CLOUDSPIRE

SOLO SCENARIOS

v2.0

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Before you dive into the solo and co-op rules for Cloudspire, be sure to familiarize yourself with the PvP rules in the Cloudspire Rulebook. By and large, these solo and co-op rules build on the rules found in that book, so we do not repeat them in the rules that follow here.

SOLO AND CO-OP MODE

Solo and co-op modes offer a number of scenarios to complete, each presenting different challenges that will test your strategic thinking, adaptability and, in co-op mode, collaboration skills.

Solo mode is laid out as a campaign. The scenarios are meant to be played in the order they are presented in this book, allowing you to follow the narrative that accompanies each scenario. The solo scenarios are broken up into sections based on the faction you're playing. If you own any faction expansions, the solo scenarios in each expansion can be played as an extension of the campaign in the base game.

Co-op mode features two players working together, each playing their own faction. These scenarios come in pairs, with each pair meant to be played one after another. You can play the pairs of scenarios in any order. Each faction expansion provides you with an additional new pair of scenarios.

In both modes, you play against one or more "AI" factions, which take actions governed by the rules in this book. In each scenario, you win if you successfully complete at least one of three unique objectives, while the AI fights against your attempt. Each objective you complete without triggering a loss condition earns you renown, which you can use to unlock bonuses in future scenarios and to track your overall success in the campaign. See pages 30-33 for more details about renown and campaign tracking.

A key to mastering these modes is predicting what the AI factions will do, which allows you to counter them effectively and manipulate them to your advantage.

If this is your first time playing Cloudspire solo or co-op, we've included a tutorial scenario to help you learn the basics. Throughout the solo and co-op rules, you'll find a series of blue boxes like this one, which will walk you through the tutorial's first wave. Later, if you need to refer to specific rules in this section, you can ignore the blue boxes.

A NOTE ON EXPANSION CONTENT

You can include earthscapes, market chips and regular landmarks (swamp, temple or ruins) from any Cloudspire expansion when playing any co-op or solo scenario. Expansion isles and special landmarks are not used in these scenarios.

SET-UP

The diagram on page 7 shows the map for the tutorial scenario.

GATHER YOUR FORCES

In solo and co-op scenarios, the factions you play are determined for you. If playing co-op, decide which player will play which of the two factions outlined.

Each player should take the reference sheet, fortress, dice, and chips for their faction, as well as a barracks, gate health tracker chip and Source tracker chip. Set aside the same components for each AI faction. Factions not being played can generally be returned to the box, but it's always a good idea to scan the scenario first, as some may call for components from other factions.

In the tutorial scenario, you're playing as the brawnen against the grovetenders. Take the components for both factions out of the box and set up both barracks.

CARRYOVER AND SET-UP BOXES

Most scenarios feature additional rules that reference the results of an earlier scenario under the Carryover header. These rules create continuity from one scenario to the next.

The Set-Up section describes variables to the scenario set-up, if any.

Since this is your first time playing, the carryover has no effect.

The set-up calls for you to roll a D6 as part of laying out the board. For the tutorial, we'll assume you rolled a 1, which means there will be no set-up changes.

CREATE YOUR ISLAND

Create the island as shown in the map diagram for the scenario you are playing. Hex groups and fortresses are labeled by number on the map. You can use the small numbers printed on the neoprene or the Neoprene Hex Tile Key on pages 20-21 to aid you. Hex groups appearing on the first level of the island are outlined in yellow. Any hex groups on the second level (layered over the first) are outlined in magenta. Hex groups on the third level are outlined in blue.

Place all spires, units, and other features, each of which are marked with letters and explained in the map's legend. Ignore the starting upgrades shown on the starting spires' chips and follow the legend instead. The upgrades shown from left to right in the legend are stacked in the same order from top to bottom.

The legend also tells you how much health the starting units have, overruling the units' health stats. Units may also start with upgrades in the same manner as spires do. Units with a ☆ on their image start on the island on their promoted side.

If a landmark type, like swamp, is called for in the legend, it is placed randomly facedown, and you should not look at the other side. If one is called for by name, like thoraxx, it is placed faceup. If a gateport is called for, choose one at random, then shuffle the remaining gateports in with the rest of the landmarks as normal.

Create the island on page 7. The legend shows that Awsh starts in play with 3 health. It also calls for a specific landmark, the thoraxx, so find it among your landmarks and place it faceup with 5 health. The grove-tenders also start with some spires. Since there are two D Hexes on the map, place a shrubbery with the required upgrades on both hexes.

Place a swamp landmark on the Source well closest to each fortress gate and a random landmark on all other Source wells. All features from the legend must be placed prior to placing landmarks. Occupied hexes are not considered Source wells during set-up.

Place swamp landmarks on the Source well adjacent to the brawnen fortress gate and the Source well two spaces from the heir fortress gate. Cover the other two Source wells with random landmarks.

THE REST

Set fortress gate health and Source trackers according to what is shown in the fortresses on the map. AI factions do not use Source, but they sometimes have a Source amount in their fortress indicating how much Source you will pillage if you defeat the fortress gate and the scenario doesn't end. This is most common in co-op scenarios.

Set up the market as normal with market chips and earth-scapes. A solo game will have 3 market chip options, and a co-op game will have 4 market chip options.

Set up your relic deck so that it only contains cards with the icon on it. Any relics without this symbol are returned to the box.

The event deck is not used in solo and co-op scenarios.

Ensure that all other required components are set out: upgrade chips, health chips, advancement pegs, spire attack dice, the D6, and the Landmark and Market Talents reference sheet.

After following these remaining set-up instructions, you are ready to play!

LEARNING THE VINES

Waves: 3 **Opponent**: Grovetenders

CARRYOVER

- If you have played this scenario before and achieved less than 3 renown, start this scenario with the **Stronghold 2 – Gate Dispatchers** and **Stronghold 3 – Gate Spikes** fortress advancements at no cost.

SET-UP

- Roll D6:

1-3: No changes to set-up.

4-6: Add an extra to thoraxx, and remove the bottom upgrade from 2 grovetender spires of your choice.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Use an **architect** to construct a **dispatch platform** spire on Hex B.
- Defeat both **shrubbery** spires on the D Hexes.
- Have 5 or more fortress gate health at the end of Wave 3.

LOSS

- **Awsh** is defeated.

SCENARIO RULES

- **Awsh** is the only hero the brawnen may deploy.

AI RULES

None.

MARKS

Brawnen: Grovetender fortress gate

Grovetenders: Brawnen fortress gate

Dywen: Closest opposing hero > brawnen fortress gate

EVENT DIE RESULTS

1–2: 1 damage is dealt to the brawnen fortress gate.

3–4: The brawnen lose 2 Source.

5–6: Add to the bottom of all **reetall** spires.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Grovetenders				
No event	0 Source	Grovetenders purchase an earthscape but do not place it.	Grovetenders construct a **reetall** spire – on a fortress Source well.	**Player:** 5 CP **Grovetenders:** Taproot, Treed*, Dywen *Summon: War Briar*
WAVE 2 • Brawnen				
Roll the **event die.**	3 Source	As normal.	Grovetenders construct a **reetall** spire – on a fortress Source well.	**Player:** 8 CP **Grovetenders:** Treed*, [War Briar, Taproot] *Summon: Vineherald*
WAVE 3 • Grovetenders				
Roll the **event die.**	3 Source	Grovetenders purchase an earthscape but do not place it.	As normal.	**Player:** 12 CP **Grovetenders:** [Treed*, Vineherald*], [Ogregrowth, Taproot], [Grizzled Oak, Taproot], War Briar*, War Briar* *Summon: Treed*

WRAP-UP

- Take note of how much renown you earned in this scenario, as it will impact your starting fortress advancements if you play this same scenario again.

OBJECTIVES

Each scenario outlines three objectives to complete. To beat a scenario and progress to the next, you must complete at least one objective without triggering a loss condition. Objectives may be completed in any order.

Some objectives have an outcome, which is triggered as soon as that objective is completed.

If an objective states that it must be completed at the end of the scenario, it can be completed even if you end the scenario early, which happens if you defeat all opposing fortress gates or as the outcome of some objectives. If an objective states that it must be completed at the end of a specific wave and the scenario ends before you start that wave, the objective cannot be completed.

LOSS

All scenarios are immediately lost if any player-controlled fortress gate is defeated. Some scenarios have additional loss conditions as well. If a loss condition is met, the scenario ends immediately. No renown is earned even if objectives were completed prior to the loss condition triggering.

If you lose a scenario, you should attempt it again and only move on to the next scenario once you have won.

SCENARIO RULES

The Scenario Rules section outlines any special rules for the scenario that differ from the standard ruleset.

AI RULES

The AI Rules section includes information on how the AI functions differently than the rules state, or how they use their fortress advancements or market purchases.

MARKS

In the Marks section, you'll find the marks for each faction's minions in the scenario. Marks will often be fortress gates, but they may occasionally be spires, units, or gateports. AI heroes may have their own defined marks and/or attack priorities outlined here as well. If not specified, AI heroes have the same mark as their minions.

Some scenarios may offer players multiple mark options for their minions. If so, players must select a mark and maintain the same mark for the entire wave. They may select the same or a different mark for the following wave. A faction immediately selects a new mark from their mark options if their mark is defeated or otherwise removed from the play area. Friendly factions in co-op mode may have the same or different marks.

The AI minion's mark is determined during the Prep Phase of a wave and stays the same for the entire wave. If their mark is the "closest," it refers to the closest mark to their deployment stack. AI heroes, on the other hand, determine their mark each turn. If their mark is the "closest," their mark is the closest to them before they move that turn.

If a tiered list of mark preferences is shown (separated by ">"), the first mark on the list that exists in play and is reachable becomes the designated mark. Looking at the example of Dywen on page 8, Dywen will only move towards the brawnen fortress gate if there are no opposing heroes that Dywen can get to using her terrain allowance of forest, or if there are none in play at all.

With the exception of units, all potential marks must connect to each other by path. This means that you may not earthscape or move potential marks in such a way that they do not touch path that leads to all other potential marks.

EVENT DIE RESULTS

Most scenarios utilize the D6 as the event die to generate a random event during some or all waves of a scenario. The event die is only rolled when the scenario tells you to do so.

WAVE AND PHASE DETAILS

In general, each phase of a solo and co-op mode game occurs as it does in a PvP game. The Wave and Phase Details table will outline any information that differs from the general rules.

A bar divides and numbers the waves. In solo mode, it indicates which faction acts first each wave. In co-op mode, the entire turn order is outlined. In scenarios where a faction's mark options vary by wave, that information can be found here as well.

WRAP-UP

If there is anything you need to keep track of when you are done with this scenario, you will see instructions here. The details of the wrap-up on one scenario will be explained in the Carry Over on the next scenario.

CONTROLLING THE AI

At times, AI opponents will ignore or break the standard Cloudspire rules. In the cases of rules conflicts, the scenario instructions always supersede these solo and co-op rules, which in turn supercede the main rulebook. You must carry out all given instructions on behalf of the AI if able. If there are multiple options to choose from, you make the choice freely. If an instruction is not possible to carry out in full, carry out as much of it as is possible and ignore the rest.

SOURCE & REWARDS

AI factions are considered to have unlimited Source. If the scenario instructs the AI to do anything that would cost Source, it does so freely. The AI's Source tracker is never adjusted up or down. It serves only as an indication of how much Source your faction earns by defeating its fortress gate.

The AI does not gain Source rewards, relics, or spires granted from defeating units or spires.

FRIENDLY & OPPOSING UNITS

In solo and co-op scenarios, player-controlled factions are friendly to each other and opposing to AI factions. If there are multiple AI factions, they are friendly to each other as well. Landmark minions oppose both player- and AI-controlled factions.

HEROES

AI heroes will level up on their current side but do not promote to their opposite side. When an AI hero defeats a unit, it will gain an attack upgrade unless otherwise specified. AI heroes are limited to their upgrade capacity.

More details about how AI heroes move and attack can be found in the Onslaught Phase rules, which start on page 12.

SPIRES

The AI ignores influence restrictions when constructing spires. AI also ignores upgrade capacities on spires. Spire upgrades are therefore only limited by the number of chips provided in the game. If an AI spire requires an upgrade and there are no more in the supply, it is not added.

There is no limit to the number of spires the AI faction may construct except by the number of spires in their barracks. Players, however, are restricted to a total of 6 spires in a solo game and 5 spires in a co-op game.

AI TALENTS

Pages 23-29 of this rulebook contain a master list of all of the talents AI units may have and how they function. This master list exists in both the solo and co-op scenario books, allowing you to keep one book open to the scenario you are playing and the other book open to the AI master talent list.

FORTRESS ADVANCEMENTS

When AI factions are granted fortress advancements, they do not need to be advanced sequentially. When advancements are acquired, you should check that faction's reference sheet to determine what the fortress advancement will do. Additional information about the advancement may also be found in the Build Phase instructions or under AI Rules if additional clarification about its function or timing is needed.

FORTRESS GATES

When the AI's fortress gate is attacked while there are units in the deployment stack, it will not assign the damage to the units and will instead take the damage to its gate and retaliate as normal.

If the AI defeats **any** player's fortress gate, the scenario is lost and ends immediately. If **all** of the AI's fortress gates are defeated, the scenario ends immediately but may still be won if at least one objective has been completed.

In scenarios where there are multiple fortress gates controlled by the AI, the defeat of one fortress gate may not end the scenario. If this occurs, the faction that defeated the fortress gate gains Source equal to the AI's Source tracker and then chooses another mark from its mark options. A defeated fortress gate remains defeated for the rest of the scenario. It cannot be marked by any faction, but it will continue to deploy units as normal.

THE PHASES OF A SOLO/CO-OP GAME

Now that you have some of the basics down, we're going to take you through the specifics of each wave, focusing on how the AI acts during each phase. If this is your first game, remember to follow along with the tutorial walkthrough in the colored boxes!

EVENT PHASE

The **Event Phase** in solo and co-op mode does not use event cards. Instead, events specific to the scenario you are playing may be listed here. Often, events will take the form of rolling the event die and referring to the Event Die Results section to determine the result.

