player and the Dummy player put one Shield token on it, but no-one is its leader.
- ◆ **Apocalypse Dragon:** Each head of the Apocalypse Dragon is level 4.

Solo Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens.

Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Solo Rules: When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining. At the end of each Day or Night, remove both used Tactic cards from the game.

Scenario End

When the Apocalypse Dragon is defeated, you have one last turn (the Dummy player does not).

Scoring

If you defeated the Apocalypse Dragon, you are victorious. If not, you have failed. In both cases you may count your score, to see how good you were.

Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded.

Then score for your goal and for the time taken to reach it.

- ◆ Score 5 points for each head you defeated (except the Control head).
- ◆ Score an additional 15 points if you defeated all the heads.
- ◆ If you finished the game one or more Rounds before the limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Apocalypse is Here, Overview

Length: Six rounds (3 days and 3 nights)

Purpose: Stop the Four Horsemen and defeat the Apocalypse Dragon.

The Four Horsemen of the Apocalypse are on the move, spreading death and destruction, and in doing so, empowering the newly reborn Apocalypse Dragon. You must stop the Horsemen and then defeat the Dragon before it is too late.

Special Rules

At the start of the game: Shuffle the four Horseman cards into a face down stack. Place the five Apocalypse Dragon large enemy tokens nearby. The type of the scenario you are playing (competitive, cooperative, or solo) will tell you the initial level of each head of the Apocalypse Dragon.

At the start of each Round: Place the Apocalypse Round Order token below all other Round Order tokens - the Horsemen always take their turn last.

During the game

Reveal a Horseman card once the required number of map tiles have been revealed from the map tile stack, depending on the number of players (see table below). Place the corresponding Horseman enemy token in the central space of the newly revealed map tile.

If this does not happen before the start of the Round number shown, at the start of that Round (after Tactic cards have been chosen):

- ◆ Reveal the top map tile from the stack and place it in a valid position that is as far as possible away from any mage knight figure. If there is a tie, the player with the lowest numbered Tactic card chooses the position of the map tile.
- ◆ Reveal the next Horseman card.
- ◆ Place the corresponding Horseman enemy token in the central space of the newly revealed map tile.

The type of the scenario you are playing (competitive, cooperative, or solo) will tell you the initial level of the revealed Horseman - mark that level with a neutral Shield token.

Horsemens' turn

When it is the Horsemens' turn, each Horseman whose enemy token is on the map takes a turn in the order they were revealed in this game. If there are no Horseman enemy tokens on the map, you may skip the Horsemens' turn. Each Horseman's turn consists of the following steps:

1. Find the Horseman's closest preferred site to destroy.
 - a. If there are any undestroyed sites in list A on the Horseman card, the Horseman will move towards the closest. If there are none available in list A, they will move towards the closest from list B. If there are none in list B, they will move towards the closest from list C. If there are none of these either, they will not move. Note: A rampaging enemy space where the enemy has been defeated and a burned monastery never count as a preferred site.
 - b. In all cases, the closest is measured in revealed spaces.
 - c. In case of a tie for closest site, the player with the lowest numbered Tactic card chooses which of the tied sites they move towards.

	1st Horseman	2nd Horseman	3rd Horseman	4th Horseman
Solo	1 tile revealed	2 tiles revealed	4 tiles revealed	6 tiles revealed
2-player	1 tile revealed	2 tiles revealed	4 tiles revealed	6 tiles revealed
3-player	1 tile revealed	3 tiles revealed	5 tiles revealed	7 tiles revealed
4-player	2 tile revealed	4 tiles revealed	6 tiles revealed	8 tiles revealed
Or start of Round	2	3	4	5

Example of Scenario Horseman: In a 4-player game, if 2 map tiles have not yet been revealed, at the start of Round 2, reveal a map tile, place it as far as possible away from any mage knight figure, reveal the first Horseman card, and place the corresponding Horseman enemy token in the central space of the newly revealed map tile.

2. The Horseman moves 2 revealed spaces each turn, unless moving fewer spaces is enough to take them to their preferred site to destroy, in which case they will only move 1 space, or not move at all if their initial placement was on such a site.
 - a. A Horseman may move onto any revealed space, even if it contains mountains, lakes, a fortified site, or a mage knight figure (the Horsemen have more important things to do than start a fight with a mage knight).
3. If they reach their preferred site, they will destroy it:
 - a. Place a Destroyed Site token on that site.
 - b. Increase the level of the corresponding head of the Apocalypse Dragon by 1 by moving the neutral Shield token on its large enemy token to the next higher level.
 - c. If this was the fourth site that Horseman has destroyed, remove its enemy token from the map and remove its Horseman card from the game. Its job is done and it no longer takes a turn.
 - d. Otherwise, if the Horseman is greater than level 1, reduce its level by 1 by moving the neutral Shield token on its Horseman card to the next lower level.
 - e. Once the End of the Round has been announced, the Horsemen take no further turns in that Round.

