INVADER ACTIONS EXPLAINED

**RESOURCES**

**Cost:** 1 Unit (1 Hourglass for the Defender)

**Effect:** The Invader may discard 1 Unit and gain Wood as follows:
- Goblin = 1 Wood
- Orc = 2 Wood
- Troll = 3 Wood

*Note: The Invader can acquire up to 8 Wood per Turn (5 + 3 if a Troll is used for the Gain Resources action).*

**EXCHANGE PHASE CARDS**

**Cost:** 1 Hourglass (for the Defender)

**Effect:** The Invader may exchange any number of Action cards with those available in his supply. Phase 1 and 6 cards may never be exchanged.

**MACHINES**

**BALLISTA**

**Cost:** 5 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Preparation:** The Invader creates a draw pile of 2 Hit cards and 4 Miss cards and shuffles them face down.

**Location:** The Invader places the Ballista Counter on the Rampart of his choice, and places the Machine cards on top, face down.

**Range:** The Ballista can target any Wall sections which are connected by Paths to this Rampart.

**Effect:** During Ranged Combat - The Invader announces which Wall section will be fired upon and draws 2 Hourglasses from the card pile. Reshuffle the pile.

**TREBUCHET**

**Cost:** 8 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Preparation:** The Invader creates a draw pile of 2 Hit cards and 4 Miss cards and shuffles them face down.

**Location:** The Invader places the Trebuchet Counter on a Foreground, and places the Machine cards on top, face down.

**Range:** The Trebuchet can target any Wall section which is located on the same side of the Stronghold as the Trebuchet's Rampart.

**Effect:** See the Catapult effect.

**BRIDGE**

**Cost:** 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Location:** The Bridge counter is placed on a Path which is free of any Traps.

**Effect:** The Defender may not place Traps on this path.

**POISON**

**Cost:** 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Location:** The Poison counter is placed at a chosen Wall section.

**Effect:** If the Invader has at least one Unit at the Wall Section with the Poison token present, one Marksman at this section dies before Melee Combat is resolved.

**QUARTERMASTER**

**Cost:** 1 Wood + 1 Goblin (1 Hourglass for the Defender)

**Location:** The Quartermaster token is placed on three chosen Siege Machines: Catapult, Trebuchet, or Ballista.

**Effect:** When a Siege Machine with the Bloodstone Target token hits kill one additional Defender Unit of the Invader's choice.

**BLOODSTONES**

**Cost:** 1 Wood + 2 Goblins (2 Hourglasses for the Defender)

**Location:** The Bloodstone tokens are placed on three chosen Siege Machines: Catapult, Trebuchet, or Ballista.

**Effect:** When a Siege Machine with the Bloodstone Target token hits kill one additional Defender Unit of the Invader's choice.

**SABOTEUR**

**Cost:** 2 Orcs or 3 Goblins (2 or 3 Hourglasses for the Defender, respectively)

**Location:** The Saboteur token is placed on a chosen Building.

**Effect:** All Actions available at this Building cost 1 Hourglass more.

**TRAINING**

**ARTILLERYMAN**

**Cost:** 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Effect:** Remove one Miss card from any Machine card pile. Reshuffle the pile.

**Note:** The Invader can train more Artillerymen for the same Siege Machine in the subsequent Turns.

**PRACTICE**

**BANNER**

**Cost:** 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Location:** The Banner counter is placed at a chosen Wall section.

**Effect:** +1 bonus to the Invader Strength at this Wall section.

**TRENCH MASTER**

**Cost:** 1 Orc (1 Hourglass for the Defender)

**Location:** The Trench Master token is placed on a chosen Rampart.

**Effect:** All Cannon attacks on this Rampart have no effect.

**EQUIPMENT**

**BANNER**

**Cost:** 1 Wood + 1 Orc or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Location:** The Banner counter is placed at a chosen Wall section.