As indicated in the Event Phase details for Wave 1, there is no event to resolve this wave.

INCOME PHASE

During the **Income Phase** of each wave, you will receive an income of Source. AI factions do not receive an income, as they are considered to have unlimited Source.

In Wave 1 this scenario, you receive 0 Source. The Income Phase doesn't affect the AI.

MARKET PHASE

The **Market Phase** occurs as outlined in the main rulebook. The AI does not make a purchase unless specified. If it does make a purchase, this happens in turn order. If the AI has multiple market options it could purchase, it will purchase the option with the highest Source cost. If no market options are available that match what the AI should purchase, it will not make a purchase.

The grovetenders are the first player this wave and will purchase the earthscape. This means that you can't purchase an earthscape this wave.

Since you have no Source, you will not make a market purchase.

BUILD PHASE

The **Build Phase** occurs as outlined in the main rulebook. AI factions pass unless otherwise specified.

The wave and phase details tell you that the grovetenders construct a reetall spire with an attack and range upgrade, in that order, on an available fortress Source well. Since both Source wells are available, you choose to construct it on the fortress Source well adjacent to the plains hex.

Since you still have no Source, you pass on your first turn in the Build Phase. The grovetenders have nothing else they are instructed to do, so the phase ends.

PREP PHASE

In the **Prep Phase**, determine your mark if you have multiple options. Then, use the CP you are granted in order to select and prepare units for the wave. Prepare your units as outlined in the main rulebook.

Scenarios will usually provide a list of units to be placed in the AI deployment stack. The list from left to right should be stacked from top to bottom. Units with an asterisk* should be prepared on their promoted side. Units within square brackets [ ] should be grouped together. Their deployment stack should be placed on their fortress gate.

If an event or any other effect adds a unit to the AI's Prep Phase, you may choose where in the deployment stack to add this unit unless otherwise specified. It may not be grouped with other units. If the scenario dictates the deployment of a unit that is not in the AI barracks, skip adding that unit.

AI factions may stack units in ways that would not normally be permitted. For example, they may group slow units under faster ones or deploy promoted units without having the corresponding fortress advancement.

The grovetenders select the brawnen fortress gate as their mark, as dictated by the scenario. You mark the grovetender fortress gate.

In Wave 1, the grovetenders deployment stack consists of a taproot, a promoted treed, and Dywen, in that order. Note that the AI doesn't need to adhere to the standard selection rules and is therefore able to select a promoted treed.

You use your 5 CP to select a battleborn and a dispatch. Place them in that order, ungrouped, on your fortress gate to create your deployment stack. Awsh starts the game already in play, but he still counts as your one hero for Wave 1.

ONSLAUGHT PHASE

While the Wave and Phase Details do not show the Onslaught Phase, it occurs after the Prep Phase each wave. The phase is carried out as outlined in the main rulebook.

START OF TURN

At the start of each turn, check if campfire mode triggers. AI heroes will go into campfire mode if there are no player-controlled units in play, and vice versa.

The AI does not use limited build options, but it could have talents that trigger at the start of its turn such as Healing and Raze.

GROVETENDERS START OF TURN

The grovetenders have no Start of Turn talents and do not use limited build options, so they proceed straight to the movement portion of this turn. Going forward, we will skip over the Start of Turn for both factions unless there is something happening in it.

MOVEMENT

AI units follow modified movement rules compared to player-controlled units. AI minions must move their **full** movement stat while making **as much** progress towards their mark as possible using their valid terrain types.

If an AI minion cannot use its full movement stat while making progress, it will use as much movement as possible to make as much progress as possible. If an AI unit cannot make progress, you may optionally have it make a lateral move (ending its movement no closer and no further away from its mark) using any amount of its movement. An AI minion cannot move in such a way that it ends its turn further from its mark than it started. When moving minions, the AI always moves its leading minion first. You may choose the timing of each AI hero's movement, either before or after AI minions once deployed.

AI heroes move towards their marks just as AI minions do. However, an AI hero is not forced to use its full movement stat as long as it makes the maximum amount of progress possible towards its mark. AI heroes with the # Range talent will only move as close to their mark as they need to in order to make an attack on it.

AI units can displace friendly heroes and units with talents that allow displacement, but they will only do so if they have to in order to make the most progress possible using all of their movement, or if they have a talent that tells them to do so specifically.

MOVEMENT

The taproot moves first, using its 2 movement to move 2 path hexes out of the fortress. This is the only movement option for the taproot, as it must make as much progress as possible.

The promoted treed has the forest terrain allowance, allowing it to move over the plains hexes outside the fortress.

Since AI units must make maximum progress towards their mark, the treed moves over these hexes, ending its movement adjacent to the revealed thoraxx. The thoraxx has Toxic Secretion, so the treed is dealt 1 damage for moving onto a hex adjacent to the thoraxx. Note that AI units do not consider their proximity to damaging talents and spires when determining their movement, so it's sometimes possible to manipulate their movement to your advantage.

Dywen is next to move, and her mark is Awsh, as outlined in the scenario. Since she has the forest terrain allowance as well, she moves over the plains hexes towards Awsh.

SPIRES FIRE

On your turn, any of the AI spires that can fire on your units will do so. You choose the order in which AI spires fire. An AI spire will select its target in the following order of priority:

SPIRE ATTACK PRIORITY

1. *Current player's hero it can defeat.*
2. *Current player's minion it can defeat.*
3. *Current player's hero it can damage.*
4. *Current player's minion it can damage.*
5. *Any unit controlled by the current player.*

In the event of a tie (e.g. a spire could defeat two minions) it is your choice which it attacks. When determining if a spire can defeat or damage a unit, assume it rolls the highest amount of damage possible and account for talents on the potential target that reduce damage dealt.

SPIRES FIRE

You don't have any spires in range of grovetender units, so nothing happens.

EXPLORATION

AI units do not explore or reveal landmarks.

EXPLORATION

Since AI units don't explore, nothing happens. We'll skip this stage for the grovetenders for the rest of the tutorial.

ATTACK

AI minions must attack if they have a valid target. An AI minion with multiple targets will select its target in the following order of priority:

AI UNIT ATTACK PRIORITY

1. *Opposing fortress gate.*
2. *Opposing hero it can defeat.*
3. *Opposing spire it can defeat.*
4. *Opposing faction minion it can defeat.*
5. *Opposing landmark minion it can defeat.*
6. *Opposing hero it can damage.*
7. *Opposing spire it can damage.*
8. *Opposing faction minion it can damage.*
9. *Opposing landmark minion it can damage.*
10. *Any opposing unit or spire.*

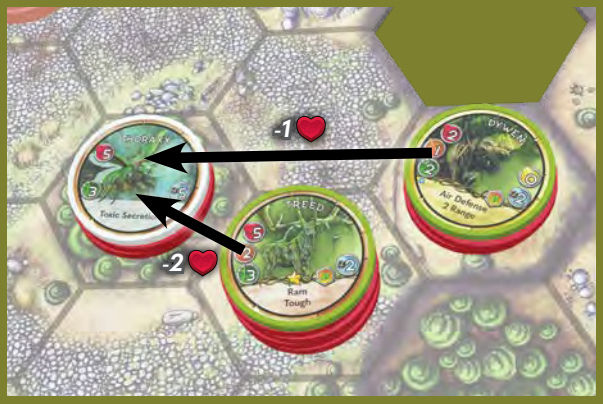
In the event of a tie (e.g. a unit could defeat two faction minions) it is your choice which it attacks.

AI heroes follow the same attack rules, with the exception that an AI hero will not attack if its attack would not result in damage being dealt.

You choose the order in which the AI units attack.

ATTACK

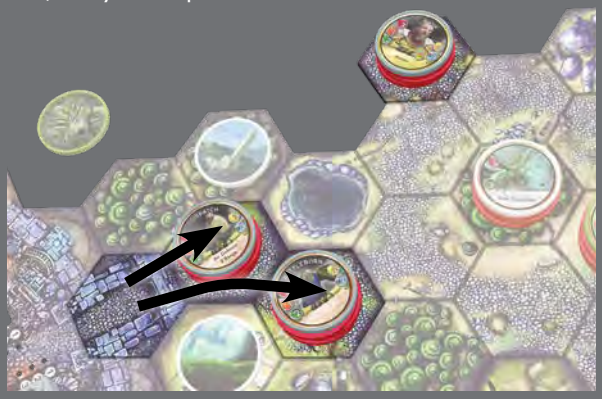
Since it is their only option, both the treed and Dywen attack the thoraxx, damaging it for a total of 3. You get to choose the order in which AI units attack, but it does not matter in this case since the thoraxx does not have an attack stat to retaliate.



BRAWNEN

MOVEMENT

You move your battleborn forward 2 hexes the only way it can along the path. While the dispatch also has 2 movement, it has no way to use its full movement, so you stop it behind the battleborn. Since Awsh is already deployed, you are free to move him from his starting hex, but you keep him where he is for now.



SPIRES FIRE

Your units are not in range of any grovetender spires, so nothing happens.

EXPLORATION

Your units are adjacent to two landmarks, but you choose not explore them this turn because you don't want to risk taking damage from a landmark minion.

ATTACK

None of your units have anything they can attack.

GROVETENDERS

MOVEMENT

Though you could move Dywen either before or after the grovetender minions, you decide to move the minions first. There are two possible hexes the treed can move to, both of which are three hexes from its mark, which means you get to choose which hex it moves to. You choose the route that causes the treed to take 2 damage from the thoraxx's Toxic Secretion.

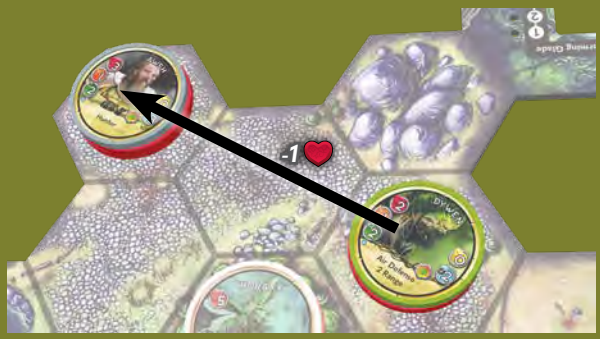
The taproot continues down the path, moving 2 hexes. Dywen moves 1 hex towards Awsh, not needing to move any closer since she has 2 Range. She takes 1 damage from Toxic Secretion. While you could move Dywen so that she would take an additional damage from Toxic Secretion and be defeated, you choose not to do so, leaving her as an easy defeat for Awsh next turn.

SPIRES FIRE

Nothing happens.

ATTACK

You choose to have Dywen attack first, dealing 1 damage to Awsh. Since she is not adjacent to Awsh and he does not have # Range himself, he does not retaliate.



The treed is in position to attack either the battleborn or the thoraxx. Checking the AI's attack priority list, it will attack the thoraxx, as it is a landmark minion that the treed can defeat, which is a higher priority than the battleborn, a faction minion it could only damage. While the thoraxx is defeated, AI factions do not get Source rewards for defeating units or spires.

BRAWNEN

MOVEMENT

Both of your minions are blocked by the treed and are unable to move this turn. You move Awsh one hex towards Dywen so he can attack her.

SPIRES FIRE

Nothing happens.

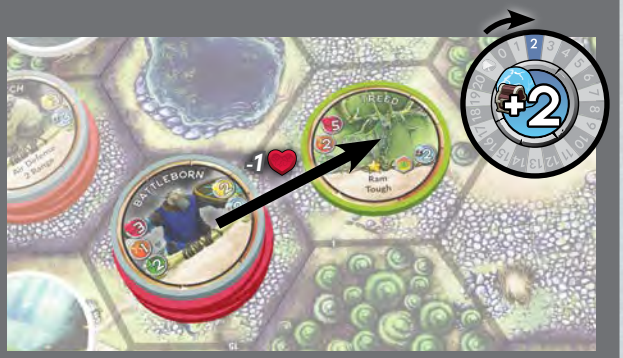
EXPLORATION

You choose not to explore either landmark adjacent to your units.

ATTACK

Both of your minions can attack the treed. You attack with the dispatch first, dealing 1 damage. Since the dispatch is not adjacent to the treed and it does not have # Range, it cannot retaliate.

You attack the treed with the battleborn next, defeating it and gaining 2 Source.

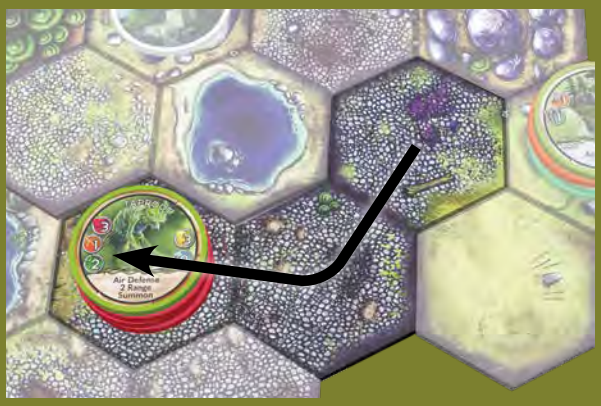


Awsh then attacks Dywen, defeating her and gaining another 2 Source. Since Awsh is a hero, you can level him up when he makes a defeat. You give him an attack upgrade.

GROVETENDERS

MOVEMENT

The taproot is the only grovetender unit left! It moves two hexes along the path.



SPIRES FIRE

Nothing happens.

ATTACK

Nothing happens.

BRAWNEN

MOVEMENT

You move the battleborn 2 hexes down the path towards the grovetender fortress gate and then move the dispatch 2 hexes as well. You do not move Awsh, leaving him on his current hex and out of the way of the incoming taproot.

SPIRES FIRE

Nothing happens.

EXPLORATION

Nothing happens.

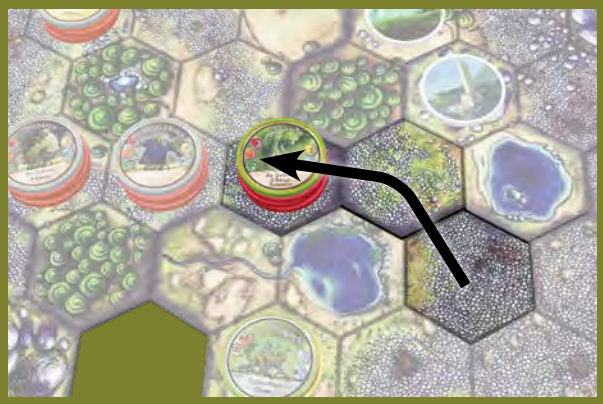
ATTACK

Nothing happens.