If there are Horsemen on the map when the Apocalypse Dragon is attacked for the first time, remove them; they take no further turns. This does not count as defeating them.

Fighting a Horseman: See the Combat Versus a Horseman rules in the Rulebook.

Revealing the Apocalypse Dragon

When the second City tile is revealed, place the Apocalypse Dragon figure covering the city space and the 2 spaces above it. Ignore any sites on those 3 spaces. Treat the City space as a Plains space with no site. The terrain of the other 2 spaces covered by the Apocalypse Dragon is unchanged.

Place a possessed enemy token face up underneath each rampaging enemy on the City tile; they are Apocalypse possessed enemies.

Fighting the Apocalypse Dragon

See the Combat Versus The Apocalypse Dragon rules in the Rulebook. In addition, if you move into the City space to attack the Apocalypse Dragon, it is fortified during that combat (it is not fortified for any other players moving into a different space during a cooperative attack).

Remember: If there are Horsemen on the map when the Apocalypse Dragon is attacked for the first time, remove them.

Variant: The Horsemen's Horses

If you want to add some difficulty to this scenario, this variant gives each Horseman a horse that will fight with it. When a Horseman enemy token is placed on the map, place a face-up brown enemy token with it as its horse. The horse will move with the horseman. If you attack the Horseman, you will have to fight the horse as well. If you defeat the horse, gain its normal amount of Fame. If the Horseman enemy token is defeated, but the horse isn't, discard the horse after combat without gaining any Fame for it. If the Horseman enemy token is removed from the map, also remove the horse from the map.

Apocalypse is Here, Competitive

Players: 2 to 4

Type: Competitive

Setup (for 2, 3, or 4 players)

- ♦ **Map Shape:** Wedge, Wedge, or Open limited to 4 columns
- ♦ **Countryside tiles:** 7, 8, or 10
- ♦ **Core city tiles:** 2
- ♦ **Core non-city tiles:** 1, 2, or 3
- ♦ **Cities:** The first revealed city is friendly. Each player puts one Shield token on it, but no-one is its leader. The second revealed city has been destroyed by the Apocalypse Dragon. Treat it as a Plains space with no site.
- ♦ **Horsemen:** Each Horseman begins at level 5
- ♦ **Apocalypse Dragon:** Each head of the Apocalypse Dragon has a starting level equal to the number of players plus 2.

Scenario End

When the Apocalypse Dragon is defeated, all players (including the one who defeated it) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeated the Apocalypse Dragon, the mission was successful.

In any case, apply standard Achievements scoring.

In addition, for each head except the Control head:

- ♦ Count the number of Shield tokens each player has on the head's large enemy token. If any player defeated the corresponding Horseman, they add the level of the Horseman to their count. Each player scores Fame equal to their total. The player with the highest total gets an additional +5 Fame for being the Greatest Slayer of that head.
- ♦ In each case ties are broken in favour of the player with their shield token on the highest level on the large enemy token.

Apocalypse is Here, Cooperative

Players: 2 to 4

Type: Cooperative

Setup (for 2, 3, or 4 players)

- ♦ **Map Shape:** Fully open
- ♦ **Countryside tiles:** 8, 9, or 11
- ♦ **Core city tiles:** 2
- ♦ **Core non-city tiles:** 2, 3, or 4
- ♦ **Cities:** The first revealed city is friendly. Each player puts one Shield token on it, but no-one is its leader. The second revealed city has been destroyed by the Apocalypse Dragon. Treat it as a Plains space with no site.
- ♦ **Horsemen:** Each Horseman begins at level 6
- ♦ **Apocalypse Dragon:** Each head of the Apocalypse Dragon has a starting level equal to the number of players plus 4.
- ♦ **Dummy Player:** There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook).
- ♦ **Cards and Skills:** Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs.

Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

When the Apocalypse Dragon is defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeated the Apocalypse Dragon, you are all victorious. If not, you have all failed. In both cases you may count your score, to see how good you were.

You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:

- ♦ In each category, you score only the player with the highest score (or most negative points in case of Greatest Beating).
- ♦ No titles are awarded.

Then score for your goal and for the time taken to reach it.

