



The Barons and their armies press deeper into Lassadar. Under the cover of a clouded moon the call rings out from the Citadel in Kurth - "They have breached the main gate and are advancing into the city!"

You, one of the few remaining Arms of the Wardens, rise and go out into Kurth to defend the city against the coming onslaught. Can you last long enough for reinforcements to arrive end the menace of the Dread Barons...

Needed to play the game:

- 18 cards
- 3 six-sided dice
- 40-50 eurocubes to be used as the markers for the Siege Forces (black)
- 3 eurocubes to mark Mana, Spirit and the Game Rounds (blue)
- 2 eurocubes to mark the Protected Locations (white)
- 1 eurocube to mark the Passageway Access (yellow)
- 1 Player Token to mark your current Location

Setup:

Separate out the following cards and lay them in front of you:

- The 4 Location Cards which will be placed in a 2 card by 2 card formation, placing your token on the **Citadel** location
- The Mana/Round/Spirit Tracking Card, adding markers to the Mana [6], Round [1], and Spirit [12] spaces
- The double sided card which shows tables to be used in the game, and on the reverse side, an icon glossary and quick reference for the phases in a turn
- Shuffle the remaining 12 Action Cards and place them face down as a draw pile next to the Location Cards

Play:

You must successfully counter the Siege Forces of the Barons for 3 game rounds until reinforcements arrive. If you can manage to do this without a specific number of the locations (see Phase 4: Siege Loss below) being overrun by the Siege Force or without losing all your Spirit you win.

Each round has 4 turns and each turn has 4 phases:

Phase 1. Upkeep - Deal 3 Action Cards and place these in a row. Add each set of values listed on the bottom row [Siege Force Marker Reinforcements, Bonus Attack Strength, Mana Boost] then place additional Siege Force markers on first 2 card locations dealt unless the location is protected. If the Action Card shows an 'OR' location, choose the location with fewest markers. Once you have distributed new Siege Force markers, remove any Protected Location markers on the Location Cards.

Phase 2. Movement - You must now move your Player Token 1 to 3 Locations in clockwise order around city [and/or use the Passageway if doubles were rolled during your previous Phase 3: Attack]. Note: applicable Special Actions may alter this movement. Once you have moved, remove the Passageway marker from your Player Tracking card if you have one. Passage between the Armory and the Barracks does not count as any of your one to three movement spaces.

Phase 3. Attack - If the location you are at has Siege Force Markers on it, you must now attack. Calculate the Total Attack Strength of the Siege Force by consulting the Siege Force Table which lists Attack Strengths [A/S] based on the number of markers currently on that location (ex. 5 markers = 3 A/S), and adding the total Bonus Attack Strength as listed in the bottom middle of the 3 Action Cards. Next, roll your two attack dice (2d6) and add in any bonuses gained by the use of spells. This is your total Attack Roll. Note: there may be a listed Mana cost for using a spell.

You win the attack if your Attack Roll is equal to or greater than the Total Attack Strength of the Siege Force. If you are successful consult the Siege Force Loss Table and remove the listed number of markers from this location based on your Attack Roll.

You lose the attack if your Attack Roll is less than the total Siege Force Attack Strength. If you are not successful consult the Spirit Loss Table to decrease the level of your remaining Spirit.

If the location you are at does not have Siege Force Markers on it, you may use any spells or Special Actions if applicable.

Special Actions - One Special Action chosen from those listed on the 3 current Action Cards may be used at any time during Phases 1, 2 or 3. Note: there may be a listed Spirit cost for using a Special Action.

Phase 4. Siege Loss - You must now check to see if a number of Locations are overrun: A location is overrun if it has eight or more Siege Force markers on it

- Easy Game - 5 or more Locations are overrun
- Normal Game - 4 or more Locations are overrun
- Advanced Game - 3 or more Locations are overrun

or if your Spirit level = 0

If either of these conditions are met you have lost the siege.

If not, discard the current 3 Action cards, place any Protected Location markers, depending upon applicable cast spells and/or Special Actions, and deal 3 new Action cards. If the draw pile of Action cards is exhausted, shuffle the discard pile and create a new draw pile; then move the Round Marker down one space on its track.

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ICON GLOSSARY



BOX LABEL