GROVETENDERS

MOVEMENT

The taproot moves two hexes down the path, finishing its movement adjacent to the battleborn.



SPIRES FIRE

Nothing happens.

ATTACK

With Awsh too far away, the taproot can attack either the battleborn or the dispatch. Since both options are faction minions that would be damaged but not defeated, they're equal in attack priority, so you get to choose which one is attacked. You decide that the taproot will attack the battleborn and deal 1 damage, with the battleborn retaliating for 1 damage as well.

BRAWNEN

MOVEMENT

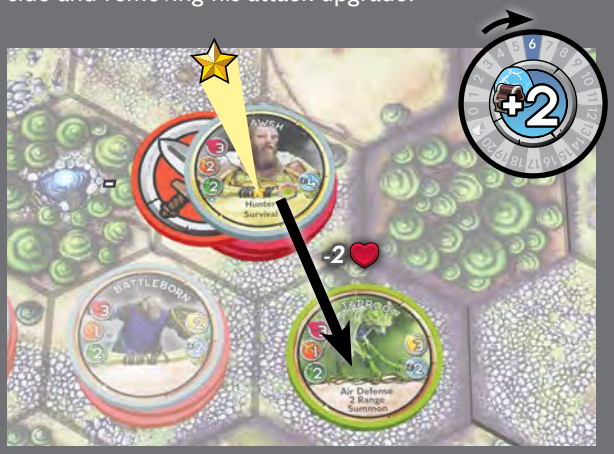
You can't move the battleborn closer to its mark thanks to the taproot blocking the path. A lateral move is possible, but you decide to keep the battleborn put. This means that the dispatch can't move, either. You move Awsh two hexes, adjacent to the taproot.

SPIRES FIRE

Nothing happens.

ATTACK

Awsh attacks first, dealing 2 damage and defeating the taproot. The brawnen gain 2 Source from this defeat and prevent the taproot from using its Summon talent, which is triggered when the taproot is reduced to exactly 1 health. Awsh levels up, flipping to his promoted side and removing his attack upgrade.



The battleborn and dispatch have nothing they can attack.

GROVETENDERS

START OF TURN

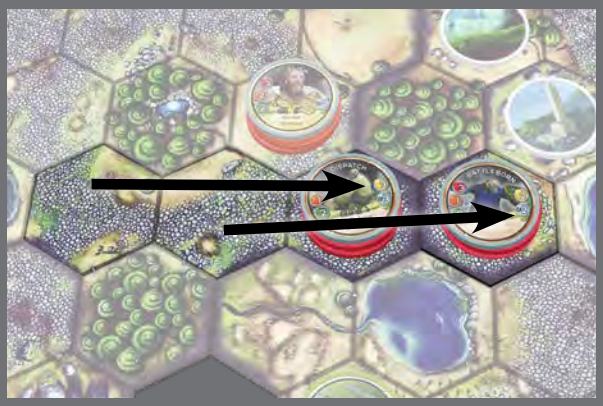
Since there are no more opposing faction units in play, Awsh goes into campfire mode and is inactive for the rest of the wave.

The grovetenders have nothing more to do this wave.

BRAWNEN

MOVEMENT

The battleborn and dispatch each move 2 hexes towards the grovetender fortress gate.



SPIRES FIRE

Since the battleborn is in range of the reetall spire, the spire fires at it. As the reetall has 1 attack upgrade chip, it will use 1 spire attack die. It rolls a miss, dealing no damage to the battleborn.

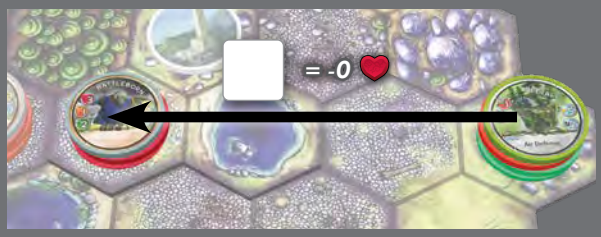
EXPLORATION

Because the battleborn survived the attack from the reetall spire, you could reveal the landmark adjacent to it, but you decide not to.

ATTACK

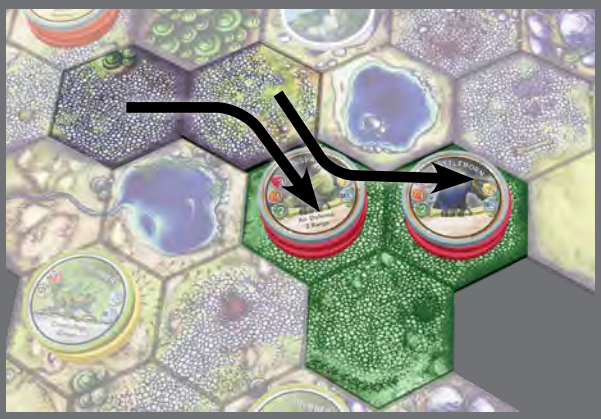
While the grovetender shrubbery spire is within 2 hexes of the dispatch, the shrubbery's Camouflage prevents the dispatch from attacking it.

Since the grovetenders have no units in play, you keep taking turns until all of your minions are defeated.



MOVEMENT

You move both the battleborn and dispatch 2 hexes towards the grovetender fortress gate. While the battleborn had another movement option, it would have ended on a hex within the shrubbery's range, which you want to avoid.



SPIRES FIRE

Both the battleborn and dispatch units are in range of the reetall spire. AI spires consider their maximum damage potential when choosing targets. Since it can deal a maximum damage of 2, the reetall will view the battleborn as an "opposing faction minion it can defeat." The spire attacks the battleborn, rolling a 1 and dealing 1 damage to the unit.

EXPLORATION

Nothing happens.

ATTACK

While both grovetender shrubbery spires are within 2 hexes of the dispatch, Camouflage still prevents the dispatch from being able to attack them, so your units still cannot attack anything this turn.

Continue to play out the rest of the wave until all of your minions are defeated. As you move into Wave 2 and beyond, remember that you only need to complete one objective to win the scenario and proceed to the next.

Cloudspire scenarios are designed to be tough, and enemies will often have many more resources than you do. Remember to focus on your objectives, rather than just trying to destroy the enemy's fortress gate. Also remember to manipulate the AI mechanics to your advantage whenever you can.

Note: Renown earned in this scenario does not carry over into the solo campaign.

SCENARIO STRATEGY TIPS

This tutorial scenario is a lower level of difficulty than the rest of the solo and co-op scenarios in this book. To strategize effectively for tougher scenarios, it's best to read through all of the scenario text before formulating a plan.

Don't be surprised if it takes you a couple of plays to beat a scenario, especially if you are going for 3 renown. Here are some things to think about as you read through each scenario:

Map: Where are key spire locations? Where will our forces often clash?

Objectives: Which objective should I prioritize? Will completing one objective first help make other objectives easier? Should I focus on offense or defense? Remember, you only need to complete one objective to count the scenario as a success.

Loss Conditions: What causes me to lose immediately? It's important to know this so you can prioritize avoiding it at all costs. Other conditions might end the scenario but not cause you to lose. If timed right, you can intentionally trigger these to end the scenario after completing objectives in order to protect yourself from possible loss conditions.

Scenario Rules, AI Rules, and Marks: The general rules for scenarios will remain consistent, unless specifically noted. It's important to read these sections so you know how to overcome the setbacks and use the changes to your advantage. The Marks section will sometimes list the targeting priorities for enemy heroes, causing them to operate differently than enemy minions.

Event Die Results: Instead of using the event deck, you're often rolling an event die to create random events specific to the scenarios. These events often force you to change your strategy suddenly, so be prepared to adapt to what comes your way.

Wave and Phase Details: This section is the guide for everything you'll have and face in the scenario. Look ahead for waves that give you a Source boost, waves the enemy will try to construct spires, etc. Don't forget to read up on the enemy deployment stacks and look at the AI Master Talent List to know what's coming your way. The AI can often deploy many more units than you, so you'll want to plan ahead for shows of overwhelming force.

NEOPRENE HEX TILE KEY

ISLES

EARTHSCAPES

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FORTRESSES

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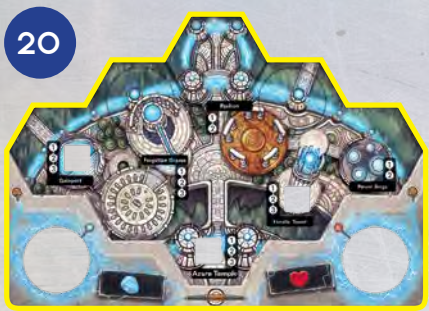

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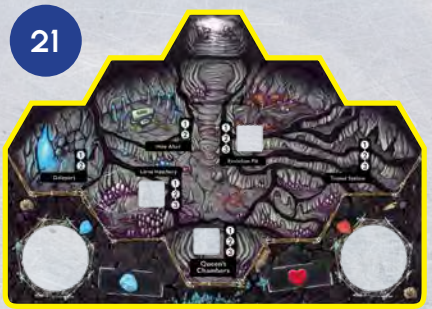


AI TALENTS

This is a master list of all of the talents that can be found on an AI chip, or a chip an AI faction may interact with.

Talents marked with ♦ either function differently for the AI than they do for players, or include needed information clarifying how and when the AI will use the talent.

Talents without this icon have the same definition and function as they do for players. Their definition will match the one found on the applicable reference sheet.

There are some talents in Cloudspire that are not found on this list because the AI will never interact with them. These include talents found only on equipment and talents found only on special landmarks which are not used in solo or co-op modes.

#

 # Elfin ♦

Place # elfinkaze, with their Glidebomb side face up, on top of this unit or spire at the start of each Onslaught Phase or when this unit becomes active.

 # Range

This unit attacks and retaliates from up to # hexes away.

 # Roost

Any number of elfinkaze may share a hex with this unit or spire by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat. When this unit or spire moves, elfinkaze on it are moved with it.

 # Tracker ♦

Talent does not trigger for AI units.

A

Air Defense ♦

This unit or spire can attack units with Flying. Spires will prioritize attacking Flying units if there are multiple possible targets of the same priority level.

Anarchy

Before this unit's movement each turn, roll the D6. On a 5 or 6, discard this unit.

Anti-Brawnen ♦

If the brawnen faction would select this unit for deployment, discard it and replace it with the top merc minion from the market stack.

Anti-Heirs ♦

If the heir faction would select this unit for deployment, discard it and replace it with the top merc minion from the market stack.

Armored

When this unit is attacked, reduce damage by 1.

Assault

When this unit attacks a spire, remove the bottom upgrade before dealing damage.

Assimilate ♦

Players do not gain Source rewards for any units they defeat within 2 hexes of this unit.

Assist ♦

This unit starts with an attack upgrade. It will end its movement adjacent to a friendly unit if it is able to do so while adhering to AI movement rules. When an adjacent friendly unit defeats an opposing unit or spire, this unit gains an attack upgrade.

B

Battle Hardened

When this unit is attacked by a spire, reduce the damage dealt by 2.

Breakneck

This unit must make as much progress as possible when moving. During its movement, this unit may pass through units, spires, and landmarks but cannot end its movement on an occupied hex.

Build Waygate ♦

Talent does not trigger for AI units.

Builder ♦

Before or after this unit's movement, if it is adjacent to a Source well, its faction will construct a dispatch platform on that Source well. If this unit is on its basic side, return it to its barracks. If it is promoted, flip it to its basic side.

Burrow ♦

Leaves group if grouped. After this unit's movement, if it has less than its full health, remove all of its health and place it on any adjacent non-path hex, ignoring terrain type. It is now inactive. At the start of its faction's next turn, this unit flips over, recovers its full health and takes its turn normally.

C

Call Minion

Talent does not trigger for AI units.

Camouflage

Units and spires must be adjacent to this unit or spire in order to attack it.

Capture

After this unit defeats an opposing faction minion, place that minion beside this faction's fortress. When the minion's controlling faction damages this faction's fortress gate, return the minion to its barracks. This faction can have a maximum of 3 minions captured from each faction at a time.

Challenge

If an opposing hero is within 3 hexes of this unit, any attack that hero makes must be against this unit.

Channel

Talent does not trigger for AI units.

Collapsible

This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, return it to its barracks.

Connected

Add +1 to this spire's upgrade capacity for each other spire with Connected in play, up to a total capacity of 5.

Consume

Before or after this unit's movement, if it is adjacent to an opposing hero with 2 health or fewer, it defeats that hero. Then, flip this unit and remove its upgrade chips.

Cover

When a taproot is adjacent to this spire, the damage dealt by an attack on the taproot is reduced to 1.

Creep

Talent does not trigger for AI spires.

Crush

During its movement, this unit will displace opposing faction units that have less health than it does, if it is able to do so while adhering to AI movement rules. It deals 2 damage to each unit it displaces.

D

Degradation

After this spire attacks, remove its bottom 2 upgrades.

Desolate

This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, remove this chip from play.

Detonate

When this unit is defeated, all units, spires, and fortress gates adjacent to this unit take 2 damage. Then, adjacent spires take an additional 1 damage.

Devoted

Talent does not trigger for AI units.

Dexterity

If damage from a retaliating unit would defeat this unit, instead reduce the damage to 0.

Dig

Talent does not trigger for AI units.

Directional Attack

Talent does not trigger for AI spires.

Dodge

If damage from an attacking or retaliating unit would defeat this unit, instead reduce the damage to 0, and do not retaliate. Remove all upgrades from this unit and flip it to its basic side, keeping its current health.

E

Eager

When this unit attacks a minion, displace the minion prior to dealing damage.

Embolden

If this unit is defeated while grouped, the newly revealed unit immediately moves and attacks. This does not count as the newly revealed unit's movement or attack for the turn.

Engage

Units able to attack this landmark must do so.