- ♦ Score 3 points for each Horseman you defeated.
- ♦ Score an additional 5 points if each player defeated at least one Horseman.
- ♦ Score 5 points for each head you defeated (except the Control head).
- ♦ Score an additional 15 points if you defeated all the heads.
- ♦ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ♦ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ♦ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

Apocalypse is Here, Solo

Players: 1

Type: Solo

Setup

- ◆ **Map Shape:** Wedge
- ◆ **Countryside tiles:** 7
- ◆ **Core city tiles:** 2
- ◆ **Core non-city tiles:** 2
- ◆ **Cities:** The first revealed city is friendly. Both the player and the Dummy player put one Shield token on it, but no-one is its leader. The second revealed city has been destroyed by the Apocalypse Dragon. Treat it as a Plains space with no site.
- ◆ **Horsemen:** Each Horseman begins at level 4
- ◆ **Apocalypse Dragon:** Each head of the Apocalypse Dragon starts at level 5.
- ◆ **Dummy Player:** There is one standard Dummy player. See the Dummy Player section of the Mage Knight rulebook.
- ◆ **Cards and Skills:** Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

- ◆ When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining.
- ◆ At the end of each Day or Night, remove both used Tactic cards from the game. That means, each Tactic card is picked exactly once during the game.

Scenario End

When the Apocalypse Dragon is defeated, you have one last turn (the Dummy player does not).

Scoring

If you defeated the Apocalypse Dragon, you are victorious. If not, you have failed. In both cases you may count your score, to see how good you were.

Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded.

Then score for your goal and for the time taken to reach it.

- ◆ Score 3 points for each Horseman you defeated.
- ◆ Score 5 points for each head you defeated (except the Control head).
- ◆ Score an additional 15 points if you defeated all the heads.
- ◆ If you finished the game one or more Rounds before the limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

The Council versus the Apocalypse, Competitive

Players: 2 to 4

Type: Competitive

Length: Six rounds (3 days and 3 nights)

Purpose: Stay with the Council of the Void or break away from them and follow your own destiny again. You could even ally with the Apocalypse.

You joined the Council of the Void... years ago. It is hard to remember how many it has now been. They promised to help you fight your enemies, but are you now just their puppet? If you wish to have control over your life once more, you know they will call you a traitor. You could even join the Apocalypse, then at least you would have their help, but at what cost? You need to decide.

Setup (for 2, 3, or 4 players)

- ◆ **Map Shape:** Wedge, Wedge, or Fully Open
- ◆ **Countryside tiles:** 7, 9, or 12 (use map tile 9 (with a mage tower and keep), exactly 4, 5, or 6 other map tiles with a mage tower or keep, and exactly 2, 3, or 5 without either)
- ◆ **Core city tiles:** 3 (the blue, white, and red cities)
- ◆ **Core non-city tiles:** 1, 2, or 3
- ◆ **Cities:** Each city has a level equal to the number of players plus 2 (4, 5, or 6).

Special Rules

Choose a side:

Just before choosing tactics in the first round, each player must decide whether they will be allied with the Council of the Void, the Apocalypse, or be independent. You may agree amongst yourselves which option each player will choose or you may all make your decision secretly.

If you wish to make the decision in secret, each player takes one blue, one red, and one white mana token and chooses one. All players then reveal their choice simultaneously:

- ♦ **Blue:** You are allied with the Council of the Void.
- ♦ **Red:** You are allied with the Apocalypse.
- ♦ **White:** You are independent.

Note: Just because more than one Mage Knight is aligned with the same faction doesn't mean they work together. Both factions believe might is right, and the mightiest Mage Knight is valued the most.

Keeps and Mage Towers:

Use the normal rules for **keeps** and **mage towers** with the following exceptions:

Each **keep** or **mage tower** conquered by a Council of the Void player is owned by the Council of the Void and all Council of the Void players may treat it as if they owned it.

Each **keep** or **mage tower** conquered by an Apocalypse player is owned by the Apocalypse and all Apocalypse players may treat it as if they owned it.

Each **keep** or **mage tower** conquered by an independent player is owned by that player alone.

A Council of the Void or Apocalypse player moving onto a conquered **keep** or **mage tower** not owned by their faction must assault it. They may also choose to assault a conquered **keep** or **mage tower** that was conquered by another player of their faction. An independent player moving onto a conquered **keep** or **mage tower** not owned by themselves must assault it. Use the following defenders if an owner is not present:

- ♦ **Mage Tower:** A violet enemy token.
- ♦ **Keep:** A gray enemy token.
- ♦ The enemy is possessed by the relevant faction if the site is owned by the Council of the Void or the Apocalypse.
- ♦ If successful in your assault, you get half Fame (rounded up) for defeating the defenders and you replace the owner's Shield token with one of your own.

Cities:

The blue city is allied with the Council of the Void. The red city is allied with the Apocalypse. While unconquered:

- ♦ A player of the same faction as the city may treat it as a friendly city, although they do not place any Shield tokens on it. However, they may assault it if they wish. If they defeat any of the defenders (and so place a Shield token on it), they may no longer move onto it without assaulting it.
- ♦ Any other players moving onto it must assault it.

The white city is independent. Treat it as a normal city.

Once conquered, treat a city as a normal conquered city, regardless of its faction.

