**Preparation:** 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

**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.

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**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 the top Machine card from the pile.

- **miss** - the Ballista has missed. Discard the Miss from the game.
- **hit** - the shot is a success. The Ballista destroys one Wall component. If there are no components on the chosen Wall section, the hit destroys this section's Cauldron. If no Cauldrons, a Tower may be targeted, the Cannon/Poles/Bay Window is destroyed. The drawn Hit card is then shuffled back into this Ballista's pile.

*Note: Scouts from the Stronghold may sabotage the Catapult.*

**MANTELET**

**Cost:** 4 Wood + 1 Troll or 2 Goblins (1 or 2 Hourglasses for the Defender, respectively)

**Preparation:** The Invader places the Mantelet counter on the Rampart of his choice.

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

*Note: Mantelets DO NOT protect from Cannons and the Sharpshooter Action.*

**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.

**SIEGE TOWER**

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

**Preparation:** The Siege Tower is placed on a chosen Foreground. Siege Towers move towards the Walls in addition to other Units.

**Effect:** Wall Components and Cauldrons are not resolved during combat on any Wall section where the Siege Tower is present.

*Note: The Defender can use traps for Siege Tower the same as for Trolls or Goblins. If the Siege Tower falls into such a trap, it does not move during this maneuver (it may move in subsequent maneuvers).*

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**SIEGE MACHINES**

**CATAPULT**

**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 Catapult Counter on the Rampart of his choice, and places the Machine cards on top, face down.

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

**Effect:** During Ranged Combat - The Invader declares which Wall section or Tower will be fired upon and draws the top Machine card from the pile.

- **miss** - the Catapult misses. Discard the Miss from the game.
- **hit** - the shot is a success. The Catapult destroys one Wall component. If there are no components on the chosen Wall section, the hit destroys this section's Cauldron. If no Cauldrons, a Tower may be targeted, the Cannon/Poles/Bay Window is destroyed. The drawn Hit card is then shuffled back into this Catapult's pile.

*Note: Scouts from the Stronghold may sabotage the Catapult.*

**LADDER**

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

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

**Effect:** +1 extra Unit space at this Wall section.

**SAP**

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

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

**Effect:** During the Maneuver phase, the Invader can additionally send one Goblin or Orc Unit from his Supply directly to this Wall section.

*Note: If the Invader plays two Maneuver Actions in one Turn, they may use the Sap during each Maneuver.*

**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.

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** 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.

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**RITUALS**

**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.

**DRILL SERGEANT**

**Cost:** 2 Goblins (2 Hourglasses for the Defender)

**Effect:** Exchange 2 Goblin Units for 2 Troll Units from supply. The new Units are placed in any Foreground.

** 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.*

**QUARTERMASTER**

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

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

**Effect:** One of your Units may ignore this Rampart during maneuvers and proceed directly to the Walls.

**TRENCH MASTER**

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

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

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

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**GALE**

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

**Location:** The Gale token is placed on a selected Wall section.

**Effect:** Sending a Defender Unit or a Hero to or from the affected Wall section costs +1 Hourglass.
The Forge

CANNON
Cost: 3 Hourglasses
Location: The Cannon piece 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 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 Hit card has no effect
A Miss card has no effect
- A Miss 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 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.
Note: Some Wall sections cannot accommodate Cauldrons.

The Workshop

POLE
Cost: 3 Hourglasses
Location: The Pole piece 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.
- A Miss 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.

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 Marksmen in this Tower.

PLATFORM
Cost: 2 Hourglasses
Location: The Platform counter is placed at a chosen Wall section.
Effect: The Platform provides one additional space for Defender units. There can be only one Platform 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 any one additional Unit to activate this card (the Defender receives an additional Hourglass also) The Malfunction Token stays as long as the Invader Phase card is not exchanged (see exchanging cards, rulebook page 6).

Cannons
Stage 2 - Siege Machines
Stage 3 - Orders
Stage 4 - Resolving Strength
Stage 5 - The Hospital

TRAPPERS
Cost: 1 Hourglass
Effect: The Defender picks one Invader Order and discards it without revealing it.

BARRACKS
Training Actions can be used more than once per Turn.

TRAIN TROOPS
Cost: 2 Hourglasses
Effect: The Defender removes:
- 1 Marksman from the Barracks and puts 1 Soldier in his place
- 1 Soldier from the Barracks and puts 1 Veteran in his place.

MARKSMEN BLESSING
Cost: 2 Hourglasses
Location: Place the Marksmen Blessing token on any Wall section.
Effect: The Marksmen 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 on any Wall section.
Effect: The Assault is not resolved at this Wall section. Remove Unearthly Glare at the end of the Turn.

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

CONFUSE ORDERS
Cost: 2 Hourglasses
Effect: The Defender immediately cancels any Assailant Actions which expire at the end of the Turn.

The Cathedral

INVADER STRENGTH:
1 Goblin (1) 1 Strength point (or 3 points if the Goblin Fury Order was issued)
1 Orc (2) 2 Strength points
1 Troll (1) 3 Strength points
1 Banner 1 Strength point

DEFENDER STRENGTH:
1 Marksman (1) 1 Strength point
1 Soldier (1) 2 Strength points
1 Veteran (1) 3 Strength points
1 Wall component 1 Strength point
1 Bay Window with at least one (1) on it 1 Strength point.

The Officer 3 Strength points

The Workshop

Defenders

END OF THE TURN

Before the next Turn begins:
- Remove all Tokens which expire at the end of the Turn.
- The Invader removes all Units and Wood from the Action cards.
- The Defender removes all Hourglasses from completed Actions.

Note: Hourglasses marking incomplete Actions remain on the board.

Move Turn token by one space. Now the Defender receives 2 Hourglasses to use after the first Invader Action. The Invader begins a new Turn with Phase 1 – Supplies.

Check also the FAQ at our website - http://portalgames.pl

General Rules

- After placing tokens stay on the board till the end of the game (except for Rituals and Orders).
- To kill a Unit, you need to have equal or higher Strength.
- Any time a Unit is killed as the result of a combat or player action, the player who won the combat, or executed the action, chooses which units to kill.

Ranged Combat
Stage 1 - Cannons
Stage 2 - siege Machine
Stage 3 - Marksmen
Stage 4 - Resolving Strength
Stage 5 - The Hospital

Melee Combat
Stage 1 - Cauldrons
Stage 2 - Pole
Stage 3 - Orders
Stage 4 - Resolving Strength
Stage 5 - The Hospital

Resolving Strength

The Strength of the remaining fighting forces is calculated on each of the Wall sections. Both players sum the total Strength of their respective Units on each Wall section.

Cost:
2 Hourglasses
Location: Place the Marksmen Blessing token on any Wall section.
Effect: The Marksmen 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 on any Wall section.
Effect: The Assault is not resolved at this Wall section. Remove Unearthly Glare at the end of the Turn.

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