Entropy

If this unit's health is reduced to exactly 1, it does not retaliate and defeats itself immediately, dealing 2 damage to all adjacent non-naroran units.

Evasive

When attacked by a unit with Range, reduce the damage dealt to 1.

Evoke

After this unit is reduced to exactly 1 health, summon the unit stated in the Prep Phase section for this wave. If the unit to be summoned is unavailable, summon the next available unit in this list: grizzled oak, ogregrowth, treed, vineherald, war briar. The unit is summoned on its basic side and placed on the closest path hex to this unit. The summoned unit does not move this turn.

Exposure

Units may move onto this chip as if it were a path hex. When a non-griege unit moves onto this chip, deal 1 damage to it.

F

Fair Fight

This unit's attack stat is equal to that of the unit it is attacking or retaliating against.

Flying

This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Fury Kick

When this unit attacks, it deals damage to all opposing units adjacent to it. Only the target unit retaliates.

G

Glidebomb

After this unit uses Roost Roam to move, it is defeated. It deals 2 damage to all adjacent units, fortress gates, and spires.

H

Healing

At the start of this faction's turn, this unit recovers 1 health.

Hunter

When attacking a landmark, this unit deals +1 damage.

I

Immolate

If this unit is adjacent to an opposing fortress gate at the end of its movement, it deals damage equal to its current health to all adjacent units, spires, and the fortress gate. Then, it is defeated.

Impale

At the end of this unit's movement, deal 1 damage to all adjacent opposing units it was not adjacent to prior to moving.

Improve

The first time each wave that this unit ends its movement adjacent to a friendly spire, it add an attack upgrade to the bottom of that spire, ignoring upgrade capacity.

Incorporeal

This unit will pass through opposing units if able to do so while adhering to AI movement rules. Opposing factions will lose 1 Source for each of their units that is passed through.

Innovative

This unit ignores "ungrouped only" text on its other talents.

Invigorate

Grouped only. When this unit is defeated, promote the newly revealed unit grouped under this one.

L

Leech

After this unit attacks or retaliates, it recovers health up to the amount of damage dealt.

Lone Wolf

Talent does not trigger for AI units.

Lookout #

Talent does not trigger for AI units.

M

Marooned

This spire does not grant influence.

Matter Distortion

Talent does not trigger for AI units.

Mining

Talent does not trigger for AI units.

Morale

Talent does not trigger for AI units.

Multi-Target

When this spire fires, it rolls its spire attack dice once and applies the damage to all of the current player's units within its range.

N

Naroran Rift

Naroran units may move onto this chip as if it were a path hex. Units that move onto this spire are teleported to another chip or spire with Naroran Rift or Riftwalk, if able. If the destination chip is currently occupied by another unit or group of units, those units are defeated. AI units will use Naroran Rift in their movement if doing so would result in greater progress being made than not using it, and if they have enough movement to move off of the chip they teleport to.

Neglected

If forsaken are the only minion type in play, the wave ends. The forsaken stay in play.

O

Overload

AI units do not trigger this talent.

P

Pacify

If this unit cannot damage an opposing faction unit, spire, or fortress gate with its attack and is adjacent to a landmark minion, it discards the landmark minion instead of attacking.

Peaceful

This unit can only be damaged by merc units and merc spires. Other units may displace this unit.

Pistoleer

If there are no adjacent units, spires, or fortress gates that this unit would damage with its attack, it will attack an opposing unit 2 hexes away if possible. If it does, flip this unit to its other side and remove an upgrade. Upgrades are removed in the following preference order: fortification, range, attack.

Poison

When this spire or unit makes a successful attack or retaliation that would remove health from a unit, the attack instead removes half of the unit's existing health, rounded down. If this unit or spire has an attack stat of *, its attacks and retaliations are always considered successful.

Possess

Leaves group if grouped. After or instead of this unit's movement, if it is adjacent to an ungrouped opposing faction minion, place it underneath that minion. This AI faction now controls that minion. When the controlled minion loses health or is defeated, this unit loses health or is defeated instead. When this unit is defeated, return control of the opposing minion to its owner.

Precious

If elfinkaze are the only minion type in play, the wave ends. Remaining elfinkaze are returned to their faction's barracks.

Prepared

When this unit is dealt retaliation damage by another unit, reduce the damage by 1.

Press Gang

When defeated, place this unit back in its barracks.

Prophesy

Opposing factions are not awarded Source for defeating this unit. If this unit is defeated by an opposing faction, that faction loses Source equal to this unit's Source reward.

Q

Quantum Dark

After or instead of this unit's movement, if it is adjacent to an opposing spire with 2 or fewer upgrades, this unit is defeated. Then, replace the opposing spire with a monolant spire from its barracks, keeping the upgrades from the replaced spire. If a monolant is not available, instead replace it with a refractor.

Queen's Blood

Talent does not trigger for AI units.

Quick Counter

When this unit is attacked by an adjacent unit, this unit deals its retaliation damage first. If the attacker is not defeated, it deals its attack damage as normal.

Quick Strike

This unit attacks prior to spires firing.

R

Rally

When this unit defeats a unit or spire, all heir minions within 2 hexes of this unit are promoted.

Ram

When this unit attacks a spire with an attack upgrade, instead of dealing damage, it removes the topmost attack upgrade from the spire.

Raze

At the start of this faction's turn, this spire will attack a spire or fortress gate within its range if possible. If it has multiple target options, its attack priorities are an opposing fortress gate first, or, if that is not in range, the opposing spire with the fewest upgrades. After this spire attacks a fortress gate, remove its bottom upgrade.

Recruiter

Before or after this unit's movement, if it is adjacent to a landmark minion, this unit's faction gains control of that minion. The controlled minion moves this turn.

Refinery

Talent does not trigger for AI spires.

Relentless

As this unit's retaliation, roll the spire attack die to determine how much damage it deals. Continue rolling the die until you roll a blank or a 2. Then, deal damage equal to the total amount rolled.

Repeater

Once per turn. After this spire attacks a unit but does not defeat it, it makes an additional attack.

Riftwalk

Units may move onto this chip as if it were a path hex. Units that move onto this chip are teleported to another chip with Riftwalk. If the destination chip is currently occupied by another unit or group of units, those units are defeated. AI units will use Riftwalk in their movement if doing so would result in greater progress being made than not using it, and if they have enough movement to move off of the chip they teleport to.

Rigging

Talent does not trigger for AI units.

Riposte

When this unit would retaliate, if its retaliation would not defeat the attacking unit, it instead recovers health equal to the damage dealt by the opposing attack.

Roost Roam

This unit does not attack. Its movement stat is the Roost value of the chip with which it most recently shared a hex. It will use any amount of its movement to get adjacent to an opposing hero. Otherwise, it does not move from its Roost. If this unit has multiple hexes it can move onto, it will move to the hex that is adjacent to as many opposing units as possible. If this unit starts a turn off a Roost because its Roost was defeated, it will move adjacent to an opposing hero if possible. If it cannot, it will move adjacent to the closest opposing minion or spire.

Rooted

If this unit is adjacent to a spire and can make an attack that deals damage without moving, it does not move this turn. It must move on the next turn in which it can make progress.

Run Silent

Talent does not trigger for AI spires.

S

Save

Talent does not trigger for AI units.

Scatter

Grouped only. After this unit's movement, if it is adjacent to an opposing unit or spire and a valid hex, it will leave its group. Place it on the valid adjacent hex and reveal the next unit in the group.

Secret Passage

AI units do not attack or use this landmark.

Self Destruct

At the start or end of this faction's turn, if doing so would defeat at least 1 opposing unit or spire, it will defeat itself and deal 2 damage to all adjacent opposing units and spires, plus an additional 2 damage per upgrade on this unit.

Silencer

If this spire rolls a miss or a 2 on any of its attack dice, its target cannot attack for the remainder of the turn.

Slap

This unit attacks and retaliates even if its attack stat is 0.

Snare

The movement stat of all opposing minions beginning their movement within this spire's range is reduced to 1.

Source Aura

After this unit's movement, it deals 1 damage to all adjacent opposing units and spires.

Sourcefield

Talent does not trigger for AI units.

Spawn

At the start of this faction's first turn during the Onslaught Phase, place a larva from its barracks on the valid adjacent path hex closest to its mark.

Spire Shot

Talent does not trigger for AI units.

Splash

When this unit or spire attacks, it will also deal 1 damage to all units adjacent to its target if doing so would damage at least one opposing unit.

Spyglass

Flying units cannot attack this unit.

Stasis

Leaves group if grouped. After or instead of this unit's movement, if it is adjacent to an ungrouped opposing faction minion, it is placed on top of that minion. That minion becomes inactive. Any damage dealt to this unit is removed from the inactive minion's health. This unit must move off of the minion on the next turn in which it can make progress. It may not use Stasis that turn.

Stubborn

This unit cannot use Riftwalk.

Summon

After this unit is reduced to exactly 1 health, summon the unit stated in the Prep Phase section for this wave. If the unit to be summoned is unavailable, summon the next available unit in this list: grizzled oak, ogregrowth, treed, vineherald, war briar. The unit is summoned on its promoted side. Flip the taproot and group it under the summoned unit in the same hex. The summoned unit does not move this turn.

Survival

If this unit is at less than full health and would not be able to attack after moving this turn, it will not move or attack. At the end of a turn in which it does not move or attack, it recovers 1 health.

Swashbuckler

When this unit attacks, it will increase the damage dealt by 1 for each opposing unit adjacent to it if doing so will defeat its target. This unit does not level up from this defeat.

Swindle

When this unit attacks or retaliates against faction units, it does not deal damage. Instead, the attacked faction loses 1 Source for each damage that would have been dealt.

T

Tough

If retaliation damage dealt to this unit exceeds 2, reduce it to 2.

Toxic Fumes

When this unit is defeated, place a toxic fumes chip on its hex. A hex can contain multiple toxic fumes. At the end of the wave, return all toxic fumes chips to the griege barracks.

Toxic Secretion

If a non-griege unit moves onto a hex adjacent to this unit, deal it 1 damage.

Translocate

Talent does not trigger for AI spires.

Transport

Talent does not trigger for AI units.

U

Unruly

Before this unit's movement each turn, roll the forsaken die and apply the result to this unit. If this unit is promoted, it will reroll the forsaken die if it rolls or on its first roll.

Unstable

Talent does not trigger for AI units.

Upgrade Plans

Talent does not trigger for AI spires.

W

Wallop

If this spire would attack an adjacent hero that it cannot defeat, it will forego its attack. It instead deals 1 damage to the hero and teleports it to a valid hex up to 3 hexes away from this spire that is as far from the hero's mark as possible. Then, flip this spire, keeping existing upgrades.

Waterwalker

If this unit can end its movement on a water hex while adhering to AI movement rules, it will do so. While this unit is on a water hex, spires cannot attack it.

Wind Turbine

Flying and Range are ignored for all units within this spire's range.

Y

Yrtel's Way

Before or after this unit's movement, it if is adjacent to an opposing faction minion with equal or less health than it, it will return that minion to its barracks. Then, promote this unit. Minions returned this way are not defeated.

Yrtel's Will

Before or after this unit's movement, if it is adjacent to an opposing spire with at least 1 attack upgrade, it removes all attack upgrades from that spire. Then, flip this unit, removing any upgrades.

ANKARIAN RENOWN

SOLO MODE

Renown (♛) is earned by completing scenario objectives *(1 objective = 1 renown)*, and you may earn up to 3 renown from each scenario. Use this to determine your overall success level at the end of the campaign. You may also spend your earned renown on advantages to help you continue your success from scenario to scenario.

At the start of each scenario, you may spend earned renown to gain one advantage from your current faction's list. You may then choose to use any advantages from your faction's list that you have gained but not yet used. Each advantage may only be gained and used once. Advantages do not need to be used in the scenario you gain them, and you may use multiple gained advantages in a single scenario. If you lose a scenario in which you used an advantage, the advantage is still considered used and you will not have it when you replay that scenario. However, you may gain a different advantage assuming you have the renown to do so. When you complete the 4 scenarios that correspond with the faction you are playing, all unused renown and advantages are forfeit – they do not carry over when you start playing a new faction. However, you should still keep track of how much total renown you have earned in order to determine your overall success level at the end of the campaign. You can use the sheet below to track your renown and advantages. A printable copy of this sheet can be downloaded at chiptheorygames.com/renown.