Scenario End

When 2 of the 3 cities are conquered, all players (including the one who conquered the second city) have one last turn. If the Round ends during this, the game ends immediately

Scoring

Before scoring, remove all Council of the Void player's Shield tokens from the blue city and all Apocalypse player's Shield tokens from the red city. Then apply standard Achievements scoring and city scoring. In addition:

- ♦ If the blue city has been conquered, Apocalypse players score 24 Fame divided equally between them, and each independent player scores 12 Fame.
- ♦ If the red city has been conquered, Council of the Void players score 24 Fame divided equally between them, and each independent player scores 12 Fame.

Variants

If you wish to use Volkare' Camp (Lost Legion) in place of a city, we recommend using it instead of the white city.

The Fractured Lands, Overview

Length: Four rounds (2 days and 2 nights)

Purpose: Adventure into lands fractured by The Breaking and take advantage of the folding corridors to move across the land more easily. Explore, quest, and conquer without the pressure of a definitive goal.

These lands were particularly badly affected by The Breaking. They fractured, but also folded in on themselves. While confusing for some, those with the powers of a Mage Knight can understand the patterns, take advantage of the folding, and teleport to other parts of the land.

Special Rules

Use the Quests rules and the Greatest Quester variant in this scenario.

Teleporting:

During movement on your turn, you may teleport to a safe space with no site and with the same terrain as the map space you are on by spending 1 Move for each revealed space you teleport. This does not provoke rampaging enemies.

The following count as a map space with no site (and so you may teleport to them as long as they are a safe space):

- ♦ The portal space
- ♦ A space with a rampaging enemy that has been defeated
- ♦ A space with a burned monastery.

You may alternate between moving normally, teleporting, and revealing new Map tiles as much as you like during your movement.

Revealing a new Map tile:

When you reveal a new Map tile, score 1 Fame and you may orient the tile in any direction before placing it.

Blitz rules: You start with 1 Fame and 2(+1) Reputation. You get Fame +1 every time you gain a level. There is one more die in the source and one more Unit in the offer.

The Fractured Lands, Competitive

Players: 2 to 4

Type: Competitive

Setup (for 2, 3, or 4 players)

- ♦ **Map Shape:** Wedge, Wedge, or Open limited to 4 columns
- ♦ **Countryside tiles:** 8, 9, or 12
- ♦ **Core city tiles:** 2
- ♦ **Core non-city tiles:** 2, 3, or 4
- ♦ **Cities:** The first revealed city is level 1. The second revealed city is level 2.

Scenario End

At the end of the second day.

Scoring

Apply standard Achievements scoring and Greatest Quester scoring. Do not apply city scoring.

The Fractured Lands, Cooperative

Players: 2 to 4

Type: Cooperative

Setup (for 2, 3, or 4 players)

- ♦ **Map Shape:** Fully open
- ♦ **Countryside tiles:** 9, 10, or 13
- ♦ **Core city tiles:** 2
- ♦ **Core non-city tiles:** 2, 3, or 4
- ♦ **Cities:** The first revealed city is level 2. The second revealed city is level 4.

Cooperative Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Cooperative Rules: When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs. At the end of the first Day and Night, agree and remove one of the Tactics used by the players (not the Dummy player) from the game. Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

At the end of the second day.

Scoring

You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring and Greatest Quester scoring, except:

- ◆ In each category, you score only the player with the highest score (or most negative points in case of Greatest Beating).
- ◆ No titles are awarded.

Do not apply city scoring.

The Fractured Lands, Solo

Players: 1

Type: Solo

Setup

- ◆ **Map Shape:** Wedge
- ◆ **Countryside tiles:** 7
- ◆ **Core city tiles:** 1
- ◆ **Core non-city tiles:** 2
- ◆ **Cities:** The city is level 2.

Solo Setup: There is one standard Dummy player (see the Dummy Player section of the Mage Knight rulebook). Remove the four competitive Spells from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

Solo Rules: When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining. At the end of each Day or Night, remove both used Tactic cards from the game.

Scenario End

At the end of the second day.

Scoring

Take your Fame as the base. Then apply standard Achievements scoring and Greatest Quester scoring, except no titles are awarded. Do not apply city scoring.

Solo Conquest Challenge

Players: 1

Type: Solo

Length: Six rounds (3 days and 3 nights)

Purpose: A Solo Conquest scenario with additional victory conditions depending on which Hero you are playing.

Conquer the two cities, but do it in your own inimitable style!

This scenario uses all the same rules as the Solo Conquest scenario from the base game except where indicated.

Additional Setup

Playing certain Heroes requires you to include certain Countryside Map tiles. Determine the remaining Countryside tiles randomly (which may or may not contain more of the indicated sites).