**Effect:** +1 bonus to the Invader Strength at this Wall section.

**GALE**

**Cost:** 1 Goblin + 1 Wood (1 Hourglass for the Defender)

**Location:** The Gale tokens are placed on Wall sections.

**Effect:** Sending a Unit or Hero to or from the Wall section with the Gale Target token costs the Defender +1 Hourglass.
The Strength point (or 3 points if the Defender
on it
Strength points
Strength points
Strength points
Strength points
2 Strength points
The Defender turns over the top card of the Hit deck.
The Defender declares the target location of the Cannon and turns over the top card of the hit deck.
A Miss card has no effect
A Hit card indicates a type of Unit that dies.
Discard one Unit of that type. If the Hit card indicates several types of Invader units, the Defender chooses one type of Unit.
If multiple Cannons are firing, a card is drawn for each.
All Defender Hit cards are reshuffled after the Barrage.
Cauldron
Cost: Troll = 3 Hourglasses
Orc = 2 Hourglasses
Goblin = 2 Hourglasses
Location: The Cauldron piece is placed on the chosen Wall section.
Effect: During Melee Combat:
A Troll or Orc Cauldron kills a corresponding Unit at this Wall section
A Goblin Cauldron kills all the Goblins at this Wall section.
Cauldrons activate during every Assault.

The Workshop

POLE
Cost: 3 Hourglasses
Location: The Pole token is placed in any Tower that does not already have a Cannon, Pole, or Bay Window.
Effect: During Melee Combat:
Each Pole attack is resolved using the Defender’s Hit deck
The Defender picks one of the two Wall sections adjacent to the Tower equipped with a Pole
The Defender turns over the top card of the Hit deck
A Miss card has no effect.
If a Hit card is drawn, kill the weakest Invader Unit present at the Wall section indicated by the card.
If multiple Poles are used, a new Hit card is drawn for each.
All cards are reshuffled after all Poles are resolved.

CANNON
Cost: 3 Hourglasses
Location: The Cannon token is placed in any Tower that does not already have a Cannon, Pole, or Bay Window.
Effect: During Ranged Combat - Cannon fire at Invader Units in one of the following areas:
Foreground on the same side of the Stronghold
Any Ramparts opposite or adjacent to the Cannon’s Tower
Each Cannon Barrage is resolved using the Defender’s Hit deck:
The Defender selects a Cannon to fire
The Defender declares the target location of the Cannon and turns over the top card of the hit deck
A Miss card has no effect
A Hit card indicates a type of Unit that dies.
Discard one Unit of that type. If the Hit card indicates several types of Invader units, the Defender chooses one type of Unit.
If multiple Cannons are firing, a card is drawn for each.
All Defender Hit cards are reshuffled after the Barrage.

BAY WINDOW
Cost: 2 Hourglasses
Location: The Bay Window token is placed in any Tower that does not already have a Cannon, Pole, or Bay Window.
Effect: Add +1 Strength to both adjacent Wall sections if there is a Marksman in this Tower.

LADDER
Cost: 1 Hourglass
Location: The Ladder counter is placed at a chosen Wall section.
Effect: The Ladder provides one additional space for Defender units. There can be only one Ladder at each Wall section.

WALL REINFORCEMENT
Cost: 2 Hourglasses
Location: A Wall piece is placed on any Wall section. There is no limit of Wall components amount on a single Wall section.
Effect: Each Wooden Wall component adds +1 to the Defender Strength at that Wall section.

TRAP
Cost: 2 Hourglasses
Location: A Trap token is placed face down on a chosen Path and remains there until the end of the game.
Effect: During a Maneuver Action if the Invader chooses to move Units or a Siege Tower over a Trap it is revealed.
A Troll Trap kills 1 Troll from those that moved over the Trap.
The Goblin Trap kills all Goblins which moved over the Trap.
A Siege Tower Trap prevents the Siege Tower from moving forward. It returns to the Rampart or foreground it moved from.
Note: Trap tiles cannot be placed on Paths secured with Bridges.