Brawnen

Advantage	Effect	Renown Cost	Gained	Used
Reprioritize	*One time use.* At the start of your turn in any phase of this scenario, gain 3 Source.	1		
Plunder	*One time use.* At the start of Wave 1 this scenario, draw a relic card.	2		
Reinforcements	*One time use.* During Wave 1 of this scenario, gain +4 Source during the Income Phase and +1 CP during the Prep Phase.	3		
Inside Information	*One time use.* When the **event die** would be rolled, do not roll it.	3		
Military Intelligence	*One time use.* After placing landmarks during the set–up of this scenario, reveal all of them.	3		
Hired Protection	*Ongoing – entire scenario.* Declare one unit type at the start of this scenario. That unit type will not be affected by **event die** rolls.	4		

Heirs

Advantage	Effect	Renown Cost	Gained	Used
Elite Recruit	*One time use.* During any Prep Phase, add 2 health to any unit. This may exceed its health stat.	1		
More Elfin, Less Kaze	*Ongoing – entire scenario.* Heir units will not take damage from Glidebomb.	2		
Enforced Donation	*One time use.* At the start of a turn during the Onslaught Phase, add an upgrade of your choice to the bottom of one of your spires, ignoring its upgrade capacity.	2		
Turn of Events	*Ongoing – entire scenario.* Each time the **event die** is rolled, you may choose to reroll it once.	3		
Willing Wings	*One time use.* At the start of this scenario, construct a spire on any non–path hex on the isle adjacent to your fortress. You may construct a **regal lookout** or **minaret** spire even if you do not have the **Academy Peak 1 – Graduation** fortress advancement.	3		
Mass Event	*One time use.* During the Prep Phase of Wave 2 or later this scenario, have the AI deploy the units listed in the previous wave's Prep Phase instead of those listed for the current wave.	4		

Narora

Advantage	Effect	Renown Cost	Gained	Used
Grand Gates	*One time use.* Begin this scenario with 12 fortress gate health.	1		
Temple Sacrifice	*One time use.* At the start of your turn in any phase, place a naroran unit from your barracks into the Forgotten Graves to gain its Source reward.	1		
Sacred Lab Upgrade	*One time use.* During any Build Phase, add 2 fortification upgrades to the bottom of any spire at no cost, ignoring its upgrade capacity.	3		
Super Conductor	*Ongoing – entire scenario.* Each **refractor** or **monolant** spire in play increases your FT Range by 1. It cannot be raised above the highest FT Range that the current Fanatic Tower advancement level allows.	3		
Narora's Arc	*Once per wave.* At the start of your turn during the Onslaught Phase, deal 2 damage to any one unit within FT Range of your fortress gate.	4		
Euphoria	*One time use.* During the Prep Phase of Wave 2 or later, select a hero for deployment at no CP cost. This hero is deployed with 1 health.	4		

Grovetenders

Advantage	Effect	Renown Cost	Gained	Used
Forming Life	*Ongoing – one wave only.* The **forming die** grants +2 to the shown result instead of +1 this wave. You must decide to use this advantage before rolling the die.	1		
Dust to Dust	*Ongoing – one wave only.* Set aside all AI units defeated by your heroes this wave. In the following Prep Phase, these units are unavailable for deployment by the AI.	3		
Packs a Wallop	*Ongoing – entire scenario.* Any time a **muskeg** spire uses Wallop, you may pay 2 Source to avoid flipping it to its **reetall** side.	3		
Gateport Interference	*One time use.* During one Market Phase, the AI does not make its stated purchase.	3		
Creepy Skyline	*Ongoing – entire scenario.* All grovetender spires are considered to have Creep.	4		
Wayvanslay	*One time use.* When **Wyvankaye** is selected for deployment, add one attack upgrade to her.	7		

Brawnen

Scenario	Renown Spent	Renown Earned	Renown Carryover
1	–		
2			
3			
4			–
Total Renown Earned			

Heirs

Scenario	Renown Spent	Renown Earned	Renown Carryover
1	–		
2			
3			
4			–
Total Renown Earned			

Narora

Scenario	Renown Spent	Renown Earned	Renown Carryover
1	–		
2			
3			
4			–
Total Renown Earned			

Grovetenders

Scenario	Renown Spent	Renown Earned	Renown Carryover
1	–		
2			
3			
4			–
Total Renown Earned			

Final Score *(Total of all renown earned)*	

SOLO CAMPAIGN RANK

The Cloudspire solo scenarios are best enjoyed in order so you can appreciate the story of The Joining War. As you play, challenge yourself to play your best possible game by tallying your renown and keeping track of your score. Renown spent on advantages does not reduce your score for the purposes of finding your Solo Campaign Rank. See the chart below for how you did!

All purchasable faction expansions for Cloudspire come with a set of 4 additional solo scenarios to play. Other gameplay expansions may include additional sets of solo scenarios, as well. For each such set of solo scenarios that you play, you can add your score from them to your score for the base game to continue to measure your success. The chart below gives you the rankings going up to 4 expansions.

Prestigious Title	Base Game	Base Game +1 Expansion	Base Game +2 Expansions	Base Game +3 Expansions	Base Game +4 Expansions
Burnout	16-23	20-29	24-35	28-41	32-47
Nomad	24-31	30-39	36-47	42-55	48-63
Elite Duelist	32-39	40-49	48-59	56-69	64-79
Hero of Ankar	40-47	50-59	60-71	70-83	80-95
Champion of Ankar	48	60	72	84	96

BRAWNEN

CHAPTER 1

When Kram the Mighty entered the cellar, he was not surprised to see the brawnen premier Awsh nor Kram's own lieutenant Claff. What left the general momentarily speechless was the other figure in the room, the one his countrymen had all been focused on at the time of his arrival: a mildly-bludgeoned, fully mature heir, currently hogtied to a support beam near the room's back wall. Its rumpled gray feathers marked it, if Kram wasn't mistaken, as a pigeonblood heir; pigeonbloods and other heirs of similar persuasion were known for their maneuverability and endurance during flight, making them excellent scouts.

Kram knew all of this at a glance, but it took a moment longer to reform this information into the circumstance he knew must have occurred: A contingent of Claff's people must have downed an heir scout flying in the skies over Thrad. Such scouting by either race on the land of the other was banned by a treaty between Thrad and the heir island of Will, but the military leadership of both nation-states suspected that the opposition was engaged in subterfuge regardless. Kram had authorized similar covert brawnen forays into the outer reaches of Will, but at present, none of his army's spies had been caught.

"This is exactly what we've needed to justify further action against the heirs," Awsh murmured, placing one hand on Kram's shoulder. "I want you in the field in two days. Spend tonight formulating your battle plan, and have it to me by mid-day. We will make sure that all of Thrad knows about this heir incursion; the people will be behind you. I want you to strike quickly, up to the gates of Testament if you can. I don't care how you do it, but Kram, make sure you bring our architects with you. I want an influx of Source as soon as possible."

IGNITION

Waves: 4 **Opponent:** Heirs

SET-UP

- Roll the D6:

1–2: Set up spires as shown.

3–4: Swap the spires on Hex A and Hex B.

5–6: Swap the spires on Hex B and Hex D.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- All **minaret** spires are defeated at the end of Wave 4.
- All heir spires are defeated at the end of Wave 4.
- Defeat the heir fortress gate.

  Outcome: *Scenario ends immediately.*

LOSS

- **Kram the Mighty** is defeated.

SCENARIO RULES

- **Kram the Mighty** is the only hero the brawnen may have in play.

AI RULES

- **Darb** remains in the heir fortress and is considered out of play until he is deployed in Wave 3.

MARKS

Brawnen: Heir fortress gate

Heirs: Brawnen fortress gate

Darb: Kram the Mighty > opposing fortress gate

Attack Priority: Kram the Mighty > opposing fortress gate > opposing spire > opposing faction minion

Leveling: Ignore upgrade capacity

EVENT DIE RESULTS

1–2: Add to **Darb**, even if not yet in play, ignoring his upgrade capacity.

3–4: Add to the bottom of 2 heir spires of your choice.

5–6: Add an ungrouped **joust*** to the bottom of the heir deployment stack this wave.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Brawnen				
Roll the **event die.**	0 Source	As normal	As normal	**Player:** 5 CP **Heirs:** [Harrier*, Harrier*, Harrier*]
WAVE 2 • Heirs				
Roll the **event die.**	0 Source	As normal	Add to the bottom of an heir spire of your choice.	**Player:** 7 CP + Architect* **Heirs:** [Harrier*, Harrier*], [Joust, Harrier*]
WAVE 3 • Brawnen				
Roll the **event die.**	0 Source	As normal	As normal	**Player:** 9 CP **Heirs:** Harrier*, [Joust*, Harrier*, Harrier*], Darb*
WAVE 4 • Heirs				
Roll the **event die.**	0 Source	As normal	Add to the bottom of an heir spire of your choice. The heirs construct a **minaret** spire – on a Source well of your choice.	**Player:** 11 CP **Heirs:** [Windrush, Royal Talon], [Harrier*, Harrier*, Harrier*]

WRAP-UP

• Take note of the amount of renown earned this scenario, as it will affect the set-up of Scenario 2.

BRAWNEN

CHAPTER 2

Kram was at the range to survey the reserve zerker fighting force, but he was most excited about checking in on Drang and Sturm, two siblings about 15 years younger than him who he'd met after a parade when the pair were still children. His surveying was cut short, however, by a message brought to him by a curious emissary: a short, round, purple, hairless creature who called himself Lhadnil, the scientist-prince of the nafets. This visitor from the world below had almost unnaturally smooth skin, undisturbed by any variance except for typical facial features and a pair of stubby arms and legs. As though his appearance wasn't already curious enough, Lhadnil had elevated his given one-arm height to about twice that, thanks to a crude exoskeleton it piloted nimbly through brush and over uneven terrain. The exoskeleton appeared to have been crafted out of bits of stone, wood and bone.

Kram quickly unrolled the parchment and scanned it. "Do you know who the grovetenders are?" he asked Lhadnil.

"Certainly," the nafets replied. "Are we to make for their sylvan realm?"

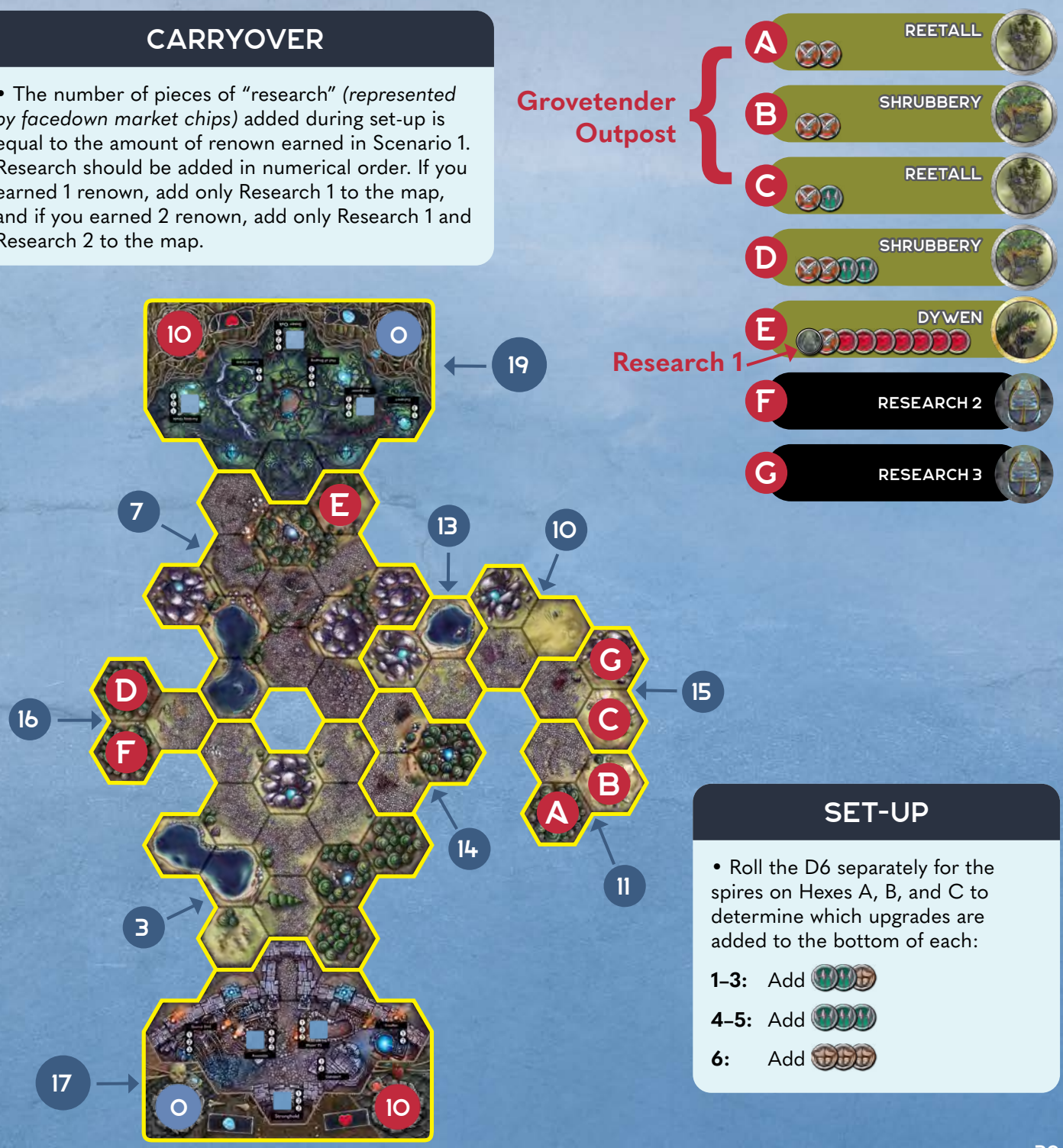
"It seems so," Kram said. "Awsh must have sent this directive now so I could gather more zerkers and bring them with me to our next offensive. There's a grovetender outpost called Reciprocity; it was its own small free-floating island, but it got caught up in the Joining with the rest of us. The grovetenders use the outpost for research, which some of our scientists believe might have military applications. I've been asked to take it."

EXPANSION

Waves: 5 **Opponent**: Grovetenders

CARRYOVER

• The number of pieces of "research" *(represented by facedown market chips)* added during set-up is equal to the amount of renown earned in Scenario 1. Research should be added in numerical order. If you earned 1 renown, add only Research 1 to the map, and if you earned 2 renown, add only Research 1 and Research 2 to the map.



SET-UP

• Roll the D6 separately for the spires on Hexes A, B, and C to determine which upgrades are added to the bottom of each:

1–3: Add

4–5: Add

6: Add

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Defeat the 3 spires in the "grovetender outpost."

  Outcome: *Brawnen mark immediately becomes the grovetender fortress gate.*

- Construct 3 brawnen spires on Hexes A, B, and C and keep all of them from being defeated until the end of Wave 5.

- Collect all pieces of research and return them to the brawnen fortress.

LOSS

- Any brawnen spire constructed on Hex A, B, or C is defeated.

SCENARIO RULES

- **Kram the Mighty** may not be selected for deployment this scenario.

- Pieces of research are treated as items. Before moving, your heroes may pick up a piece of research from an adjacent hex. A hero carrying research will drop it on their hex if they are defeated. Units may occupy the same hex as a piece of research. Heroes may not pick up a piece of research if another unit occupies the same hex as it or if they are already carrying research. When a hero returns to their fortress, research they are carrying is considered collected and is removed from the hero.

AI RULES

- Grovetenders do not place purchased earthscapes.

- **Dywen** will not move or attack until provoked. She is provoked when an opposing unit steps onto Isle 7. Once provoked, **Dywen** remains so for the remainder of the scenario.