Goldyx: The three base game Countryside tiles with a Mage Tower (4, 9, 11)

Tovak: The four base game Countryside tiles with exactly one Keep or Mage Tower (3, 4, 10, 11)

Wolfhawk: One base game Countryside tile with a Dungeon and one with a Monster Den, and the two Countryside tiles from the Lost Legion expansion with a Maze (7 or 9, 6 or 10, 12, 14)

Braevalar: The two base game Countryside tiles with a Monastery (5, 7)

Coral: The two base game Countryside tiles with a Dungeon and the two Countryside tiles from this expansion with a Ziggurat (7, 9, 16, 17)

Set aside the Skill token indicated according to the Hero you are playing:

Arythea: Power of Pain

Goldyx: Glittering Fortune

Norowas: Bonds of Loyalty

Tovak: Shield Mastery

Wolfhawk: Know Your Prey

Krang: Puppet Master

Braevalar: Shapeshift

Coral: Treasure Hunter

Additional Special Rules

First Level Up:

When you advance to level 2, take the Skill token set aside during setup instead of flipping two Skill tokens, taking one, and putting the other in the common Skills area. You still take any one Advanced Action card from the Advanced Action offer as usual.

Subsequent Level Ups to even numbered levels:

When you advance to level 4, 6, 8, or 10, you must take one of the two Skill tokens you flip; you may not take a Skill token from the Common Skills area.

Scoring

If you succeed in defeating both cities and complete the additional objective indicated for your Hero, you are victorious. If not, you have failed. In both cases you may count your score, to see how good you were.

Additional objectives:

Arythea: Have a total of at least 10 Wound cards in your deck and on your Units.

Goldyx: Have at least 4 Spells in your deck and 1 crystal of each color in your Inventory.

Norowas: Have at least 10 total levels of your Units.

Tovak: Have at least 4 Shield tokens that count towards The Greatest Conqueror.

Wolfhawk: Have at least 4 Shield tokens that count towards The Greatest Adventurer.

Krang: Have at least 4 Enemy tokens from Puppet Master with different Fame values.

Braevalar: Have all of your Basic Action cards in your deck (none thrown away) and at least one Advanced Action card of each color in your deck (Advanced Action cards from the dual color cards expansion may only count as one of their two colors for this purpose).

Coral: Have at least 3 Artifacts in your deck and 4 crystals in your Inventory.

Score as normal except where indicated for your Hero:

Arythea:

- ♦ The Greatest Leader: Score the full level of each Wounded Unit in Fame instead of half its level.
- ♦ The Greatest Beating: Do not lose 2 Fame for each Wound card in your deck.

Goldyx:

- ♦ The Greatest Knowledge: Score 3 Fame for each Spell instead of 2 Fame.
- ♦ The Greatest Loot: Score 1 Fame for each crystal instead of every 2 crystals.

Norowas:

- ♦ The Greatest Leader: Score 2 Fame for the level of each unwounded Unit instead of 1 Fame.

Tovak:

- ♦ The Greatest Conqueror: Score 4 Fame for each Shield token instead of 2 Fame.

Wolfhawk:

- ♦ The Greatest Adventurer: Score 4 Fame for each Shield token instead of 2 Fame.

Krang:

- ♦ Score Fame equal to the highest Fame value among the Enemy tokens you still have from your Puppet Master Skill.
- ♦ Score 2 Fame for each different Fame value among Enemy tokens you still have from your Puppet Master Skill (including the Enemy token scored above).

Braevalar:

- ♦ The Greatest Knowledge: Score 2 Fame for each Advanced Action instead of 1 Fame.
- ♦ Score Fame equal to the normal Move cost (at Night) of the space you finish the game in (Mountains 5, Lakes 2).

Coral:

- ♦ The Greatest Loot: Score 4 Fame for each Artifact instead of 2 Fame. Score 1 Fame for each crystal instead of every 2 crystals.

Variants

You could use the rules for this scenario for each Hero in a Full Conquest or Full Cooperation scenario, or in any other scenario, as long as it is possible to include the Map tiles required for each Hero while still following the rules for your chosen scenario.

VARIANT RULES

Greatest Quester

This variant uses the Quest cards introduced in this expansion and adds a new category to Achievement scoring, Greatest Quester.

At the end of the game, each player scores 1 Fame for each quest point they have scored. The player with the most quest points gets 3 extra Fame for being the Greatest Quester (1 if tied).

See the Greatest Quester scoring card for a reminder of these rules.

The Apocalypse Dragon In Place Of A City

The Apocalypse dragon may be used instead of an unconquered city in scenarios such as Full Conquest. We recommend one of two ways of doing this, depending on whether you definitely want the Apocalypse Dragon to be used in the scenario, or whether you just want it as a possibility:

- ♦ If you definitely want the Apocalypse Dragon to be used, when the final City tile is revealed, place the Apocalypse Dragon on the Map tile instead of the city.
- ♦ If you just want the Apocalypse Dragon as a possibility, each time a City tile is revealed, roll a mana die. If you roll black, place the Apocalypse dragon on the Map tile instead of the city. From now on, do not roll a mana die when a City tile is revealed.