MALFUNCTION:
Cost: 1 Hourglass
Effect: Put the Malfunction token on one Catapult, Ballista, or Trebuchet. The Invader cannot use this machine during the next Assault Phase. Remove the Token after the Assault Phase is concluded.

SPY
Cost: 2 Hourglasses
Effect: Put a Spy token on one Invader Action card. The Invader must pay one additional Unit to activate this card (the Defender receives an additional Hourglass also). The Spy Token stays as long as the Invader Phase card is not exchanged (see exchanging cards, rulebook page 6).
The Spy may not be placed on Phase 1 and 6 cards.

The Cathedral

MARKSMEN BLESSING
Cost: 2 Hourglasses
Location: The Marksman Blessing token is placed at one side of the Stronghold.
Effect: All Marksman on this side of the Stronghold, not engaged in Melee combat, shoot at a chosen Rampart. This Action lasts until the end of the Turn.

UNEARTHLY GLARE
Cost: 4 Hourglasses
Location: Place the Unearthly Glare token at any Wall section.
Effect: The Assault is not resolved at this Wall section. Remove Unearthly Glare at the end of the Turn.

SHARPSHOOTER
Cost: 2 Hourglasses
Effect: The Defender kills 1 Invader Unit from the board.

ORDERS MIX-UP
Cost: 2 Hourglasses
Effect: The Defender picks one Invader Order and discards it without revealing it.

The Barracks

TRAIN TROOPS
Cost: 2 Hourglasses
Effect: The Defender removes:
1 Marksman from the Barracks and puts 1 Soldier in his place, or
1 Soldier from the Barracks and puts 1 Veteran in his place.
Note: Training Actions may be used multiple times during a turn. Remove spent Hourglasses after each use.
Note: There can be up to 3 Marksman, 2 Soldiers and 2 Veteran at the Barracks at any time. If new Unit can not be placed in the Barracks, the action may not be performed.

FIND SABOTEURS
Cost: 3 Hourglasses and 1 Marksman
Effect: If there are Saboteurs inside the Stronghold, the Defender may sacrifice 1 Marksman from the Guards to remove all Saboteurs.
Note: There must be 1 Unit in the Guards to use this Action. When the Saboteurs are removed, the effects caused by them are also cancelled and those Actions with enough Hourglasses are immediately complete. Saboteur tokens go back to the Invader, so he can use them again.

The Guards

The Warrior
Cost: 1 Goblin
Effect: The Defender removes 1 Goblin from the Guards to remove all Goblin. Note: There must be 1 Unit in the Guards to use this Action. When the Saboteurs are removed, the effects caused by them are also cancelled and those Actions with enough Hourglasses are immediately complete. Saboteur tokens go back to the Invader, so he can use them again.

The Officer
Cost: 1 Orc
Effect: The Defender removes 1 Orc from the Guards to remove all Goblin. Note: There must be 1 Unit in the Guards to use this Action. When the Saboteurs are removed, the effects caused by them are also cancelled and those Actions with enough Hourglasses are immediately complete. Saboteur tokens go back to the Invader, so he can use them again.

The Soldier
Cost: 1 Troll
Effect: The Defender removes 1 Troll from the Guards to remove all Goblin. Note: There must be 1 Unit in the Guards to use this Action. When the Saboteurs are removed, the effects caused by them are also cancelled and those Actions with enough Hourglasses are immediately complete. Saboteur tokens go back to the Invader, so he can use them again.

The Veteran
Cost: 1 Banner
Effect: The Defender removes 1 Banner from the Guards to remove all Goblin. Note: There must be 1 Unit in the Guards to use this Action. When the Saboteurs are removed, the effects caused by them are also cancelled and those Actions with enough Hourglasses are immediately complete. Saboteur tokens go back to the Invader, so he can use them again.

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