MARKS

Brawnen: The furthest spire of the grovetender outpost

When all 3 spires of the grovetender outpost are defeated, the brawnen mark changes to: Grovetender fortress gate

Grovetenders: Brawnen fortress gate

When a brawnen spire is constructed on Hex A, B, or C, the grovetender mark changes to: The furthest spire on those hexes

Dywen: Closest brawnen unit

Leveling: Attack upgrade if last upgrade is range; otherwise, range upgrade, ignoring upgrade capacity

EVENT DIE RESULTS

1–2: Remove the bottom upgrade from a brawnen spire and a grovetender spire of your choice.

3–4: Add an attack upgrade to **Dywen**, ignoring her upgrade capacity.

5–6: Place a landmark on all Source wells.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Grovetenders				
No event	5 Source	Grovetenders purchase an earthscape.	As normal	**Player:** 5 CP **Grovetenders:** Taproot, Taproot *Summon: War Briar**
WAVE 2 • Brawnen				
Roll the **event die**.	7 Source	As normal	As normal	**Player:** 7 CP **Grovetenders:** Taproot, Taproot, Taproot *Summon: War Briar**
WAVE 3 • Grovetenders				
Roll the **event die**.	9 Source	Grovetenders purchase merc hero > merc minion > earthscape.	As normal	**Player:** 9 CP **Grovetenders:** Taproot, Taproot, Taproot, Merc *Summon: Treed**
WAVE 4 • Brawnen				
Roll the **event die**.	11 Source	As normal	As normal	**Player:** 11 CP **Grovetenders:** Taproot, Taproot, Taproot, [Treed, Treed] *Summon: Vineherald**
WAVE 5 • Grovetenders				
Roll the **event die**. If **Drang** is deployed or already in play this wave, she receives , ignoring her upgrade capacity.	13 Source	Grovetenders purchase merc hero > merc minion > earthscape.	As normal	**Player:** 13 CP **Grovetenders:** [Treed*, Treed*], Taproot, Taproot, Taproot, [Grizzled Oak, Ogregrowth], Merc *Summon: War Briar**

BRAWNEN

CHAPTER 3

Kram stood from the campfire near the center of what had been the grovetenders' Reciprocity base and faced his premier; out of the corner of his eye, he could see Sturm and Drang scrambling to their feet as well. Awsh nodded politely at the twins before clasping Kram's shoulders.

"Excellent work today, Kram. Excellent!" Awsh exclaimed. "You're probably surprised to see me at the front, but I wanted to deliver word of the next phase of this operation personally. Tomorrow, I want you to push in another couple of miles and set up a spire line at the edge of The Great Wood. We have the 'tenders on their heels, so there's no better time than the present. Once you've set everything up, I also want the spires to fire a few warning bombardment shots, just so they know that this is our territory, now."

Kram felt dizzy. "Sir," he said in a hushed tone, "I thought the reason we struck out against the grovetenders here is because we have a claim to Reciprocity. And now, we've taken it. What you're talking about now is striking into Rapport itself."

Kram thought he detected a hint of annoyance in Awsh's eyes. "Kram, it's not as if we're storming the gates of Yrtel. Brawnen are survivors. Times have changed. There's no 'their island' or 'our island' now. We're all on one big island, and we must secure our borders. We need to be protected."

ESCALATION

Waves: 5 **Opponent:** Grovetenders

SET-UP

- Before placing landmarks, roll the D6:

1–2: Remove Earthscapes 10 and 16.

3–4: Remove Earthscapes 10 and 15.

5–6: Remove Earthscapes 15 and 16.

If Earthscape 15 is removed, place its spire on the Source well directly below its current hex.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Defeat **Wyvankaye**.
- At the end of Wave 5, have 3 **siege tower** spires with enough range to attack the grovetender fortress gate.
- Defeat the grovetender fortress gate using a **siege tower** spire *(see Scenario Rules)*.

SCENARIO RULES

- You may ignore the upgrade capacities of **siege tower** spires. You cannot target your opponent's fortress gate with Raze until the end of Wave 5, at which point each **siege tower** will use Raze to attack the grovetender fortress gate once.

MARKS

Brawnen: Grovetender fortress gate

Grovetenders: Brawnen fortress gate

Wyvankaye: Closest opposing faction minion with equal or less health than her

Wyvankaye*: Closest opposing spire with at least 1 attack upgrade

EVENT DIE RESULTS

1–3: Brawnen may not purchase from the market this wave.

4–5: Add to the bottom of a grovetender spire of your choice.

6: Convert a brawnen spire of your choice into a **shrubbery** spire, keeping its current upgrades.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Brawnen				
No event	3 Source	As normal	As normal	**Player:** 5 CP **Grovetenders:** War Briar, War Briar, War Briar
WAVE 2 • Grovetenders				
Roll the **event die**.	3 Source	As normal	Grovetenders purchase **Sharpener 1 – Greater Thorns**.	**Player:** 7 CP **Grovetenders:** War Briar, Vineherald, Grizzled Oak
WAVE 3 • Brawnen				
Roll the **event die**.	3 Source	As normal	Grovetenders construct a **reetall** spire – on a fortress Source well.	**Player:** 9 CP **Grovetenders:** Taproot, Taproot *Summon: Ogregrowth**
WAVE 4 • Grovetenders				
No event	3 Source	As normal	Grovetenders purchase **Sharpener 2 – Spire Precision**.	**Player:** 11 CP **Grovetenders:** Taproot, Taproot, War Briar, Wyvankaye* – *Summon: Treed**
WAVE 5 • Brawnen				
Roll the **event die**.	3 Source	As normal	As normal	**Player:** 13 CP **Grovetenders:** [Treed*, Grizzled Oak*]

WRAP-UP

• Take note of the amount of renown earned this scenario, as it will affect an objective in Scenario 4.

BRAWNEN

CHAPTER 4

The evening after a parade in Leviatown to celebrate the brawnen's victories over the grovetenders, Kram was called to an emergency war council meeting at the Stronghold. Awsh and Claff were already there, sitting around a polished stone table along with a couple other brawnen advisors and undergenerals.

"We've received word that the heirs are mobilizing to push back our forces," Awsh said. "Scouts have been examining our battlements near Testament, and convoys delivering solid-state Source into the city have been increasing."

Kram knew that meant the heirs were likely arming up a sizable contingent of elfinkaze, a deceptively fast hummingbird bred by the heirs to deliver Source-powered bombs to high importance targets.

"We can divert some of our people from the grovetender front to support our position with the heirs," he suggested. "If we convert most of our spires to lance launchers, they should be able to take out most of the elfinkaze in the air."

"That won't be necessary," Awsh said. "Ongoing aggression from the heirs is a sign that the status quo between our islands is unsustainable. We will need some of the battalions from our grovetender front, but we're not reinforcing our line. You'll be moving in to take Testament. All heir leadership is to be captured, or, if capture is not an option, killed. I will be joining you at the front to deliver the terms of the heirs' surrender."

ANNIHILATION

Waves: 5 **Opponent:** Heirs

CARRYOVER

- The number of **siege towers** you must construct for the first objective is dependent on how much renown you earned in Scenario 3.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Have **# siege tower** spires constructed when the scenario ends, each within 4 hexes of the heir fortress gate. # = 1 + amount of renown earned in the previous scenario.
- Defeat all heir spires.
- Have **Awsh** "deliver terms of surrender" to the heir fortress gate *(see Scenario Rules)*.

  Outcome: *Scenario ends immediately.*

LOSS

- **Awsh** is defeated.

SCENARIO RULES

- When brawnen minions are defeated, they are removed from play instead of being returned to their barracks.
- When **Awsh** ends his movement adjacent to the heir fortress gate, he will deliver terms of surrender in place of attacking. This ends the scenario immediately.

MARKS

Brawnen: Heir fortress gate

Heirs: Brawnen fortress gate

Jaelana Nestor: Closest opposing unit or spire

Leveling: Fortification upgrade, ignoring upgrade capacity

EVENT DIE RESULTS

1–2: Battleborn minions cannot be selected for deployment this wave.

3–4: Dispatch minions cannot be selected for deployment this wave.

5–6: Aegis minions cannot be selected for deployment this wave.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Heirs				
Roll the **event die**.	3 Source	As normal	Heirs purchase **Stables 1 – Harrier Training**. Brawnen may construct a **dispatch platform** or **mining outpost** spire at no cost on any non–path hex up to 5 hexes away from their fortress gate.	**Player:** 5 CP **Heirs:** Harrier, [Joust, Harrier*]
WAVE 2 • Brawnen				
Roll the **event die**.	0 Source	As normal	Add to the bottom of each heir spire.	**Player:** 7 CP **Heirs:** [Joust*, Joust*, Harrier, Harrier], Humminger
WAVE 3 • Heirs				
No event	0 Source	Heirs purchase a merc minion, but do not deploy it.	Heirs purchase **Sanctuary 3 – Fortress Spires**.	**Player:** 9 CP **Heirs:** [Joust*, Harrier*, Harrier*, Harrier*], [Windrush*, Royal Talon]
WAVE 4 • Brawnen				
Roll the **event die**.	0 Source	As normal	Heirs purchase **Stables 3 – Joust Training**. Add to the bottom of each heir spire.	**Player:** 11 CP **Heirs:** Harrier*, [Joust, Joust, Royal Talon], Humminger
WAVE 5 • Heirs				
Roll the **event die**.	0 Source	Heirs purchase a merc minion, but do not deploy it.	Add to the bottom of each heir spire.	**Player:** 13 CP **Heirs:** Royal Talon*, [Joust*, Harrier*, Harrier*], Jaelana Nestor*

WRAP-UP

• If you completed the **siege tower** objective, note the **siege towers** on Hexes A, B, and C, including their upgrades. They will be used in Heirs Scenario 1.

HEIRS

CHAPTER 1

"Those, those giants, those *enormen*," General Jaelana Nestor scoffed, using the heirs' pejorative for their new enemies, "thought they could come to our doorstep and scorn the hand of their master. Pfah! This will only show the rest of the islands that we are the true heirs of Ankar! With the battle struck, our ascendance is inevitable!"

The others at the briefing nodded assiduously. Jaelana strode to a map of Testament and its surrounding plains, known locally as the Fields of Inheritance. She started pacing back and forth in front of it, jabbing her finger at the brawnen siege towers throughout the field as she spoke.

"These spires are giving the enormen a constant stream of resources for them to continue their barrage," she snarled. "We have received reports from the Royal Talons that the brawnen have developed a method for crafting Source bombs directly from the energy drawn from the spires. They're restocking their ammunition in the field! We must send our healthy jousts and harriers to engage the brawnen infantry in a feint. Meanwhile, our hummingers will target the spires. I want the elfinkaze deployed in mass events."

A humminger captain glanced around to see if any other heirs representing the humminger forces had been called to the briefing. Seeing none, he timidly raised his wingtip.

"Excuse me, your honor, but deploying the amount of elfinkaze needed for mass events at all the spires would deplete what little remains of our supply. We've been analyzing the brawnen's construction and believe that a single unit or two striking at the base of a spire would be enough to bring them down."

His suggestion was berated and ignored, but after the briefing, the captain was found by one of Jaelana's lieutenants, Darb Perchet.

"Ultimately, the general won't care how you take those spires as long as you do take them out," Darb whispered. "If you think you can do it without using as many elfinkaze, then talk it over with your men and get it done."

MAD BOMBER

Waves: 5 **Opponent:** Brawnen

A	SIEGE TOWER	
B	SIEGE TOWER	
C	SIEGE TOWER	
D	LANCE LAUNCHER	
E	LANCE LAUNCHER	
F	DISPATCH PLATFORM	
G	STAGING AREA	

CARRYOVER

- If you completed the **siege tower** objective in Brawnen Scenario 4, for each of Hexes A, B, and C that contained a siege tower at the end of that scenario, reconstruct that spire and add instead of constructing the spire shown.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Have an heir spire constructed on each isle at the same time.
- Defeat 2 brawnen spires using Glidebomb.
- Defeat the brawnen fortress gate using Glidebomb.

Outcome: *Scenario ends immediately.*

SCENARIO RULES

- **Siege Storm** *(triggered during Event Phase)*: **Siege tower** spires immediately use Raze to attack an heir fortress spire, if in range; otherwise, they will use Raze to attack the heir fortress gate if in range. Raze still occurs at the start of the brawnen's turn during the Onslaught Phase as normal.

- Each time a brawnen spire is defeated using Glidebomb, the **elfinkaze** used is removed from the game for the remainder of the scenario. When this happens, place an **architect** on the bottom of the brawnen's deployment stack.

AI RULES

- Staged units are considered inactive.

MARKS

Heirs: Brawnen fortress gate

Brawnen: Heir fortress gate

EVENT DIE RESULTS

1–2: Trigger Siege Storm again.

3–5: Stage a **battleborn*** on the Staging Area. If another **battleborn*** is already staged there, place this one on top of it, ungrouped, to create a deployment stack that will deploy from the Staging Area during this wave's Onslaught Phase.

6: Deploy all staged **battleborn*** from the Staging Area during this wave's Onslaught Phase and add to the bottom of each brawnen **siege tower** spire in play.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Heirs				
Trigger a Siege Storm *(see Scenario Rules)*. Roll the **event die**.	3 Source	As normal	As normal	**Player:** 4 CP **Brawnen:** Battleborn, Battleborn
WAVE 2 • Brawnen				
Trigger a Siege Storm. Roll the **event die**.	3 Source	As normal	Brawnen add to the bottom of all **siege tower** spires.	**Player:** 6 CP **Brawnen:** Battleborn*, [Dispatch, Dispatch]
WAVE 3 • Heirs				
Trigger a Siege Storm. Roll the **event die**.	3 Source	As normal	Brawnen add to the bottom of all **siege tower** spires.	**Player:** 8 CP **Brawnen:** Dispatch*, Dispatch*, Aegis
WAVE 4 • Brawnen				
Trigger a Siege Storm. Roll the **event die**.	5 Source	As normal	Brawnen purchase **Stronghold 2 – Gate Dispatches**. Brawnen construct a **lance launcher** spire – on a fortress Source well.	**Player:** 10 CP **Brawnen:** [Aegis*, Dispatch*], [Source Siege, Dispatch]
WAVE 5 • Heirs				
Trigger a Siege Storm. Roll the **event die**.	5 Source	As normal	Brawnen purchase **Stronghold 3 – Gate Spikes**.	**Player:** 12 CP **Brawnen:** [Aegis*, Dispatch*, Dispatch*], [Source Siege, Aegis*]

HEIRS

CHAPTER 2

When the heir scout was captured by the brawnen, the island of Will had already been planning a speedy assault of its neighbors, and while the giants' attack and blockade had slowed those plans a little, King Koppe had no intention of backing off from his intentions – especially not after the troops had been roused to attack the brawnen. The Grand Heir Fighting Force may have been short on elfinkaze, but it still had plenty of soldiers ready to play their part in the first step of making the heirs' name a reality.