Place the Apocalypse Dragon figure covering the city space and the 2 spaces above it. Ignore any sites on those 3 spaces. Treat the City space as a Plains space. The terrain of the other 2 spaces covered by the Apocalypse Dragon is unchanged.

Set each of the Apocalypse Dragon's heads to be the same level as the city would have been.

If you move into the City space to attack the Apocalypse Dragon, it is fortified during that combat, however it will not be fortified for any other players moving into a different space during a cooperative attack.

Apocalypse Dragon:

Randomized Levels of Heads

In this variant the levels of each of the Apocalypse Dragon's heads is randomized to give a more varied enemy. You may find this variant particularly useful in scenarios that use a fixed level for the Apocalypse Dragon's heads. Note that this variant will likely make your game slightly more difficult.

Instead of using the level of heads given, reduce the level of each head by 1 and then roll 4 mana dice. Reroll each mana die showing black or gold until it shows a basic mana color. Increase the level of one head by 1 for each mana die showing the indicated color: Blue: Death, White: Famine, Green: Pestilence, Red: War.

You may decide to roll these dice at the start of the scenario or when the Apocalypse Dragon is first revealed, or even wait until the Apocalypse Dragon is attacked for the first time.

Remember that the level of the Control head is always equal to the highest level of each of the other heads.

Mage Knight In A City

In this variant, each city you are attempting to conquer is being ruled over by a rogue Mage Knight. At the start of the game, shuffle all Hero cards that are not being used. When each city's garrison is revealed for the first time, reveal one of those Hero cards at random. The revealed Mage Knight is ruling the city and has the indicated effects.

Any changes to the type of an attack do not change the bonus (if any) those attacks get from the city:

- ♦ An attack that gains an elemental type still gains the bonus to Attack in the Blue city according to the Attack shown on the token.
- ♦ A physical attack that gains an elemental type still gains the Brutal or Poison ability in the Red or Green city.

If there is a tie for highest, second highest, or lowest Fame defender, the player who revealed the garrison chooses the tied defender to gain the bonus.

If you do not have enough Mage Knights for each city, you will have to reshuffle the Hero cards and use the same Mage Knight for more than one city.

If all Heroes are in use (because you are playing

a 4-player cooperative game and own no other expansions), use the Dummy Player as the ruler of each city.

Arythea:

When the garrison is revealed, place an Arythea Shield token on the highest Fame defender.

- ◆ It gains Ice Resistance
- ◆ Its attacks get +2 Attack and gain Fire attack in addition to any existing elements
- ◆ Any of its attacks that were already Fire or Cold Fire get +3 Attack instead

Goldyx:

When the garrison is revealed, place a Goldyx Shield token on the highest Fame defender.

- ◆ It gets +1 Armor
- ◆ It gets the indicated bonus for each different basic color of mana in the source:
 - ◇ **Green:** It gets another +1 Armor
 - ◇ **Blue:** Its attacks gain Ice attack in addition to any existing elements
 - ◇ **Red:** Its attacks get +1 Attack
 - ◇ **White:** Its attacks gain the Swift ability
- ◆ These bonuses change as the source changes

Norowas:

When the garrison is revealed, add another enemy token to the defenders of the same type as the defender with the second highest Fame. If there is only one defender (such as with a level 1 red or white city), add a gray enemy token. In either case, place a Norowas Shield token on the added defender.

- ◆ Its attacks get +1 Attack.

Tovak:

When the garrison is revealed, place a Tovak Shield token on the highest Fame defender.

- ◆ It gets +2 Armor
- ◆ It gains Fire Resistance
- ◆ Its attacks get +1 Attack

Wolfhawk (Lost Legion):

When the garrison is revealed, place a Wolfhawk Shield token on the highest Fame defender.

- ◆ It gets +1 Armor
- ◆ Its attacks get +1 Attack
- ◆ If it is the only defender, its attacks get +2 Attack instead of +1 Attack

If the defender with Wolfhawk's Shield token on it is defeated, at the end of the combat, move the Shield token to the remaining highest Fame defender, if any.

Krang (Krang character expansion):

Each time the city is attacked, at the start of the Block phase, summon an enemy token of the same type as the defender with the highest Fame. Place a Krang Shield token on the summoned enemy; its attacks are halved (rounded up). Discard the enemy token at the end of the Assign Damage phase.

Braevalar (Shades of Tezla):

When the garrison is revealed, place a Braevalar Shield token on the highest Fame defender.

- ◆ It gets +2 Armor
- ◆ It gets the indicated bonus to its attacks depending on the terrain in the map space adjacent to the city that the player assaulted the city from:
 - ◇ **Plains or Hills:** +1 Attack and they become Cold Fire attacks
 - ◇ **Forest:** +1 Attack and, during the day, they become Cold Fire attacks
 - ◇ **Desert:** +1 Attack and, at night, they become Cold Fire attacks
 - ◇ **Wasteland or Swamp:** +1 Attack
 - ◇ **Lake or Mountain:** No additional bonus

Coral:

When the garrison is revealed, place a Coral Shield token on the lowest Fame defender.

- ◆ It gets +3 Armor
- ◆ Its attacks get +3 Attack

Order of Choosing Tactic Cards (Competitive)

Sometimes it can be advantageous to see which Tactic cards other players have chosen before choosing yours. This variant allows players who are behind in Fame to have control over the order they choose their Tactic card at the start of a Round.

Replace step 3a. in “One Round of the Game (Day or Night)” with the following:

3a. In order of lowest Fame to highest, each player either chooses one Tactic card or passes. In case of a tie, the player whose Round Order token is in a lower position is considered to have the lower Fame. Note: This means that in the first Round, players are ordered in the reverse of the order they picked their Hero in.

If a player chooses a Tactic card, skip the remaining players and start again with the player with the lowest Fame.

- ♦ A player who has chosen a Tactic card may not choose another; they must pass.
- ♦ The player with the highest Fame of those who have not yet chosen a Tactic card may not pass; they must choose a Tactic card.

Once each player has chosen a Tactic card, this step ends.

Example: At the start of a day round in a 3-player game, Arythea has the lowest Fame, followed by Goldyx, with Tovak having the highest Fame. Arythea's player decides to pass to see which Tactic card one of the other players will choose. Goldyx's player could also pass, but they instead choose Tactic card 5 “Great Start”. As they chose a Tactic card, Tovak's player is skipped and the next choice goes to Arythea's player.

Arythea's player decides to pass again. Goldyx's player must pass as they have already chosen a Tactics card. Tovak's player must choose a Tactic card as they are the player with the highest Fame who has not yet chosen a Tactic card. They choose Tactic card 4 “Planning”.

Arythea must now choose a Tactic card as they are the player with the highest Fame who has not yet chosen a Tactic card. They choose Tactic card 3 “Mana Steal”; they will get to take their turn first this Round and also have a Tactic card with a very useful ability.

Multiple Dummy Players (Cooperative or Solo)

In this variant there are multiple Dummy players providing you with more of a challenge. They may either be normal Dummy players, or use the Proxy Player variant. You could even have one or more of each.

In some scenarios this may mean that you do not have enough available Tactic cards at the start of a Round.

In this case, all Tactic cards become available to be chosen again.

Alternatives When Gaining A Random Mana Crystal

This variant allows alternative rewards when gaining a random mana crystal. You may decide to use these in one or more of the following situations:

- ♦ When you roll a basic color and you already have 3 crystals of that color.
- ♦ When you roll gold and you already have 3 crystals of each basic color.
- ♦ Instead of gaining Fame +1 when you roll black.

Decide on one or more of the following alternatives to allow in your game:

- ♦ Reroll until you roll a color that is allowed.
- ♦ Gain a random Faction token. Decide before the game which faction or factions this may be from.
- ♦ If you are playing with quests, reveal a Quest card and place it in your player area. You may perform steps on that Quest card. At any time you may announce that other players may perform steps on the Quest card (you may not reverse this decision). Keep the Quest card until it is completed.

FAQ

Coral

Tempered Steel

If you play the basic effect of this card in your Attack Phase, you just get the Attack value. This means for example, if you previously played the Ambush Advanced Action card this turn, you could get the Ambush bonus on this Attack.

In PvP: Treat the basic effect as: Block 2 in the Melee Attacks phase and then Attack 1 on your next Attack, or Block 1 in the Melee Attacks phase and then Attack 2 on your next Attack.

Coordinated Attack

Compare the original value of an attack before you add +1 to see if it is of a different value, and compare it with the original value of any attacks you have already played, before you added +1 to them. The Attack 1 from the Skill counts for this purpose, so, for example, a card played sideways for Attack 1 won't receive a +1.

Example: You are attacking a High Dragon (9 Armor). You play Coordinated Attack (Attack 1) with 1 card sideways (Attack 1), Determination (Attack 2+1), and Improvisation (Attack 3+1), for a total of 9 Attack.