Though fighting the already mobilized brawnen army was the top priority, the heirs also had designs on the naroran island of Osthma and the grovetender island of Rapport. As such, Jaelana had developed a stopgap measure to cripple narora and grovetender forces so the heirs could focus on their more direct foes.

"Neither of them are prepared for an assault at this juncture," Darb explained to an underling en route to the heir rendezvous point. "The narora have always been isolationist. They kept to themselves before the Joining, and the same's been true since then. The grovetenders are more alert to what's been going on in the other islands, but they're still nursing their wounds from the brawnen attacks on Reciprocity and Rapport. We don't have the time or resources to take their capitals yet, but if strike deep into their territories, devastating their fighting forces and spires at home, the heads of state in Yrtel and Nantha will be floundering to recover long enough for us to finish off the brawnen."

BRAZEN BLITZ

Waves: 5 **Opponent**: Grovetenders, Narora

SET-UP

- Roll the D6:

1–2: Set up spires as shown.

3–4: Change the spire on Hex C to a **shrubbery** spire – and the spire on Hex E to a **monolant** spire –.

5–6: Change spire on Hex B to a **reetall** spire – and the spire on Hex D to a **refractor** spire –.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 ◆ for each objective you complete.

Defeat the grovetender fortress gate.

Outcome: *This fortress no longer deploys units. Return any grovetender units in the deployment stack and Staging Area to their barracks. At the start of the next wave, add* ***nightrous***, ***messiah*** *to the bottom of the naroran deployment stack.*

Defeat the naroran fortress gate.

Outcome: *This fortress no longer deploys units. Return any naroran units in the deployment stack and Staging Area to their barracks. At the start of the next wave, add* ***ogregrowth***, ***grizzled oak*** *to the bottom of the grovetender deployment stack.*

Defeat or discard all landmarks *(including* ***gateports****)*. **Lost caverns** can be discarded by an adjacent unit at a cost of 4 Source.

Outcome: *Set–up in Scenario 3 is impacted.*

SCENARIO RULES

• Only heirs may use Riftwalk on **gateports**.

• Heirs cannot select heroes for deployment unless an opposing faction is deploying minions in the same wave.

• The first time you damage an opposing fortress gate each wave, roll the **event die**.

• An earthscape with no landmark or earthscape covering it is discarded immediately. Clear any other chips on the earthscape. Immediately place landmarks on any Source wells revealed by a discarded earthscape.

AI RULES

• Opposing minions staged next to a fortress keep accumulating from wave to wave. At the start of each Prep Phase, check if either opposing fortress is connected to the heir fortress gate by path hexes. If so, the units in that faction's Staging Area are moved to their fortress gate and will deploy that wave.

• Deployed units that have no way to make progress toward their mark will "abandon their orders" and are immediately returned to the bottom of their faction's Staging Area at full health.

• If a **taproot** is deployed, its Summon will be a **vineherald***.

MARKS

Heirs: Grovetender fortress gate OR naroran fortress gate

Narora: Heir fortress gate

Grovetenders: Heir fortress gate

EVENT DIE RESULTS

1–2: Select 2 available grovetender minions of your choice, group them, and add them to the top of the grovetenders' Staging Area.

3–4: Select 2 available narora minions of your choice, group them, and add them to the top of the narora's Staging Area.

5–6: Do both of the events above.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Heirs				
Roll the **event die**.	0 Source	As normal	The narora purchase **Forgotten Graves 3 – Source Loop**.	**Player:** 5 CP
WAVE 2• Heirs				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 7 CP
WAVE 3 • Heirs				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 9 CP
WAVE 4 • Heirs				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 11 CP
WAVE 5 • Heirs				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 13 CP

WRAP-UP

• Note if you completed the landmark objective in this scenario, as it will affect your set–up in Scenario 3.

HEIRS

CHAPTER 3

Through interrogation of mercenaries who'd previously worked in Nantha, the heirs had learned of a naroran technology that focused and intensified Source extraction, providing an ample supply of purified Source for the narora to consume and bathe in. One of these so-called "sourcecores" was believed to be housed in a facility in the mountainous region surrounding Isgluwe Peak, and Royal Talon commander Keem Keeneye was on orders to retrieve it at all costs. Keem was an heir that took "at all costs" very seriously.

After fruitlessly searching the mountain ranges of Osthma for days, one of Keem's search party found what she was looking for: a quartet of glowing blue orbs a couple of mountains north, slowly bobbing as they ascended an ancient causeway. A faint cyan haze emitted from what appeared to be an opening further up the summit.

"The narora must be getting infusions at the sourcecore," Keem concluded. "Joust!"

A penguinblood snapped to attention.

"Ride back to our main camp as fast as you can," Keem ordered. "Let them know that we've located the sourcecore and could use some light reinforcements." She marked the spot where the distant narora had been seen on a map and handed it to the penguinblood. He saluted her and hopped on his ostrich, which quickly whisked him out of sight.

NARORA BOREALIS

Waves: 4 **Opponent:** Narora

CARRYOVER

- If you completed the landmark objective in Scenario 2, start this scenario with all landmarks revealed.

SET-UP

- Roll the D6:

1–2: Place **Keem** on Hex A1.

3–4: Place **Keem** on Hex A2.

5–6: Place **Keem** on Hex A3.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Return **Keem** to the heir fortress.
- "Locate the sourcecore" by defeating or discarding 5 landmarks.

  Outcome: *The win requirements of Scenario 4 are impacted.*
- **Keem** has not been defeated at the end of Wave 4.

SCENARIO RULES

- **Darb** and **Jaelana Nestor** may not be selected for deployment this scenario.

AI RULES

- After the narora purchase the **Azure Temple 1 – Source Barrier** advancement, it activates the first time each wave that the naroran fortress gate is attacked to negate up to 2 damage.

MARKS

Heirs: Naroran fortress gate

Narora: Heir fortress gate

Anjebin: Closest opposing faction unit

Leveling: fortification upgrades

EVENT DIE RESULTS

1–3: If not in play, place **Anjebin** at the bottom of the naroran deployment stack for this wave, even if previously defeated this scenario. If already in play, **Anjebin*** will Self Destruct at the end of the narora's first turn during the Onslaught Phase this wave.

4–6: Add to the bottom of all naroran spires.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Heirs				
No event	0 Source	As normal	The narora purchase **Forgotten Graves 3 – Source Loop**.	**Player:** 3 CP **Narora:** Burnout, Burnout, Drift
WAVE 2 • Narora				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 5 CP **Narora:** Arcbright, Medium, Drift
WAVE 3 • Heirs				
Roll the **event die**.	0 Source	As normal	The narora purchase **Azure Temple 1 – Source Barrier**.	**Player:** 7 CP **Narora:** Conduit, Arclight, Drift, Drift
WAVE 4• Narora				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 9 CP **Narora:** [Burnout, Burnout], Nightrous, Bishop

WRAP-UP

• Note if you completed the objective to locate the sourcecore in this scenario, as it will impact your win requirements in Scenario 4.

HEIRS

CHAPTER 4

Now that the brawnen were driven off from the gates of Testament, the heirs were mounting a strike force to drive them back deep into the heart of Thrad, possibly even cutting through to Leviatown. Thanks to the technological knowledge gleaned from Keem's mission to retrieve the sourcecore, the Fighting Force had amassed additional munitions quickly, even redirecting some of the increased Source output to accelerate the incubation of new elfinkaze. The assault on the enormen would be swift and powerful, and with the narora and grovetenders still reeling from their own surprise attacks, the heirs would soon be the dominant force on the island group, putting Will in prime position for dominance over the other races and battle-readiness in case any more islands joined up with the greater whole (indeed, heir researchers had been reporting increasing fluctuations in the closest unconnected island, Areci).

Jaelana prowled the walls of Testament before the battle, inspecting troops and barking orders at whoever happened to be nearby. As she hopped along, she spotted the humminger captain who'd spoken up during the briefing after the brawnen attack.

"You," she grunted. "We'll be wanting even more of a show of strength from you than we did during the blockade. I want you to provide a lightshow that will scare off even their mindless ones."

VENGEFUL STRIKE

Waves: 5 **Opponent:** Brawnen

CARRYOVER

- If you did not complete the objective to locate the sourcecore in the previous scenario, you must locate it in this one by defeating or discarding 5 landmarks, in addition to completing at least one other objective in order to win this scenario.

A STAGING AREA

B STAGING AREA

C DISPATCH PLATFORM

D LANCE LAUNCHER

E LANCE LAUNCHER

SET-UP

- Before setting up the market, remove the equipment **makeshift wings**. You will equip it to **Kram the Mighty*** during the Prep Phase of Wave 1.
- Roll the **event die**:

1–2: All **battleborn** deployed this scenario are promoted.

3–4: All **aegis** deployed this scenario are promoted.

5–6: All **source siege** deployed this scenario are promoted.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Defeat **Kram the Mighty** at least once.
- Have one of your units take damage from the brawnen **artillery die** without being defeated.
- Defeat the brawnen fortress gate.

  Outcome: *Scenario ends immediately.*

SCENARIO RULES

- During the Prep Phase, you are granted CP equal to the amount of Source you have.

AI RULES

- Once the brawnen purchase the **Stronghold 1 – Forsaken Artillery** advancement, they will use the **artillery die** at the start of their turn if an opposing faction unit is within 3 hexes of the brawnen fortress gate. The first roll will be its range, and the second roll is the damage dealt. The **artillery die** will damage the unit within its range with the most health. If this damage defeats the unit, the die is reset in its slot to be used again the next wave. If the damage does not defeat the unit, the **artillery die** is removed from play.
- **Kram the Mighty** has equipment: **makeshift wings**. When **Kram the Mighty** is defeated, **makeshift wings** is discarded. If **Kram the Mighty** returns to play *(through the **event die**)*, he will no longer have this equipment.

MARKS

Heirs: Brawnen fortress gate

Brawnen: Heir fortress gate

Kram the Mighty: Closest opposing faction unit or spire

Leveling: Ignore upgrade capacity

EVENT DIE RESULTS

1–2: Stage 3 ungrouped **battleborn** on Staging Area A, and deploy them during the Onslaught Phase.

3–4: Stage 2 ungrouped **aegis** on Staging Area B, and deploy them during the Onslaught Phase.

5–6: If in play, **Kram the Mighty** gains 2 health. This may exceed his health stat. If defeated, add **Kram the Mighty*** with 3 health to the bottom of the deployment stack for this wave.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Brawnen				
Roll the **event die**.	20 Source	As normal	Brawnen purchase **Stronghold 1 – Forsaken Artillery**.	**Player:** CP equals your current Source. **Brawnen:** [Dispatch, Dispatch], Kram the Mighty* – makeshift wings
WAVE 2 • Heirs				
Roll the **event die**.	0 Source	As normal	Brawnen purchase **Stronghold 2 – Gate Dispatches**.	**Player:** CP equals your current Source. **Brawnen:** Dispatch*, Dispatch*, Architect*
WAVE 3 • Brawnen				
Roll the **event die**.	0 Source	As normal	Brawnen purchase **Stronghold 3 – Gate Spikes**. Brawnen construct a **lance launcher** spire – on a fortress Source well.	**Player:** CP equals your current Source. **Brawnen:** [Source Siege, Architect*], Dispatch*, Dispatch*
WAVE 4 • Heirs				
Roll the **event die**.	0 Source	As normal	Brawnen construct a **lance launcher** spire – on a fortress Source Well. If no lance launchers are available, they construct a **dispatch platform** spire – .	**Player:** CP equals your current Source. **Brawnen:** [Source Siege, Architect*], [Dispatch*, Dispatch*, Architect*]
WAVE 5 • Brawnen				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** CP equals your current Source. **Brawnen:** [Source Siege*, Architect*], [Dispatch*, Dispatch*, Architect*]

NARORA

CHAPTER 1

Still unsure of which island to join, Baza reluctantly walked to the gateport that led up to Osthma. She hadn't long to wait before a stern blue face wearing a two-pronged black hat shimmered into focus in front of her and the others assembled.

Her squeamishness was set off immediately, and she almost walked back to the ancient grovetender at the port to Rapport then and there. Before she could, however, the narora fixed the gateport with an icy, glowing stare and began to speak. She stayed.

"Hello," the man said in a stony monotone. "I do not enjoy the precious moments taken up to do this each day, so I will waste neither my time nor yours. My name is Anvasse Dobkin. I am a naroran portal guardian, and we are interested in hiring mercenaries to aid us in the conflict currently unfolding here in Ankar. We have partnered with the grovetenders to fight back against an unprovoked attack by the heirs. If you have individual compensatory needs, we are willing to discuss your terms, but be aware that under no circumstances will we be providing you with Source to take back to your world."

At this, a few of those gathered around the gateport grumbled and walked away.

"You may have heard that the narora are currently at a disadvantage in this conflict," Anvasse continued. "This is true. You have also heard what the other islands are offering: wealth, glory, the joy of the collective. These things, we will not pretend to provide. However, I will make this clear: We are the only island that follows the will of the Source. We are the only people offering a true purpose for your work. If you elect to join us, you do not need to heed that will yourself, but if you choose to do so, you will know that the Source, and only the Source, is the clarion that moves all of Ankar and the world below. With that on offer, other compensation is meaningless."

Several more gawkers left at this point, leaving Baza and a few other stragglers standing silently in front of the gateport, weighing their options.