High Dragon

+ Sideways
Attack (1)

Coordinated Attack (1)







+ Determination
(2+1)



+ Improvisation
(3+1)

TOTAL = 9 Attack

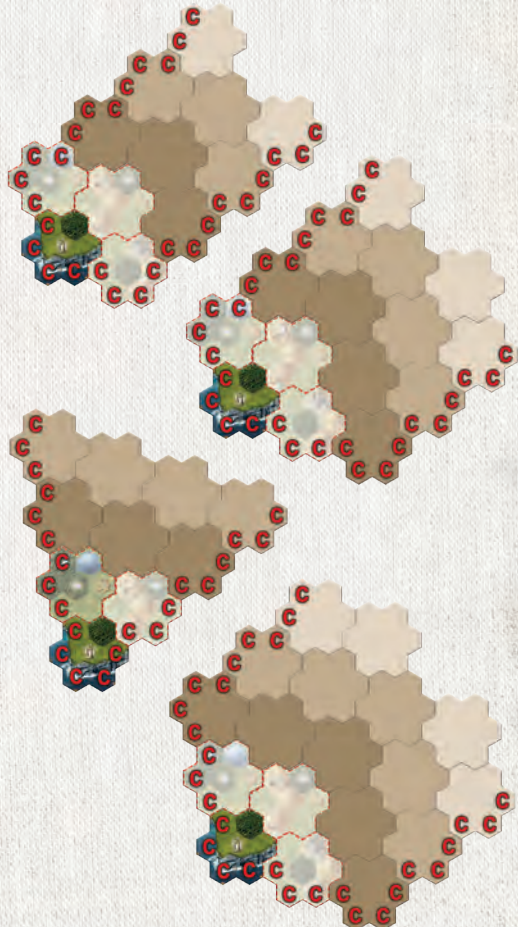
Combat Healer

You may still not assign damage to the same Unit twice in the same combat. However, you could, for example, wound an Utem Swordsmen to get Block 6, prevent the wound with this Skill, then assign damage to the Utem Swordsmen later in the same combat.

Commandeer Vessel

A coastline space is a space on the edge of the map extending from the coastline on the portal tile:

The movement along revealed coastline spaces is similar to Wings of Wind (you must decide how many Move points to spend, which space you end this movement in, and are not considered to have been in the spaces in between). Unlike Wings of Wind however, you may perform this type of movement several times and may explore in between them, just as if you were moving and exploring normally. As such, you may usually want to move only one coastline space at a time. See the diagrams below.



Improve Fate & Change Fate

The card you discard may not be a wound.

Possessed Enemies

Enemies with the Elusive defensive ability (Lost Legion) have both of their Armor values modified by the same amount by a possessed enemy's Armor modifier.

When using Krang's Puppet Master skill, you only get the circular enemy token (the possession ends once the enemy is defeated).

Psychic Attack

The Battle Hardened Skill from the Krang expansion and the Elemental Resistance Skill from the Shades of Tezla expansion each allow you to ignore 1 point of damage from a Psychic Attack.

A Unit may be resistant to the damage from a Psychic Attack, e.g. because of the Veil of Mist Spell from the Lost Legion expansion. If it is, handle its resistance in the normal way, remembering to use the level of the Unit as its Armor value.

Faction tokens

Scroll of Seeking

The following count as an inhabited site: any **village, monastery, keep, mage tower, city, oasis, or refugee camp** (Lost Legion).

Quests

For all quests, where "player" is mentioned, it means a real player, not a dummy player.

Quest card 5: "Prove Yourself"

You may not recruit Magic Familiars (Lost Legions) via this quest. Continue to reveal cards from the Regular Units deck until you reveal a different level II Unit to place underneath the Quest card.

You may complete steps 2 and 3 in the same turn if you are fighting multiple enemies and at least one of them is worth 4 or more Fame.

Quest card 7: "Random Objects"

Example: All the spaces in a straight line with all spaces with a 7.X Quest marker are outlined in red:



Quest card 10: "Free Wine"

The Wound you add to your hand in step 1a does not count towards knock out.

Quest card 12: "A Very Personal Quest"

You may not recruit Magic Familiars (Lost Legions) via this quest.

Quest card 13: "The Burned Monastery"

A Monastery with a Destroyed Site token on it may be restored via this quest.

Quest card 15: "Under Siege"

The player may still be attacked by Volkare (Lost Legions) - the mob will let him through and hope he does their job for them.

Scenario: The Fractured Lands

Teleporting is not moving. Therefore it does not trigger effects such as that on Savage Harvesting (Krang).

Credits

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QUICK REFERENCE

Psychic Attack

- ♦ A Psychic Attack may never benefit from any offensive abilities an enemy may have.
- ♦ A Psychic Attack is not a physical attack and may never have an elemental type.

When blocking a Psychic Attack:

- ♦ Psychic Block is the only type of Block that is efficient.
- ♦ All other types of Block are inefficient (reduced by half).
- ♦ Influence points may be spent as Psychic Block, and unlike Block, Influence points from the same source may be spent to block different Psychic Attacks.
- ♦ Psychic Block may only be used to Block a Psychic Attack; it may never be used to Block any other type of attack (physical, Ice, Fire, or Cold Fire).

When assigning damage from a Psychic Attack:

- ♦ If the damage is being assigned to a Unit, use the level of the Unit as its Armor value.
- ♦ If the damage is being assigned to your Hero, use the Armor value of your Hero, as normal.

POSSESSED ENEMY TOKENS