SAINTS WILL PERSEVERE

Waves: 5 **Opponent:** Heirs

SET-UP

- Roll the D6:

1–2: Add to the top of the **creeping vines** on Hex D.

3–4: Add to the top of the **muskeg** on Hex E.

5–6: Change the **shrubbery** on Hex F to a **creeping vines** –.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Defeat all heir spires.

- Observe "Source Sabbath" by not spending any Source for one full wave.

  Outcome: *Your income in the first wave of Scenario 2 is impacted.*

- Defeat the heir fortress gate.

  Outcome: *Scenario ends immediately.*

SCENARIO RULES

- Grovetender spires are under the control of the narora, but they do not grant influence to the narora.

- The heir fortress gate cannot take damage while there are heir spires in play. Naroran units that would attack the fortress gate while heir spires are in play are instead defeated.

AI RULES

- If the heirs have any spires in play, heir minions will deploy from the heir spire closest to the naroran fortress gate. If there are no adjacent hexes with a valid terrain type for a minion to deploy onto, they may ignore terrain types until they move onto a valid terrain.

- When heirs defeat a spire, immediately roll the **event die**.

- Once heirs purchase **Stables 2 – Reserves**, it will be triggered automatically each wave when their last minion in play is defeated.

MARKS

Narora: Heir fortress gate

Heirs: Naroran fortress gate

EVENT DIE RESULTS

1–2: Construct a **refuge** spire – in place of the defeated spire.

3–4: Construct a **minaret** spire – in place of the defeated spire.

5–6: Construct a **regal lookout** spire – in place of the defeated spire.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora				
No event	3 Source	As normal	As normal	**Player:** 5 CP **Heirs:** [Harrier*, Harrier*], Royal Talon, Joust, Joust
WAVE 2 • Heirs				
No event	0 Source	As normal	Heirs purchase **Academy Peak 2 – Master Training**. Heirs construct a **high rise** spire – on a fortress Source well.	**Player:** 5 CP + # of narora spires in play. **Heirs:** [Windrush, Royal Talon], [Joust*, Joust*], Harrier
WAVE 3 • Narora				
No event	0 Source	As normal	Heirs purchase **Stables 2 – Reserves**.	**Player:** 5 CP + # of narora spires in play. **Heirs:** [Windrush, Harrier*], [Harrier*, Harrier*], [Joust*, Royal Talon]
WAVE 4 • Heirs				
No event	0 Source	As normal	As normal	**Player:** 5 CP + # of narora spires in play. **Heirs:** [Windrush*, Joust*], [Harrier*, Harrier*, Harrier*], [Humminger, Humminger], Royal Talon*
WAVE 5 • Narora				
No event	0 Source	As normal	As normal	**Player:** 5 CP + # of narora spires in play. **Heirs:** [Windrush*, Royal Talon*], [Harrier*, Harrier*], Humminger, [Joust*, Joust*]

WRAP-UP

• Take note if you completed the Source Sabbath objective, as its completion will affect your income in the first wave of Scenario 2.

NARORA

CHAPTER 2

"This way!" Bydra Graam called to Baza. "I need to be counseled by Father Goodfall before we begin the next phase of our operation."

The pair soon found themselves inside the Azure Temple, where Kythran Goodfall, Sourcefather of the Narora, and his counselors held court – an old, beautiful, crumbling building that sloped away into the sky. When they entered the Father's Chamber, Bydra quietly instructed Baza to wait in a far corner away from a stately empty chair in the room's center. Stained glass windows on the sloped ceiling refracted pale blue light into the room, illuminating floating dust particles in the air.

Momentarily, a grey-robed figure, bald save for roughly parallel Source cracks tracing from his eyes backwards down his skull, strode past them into the chamber. He nodded slightly at Bydra as he brushed by her to take his seat. Once sitting, he leaned forward, hands on his knees.

"Speak." he said.

"The Source bless you, Father Goodfall," Bydra began. "Our first offensive with the grovetenders has been successful, with limited casualties so far."

Kythran grumbled, but Baza couldn't make anything out.

"I've come to hear the latest work of the Sacred Labs," Bydra said.

"Yes," Kythran said, steepling his fingers. "The spires' perimeter fire capabilities are ready for a field test. If you are capable of making this work, this will be a key plank in our ability to bring down enemy spires in the future."

SHOOT THE ARTILLERY

Waves: 5 **Opponent:** Heirs

A REGAL LOOKOUT (NO UPGRADES)

CARRYOVER

- If you completed the Source Sabbath objective in Scenario 1, you will be granted an additional 6 Source during the Wave 1 Income Phase.

SET-UP

- Roll the D6:

1–2: Construct a **regal lookout** spire – on an heir fortress Source well.

3–4: Construct a **minaret** spire – on an heir fortress Source well.

5–6: Construct a **refuge** spire – on an heir fortress Source well.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

• Have 3 **monolant** spires constructed adjacent to Hex A at the same time *(through the use of earthscaping)*.

• Trigger a "Perimeter Fire" (see Scenario Rules).

Outcome: *At the start of the next wave, add to each heir fortress spire.*

• All heir fortress spires are defeated at the end of Wave 5.

SCENARIO RULES

• When naroran spires are defeated, they are removed from play instead of being returned to their barracks.

• A Perimeter Fire will occur immediately when there are 3 **monolant** spires adjacent to Hex A with at least 15 upgrades in total among them. Perimeter Fire results in the **regal lookout** on Hex A being defeated.

AI RULES

• The **regal lookout** on Hex A cannot be attacked or damaged. It can only be defeated through Perimeter Fire.

• At the start of each Prep Phase, adjust the number of upgrades on the **regal lookout** on Hex A to equal the total number of upgrades on all adjacent **monolant** spires. When adding or removing upgrades from the **regal lookout**, do so in the following order: *(e.g. if two **monolants** are adjacent to the **regal lookout** and they have 7 total upgrades between them, the **regal lookout's** upgrades would adjust to:).*

• If any heir fortress spires are in play, the heir fortress gate is not damaged when attacked, but it will still retaliate.

• Once heirs purchase the **Stables 2 – Reserves** fortress advancement, it will be triggered automatically each wave when their last minion in play is defeated.

MARKS

Narora: Heir fortress gate

Heirs: Naroran fortress gate

Keem: Closest opposing unit

EVENT DIE RESULTS

1–3: Heirs construct a **minaret** spire on a fortress Source well. If two spires already exist in the fortress, add to the bottom of one and to the bottom of the other.

4–6: Add a **humminger** to the top of the heir deployment stack this wave.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora				
Roll the **event die**.	5 Source *(+6 Source if you completed the Source Sabbath in Scenario 1).*	As normal	Heirs purchase **Stables 1 – Harrier Training** and **Stables 2 – Reserves**.	**Player:** 5 CP **Heirs:** Harrier*, Harrier*, Joust
WAVE 2 • Heirs				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 7 CP **Heirs:** Harrier*, Harrier*, [Joust*, Joust*], Keem*
WAVE 3 • Narora				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 9 CP **Heirs:** [Harrier*, Harrier*], [Joust*, Harrier*], Royal Talon
WAVE 4 • Heirs				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 11 CP **Heirs:** Harrier*, Harrier*, [Windrush*, Joust*], Royal Talon*
WAVE 5 • Narora				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 13 CP **Heirs:** [Harrier*, Harrier*], [Joust*, Joust*], [Windrush*, Royal Talon*]

NARORA

CHAPTER 3

"Do you know what the euphoric machine is, Baza?" Bydra asked quietly.

Puzzled, Baza furrowed her brow. "No... I heard you and Kythran talking about it, but –"

"Father Goodfall and I were talking about it, yes," Bydra interjected. "It was my idea. The people who made it used many of my concepts in its designs. I shouldn't be telling you this, but Brother Bredman will be using it shortly, anyway. Essentially, it hones in on the Source inside its user and detonates it, creating a purifying explosion that will be capable of leveling structures and armies in a manner not dissimilar to the spire perimeter fire you've already seen – but much more efficient and quick."

"That sounds like an... impressive display," Baza said, cautiously, thinking about the perimeter fire and how she couldn't take her eyes off the pure white glow of the refractor spires. "But why not entrust something with that much power to someone like you – the one who came up with the idea, the one with the love of the people?"

"The Source knows best," Bydra said. "It does not extend only to my service. I have appreciated the aid of the grove-tenders during this time, but they are not true servants of the Source, and Father Goodfall has sent me word that we are soon to strike at Yrtel, catching them unawares. These bird people are uncouth and prideful and ignorant; I never regret any action we take against them, but to fight the grovetenders will be harder."

"Have you talked to Kythran about this?" Baza asked.

"That is not my duty," Bydra insisted, leaning back on the tree as she stood. "I know this hard for you to comprehend, but if you stay here long enough, you will also see the light of the Source."

Baza started to get to her feet, but Bydra held up a finger.

"I'm going to get some rest," she said. "I won't need you until the morning. Before we attack Yrtel, we'll need to pay a visit to Thrad in order to gain... let's just say a 'unique' advantage. Think about what I said."

HOSTILE MISSION FIELD

Waves: 5 **Opponent:** Brawnen

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Defeat 3 brawnen spires with brawnen units that are under your control.

- In a single wave, defeat 3 brawnen minions with brawnen minions that are under your control.

- Defeat the brawnen fortress gate with **Drang** while she is under your control.

  Outcome: *Scenario ends immediately.* ***Drang*** *becomes a recruitable hero for the narora in Scenario 4.*

SCENARIO RULES

- For this scenario, **evangelist** minions gain the talent **Conversion:** Before or after this unit's movement, you may remove its health and place it underneath an adjacent ungrouped opposing faction unit. Gain control of that unit. When the controlled unit is defeated, this unit is defeated as well.

Note: You can only gain control of a hero if you are not already at your hero capacity.

MARKS

Narora: Brawnen fortress gate

Brawnen: Naroran fortress gate

Drang: Closest naroran unit

Leveling: Alternate attack and range upgrades, ignoring upgrade capacity

EVENT DIE RESULTS

1–3: Brawnen construct a **dispatch platform** on a Source well. If no **dispatch platforms** are available, the brawnen construct a **drilling outpost** spire instead.

4–6: Place on the bottom of each **siege tower** spire.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora				
Roll the **event die.**	3 Source	As normal	As normal	**Player:** CP is equal to # of brawnen spires currently in play. **Brawnen:** Battleborn, Dispatch, Dispatch
WAVE 2 • Brawnen				
Roll the **event die.**	0 Source	As normal	As normal	**Player:** CP is equal to # of brawnen spires currently in play. **Brawnen:** Battleborn*, Battleborn*, [Aegis, Aegis]
WAVE 3 • Narora				
Roll the **event die.**	0 Source	As normal	Brawnen construct a **siege tower** spire – on a fortress Source well. If none are available, they construct a **lance launcher** spire – instead.	**Player:** CP is equal to # of brawnen spires currently in play. **Brawnen:** [Source Siege, Battleborn*], Battleborn*, Dispatch*, Drang –
WAVE 4 • Brawnen				
Roll the **event die.**	0 Source	As normal	Brawnen construct a **siege tower** spire – on a fortress Source well. If none are available, they construct a **lance launcher** spire – instead.	**Player:** CP is equal to # of brawnen spires currently in play. **Brawnen:** Architect*, Forsaken, Forsaken
WAVE 5 • Narora				
Roll the **event die.**	0 Source	As normal	Brawnen construct a **siege tower** spire – on a fortress Source well. If none are available, they construct a **lance launcher** spire – instead.	**Player:** CP is equal to # of brawnen spires currently in play. **Brawnen:** Architect*, [Source Siege*, Battleborn*], Aegis*, Aegis*

WRAP-UP

• Take note of if you defeated the brawnen fortress gate using **Drang**, as it affects your unit selection options in Scenario 4.

NARORA

CHAPTER 4

Drang, the lead brawnen dispatch converted by the narora before the offensive on Yrtel, took orders just as diligently as any naroran underling, but her face was a rictus grimace, and every war cry she loosed was raw and breathy. To Baza, it sounded almost like a sob. After a few initial sorties with grovetender defenders, she, Bydra and a few other soldiers broke off from the main army and made their way through the woods of Rapport toward a secret meeting spot.

They ran into a few grovetenders along the way, leaving Bydra and Baza the only two members of their group still standing. Eventually, the pair arrived in a clearing filled with 10 other naroran recruits, along with a slightly older narora Baza guessed was Anjebin Bredman. If the deference paid him by the others didn't give it away, the contraption he'd loaded onto his back certainly would. The sun reflected a dull glint off its metal frame, full of gears and pistons protruding every which way from an oblong base. Anjebin nodded at Bydra, who responded with a motion too clumsy to be called a proper curtsy.

"Sister Graam, to where are we conveying the Source's wrath on our inaugural journey?" Anjebin asked. Baza thought his voice sounded creaky.

"Here." Bydra had unrolled a map and was pointing to an area about half a mile from their present location. "If this goes off according to plan, you'll decimate one of their outposts and give us a clear way into Yrtel's gates."

"Very well," Anjebin drolled. "You'll all be flanking me, correct?"

Bydra nodded.

"All right," he said. "Is there anything else before we go?"

Bydra shifted on her feet. Baza saw her glance at the machine hungrily. Then, however, she sighed.

"No," she said. "No, I don't think so."

SPEED THE CRUSADE

Waves: 5 **Opponent:** Grovetenders

CARRYOVER

- If you defeated the fortress gate using **Drang** in Scenario 3, **Drang** is placed in the naroran barracks and may be selected by the narora in this scenario. **Drang** has no CP cost and can be deployed in Wave 2 or later.

Western Outpost

- A — MUSKEG (FORWARD)
- B — MUSKEG (DEFENSIVE)

Eastern Outpost

- C — MUSKEG (FORWARD)
- D — MUSKEG (DEFENSIVE)
- E — SHRUBBERY

F1 F2 F3 — LANDMARK (SEE SET-UP)

SET-UP

- Roll the D6:

1–2: Discard the landmark on Hex F1.

3–4: Discard the landmark on Hex F2.

5–6: Discard the landmark on Hex F3.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Defeat both the western outposts at least once.

  Outcome: *If eastern outposts are already defeated, construct 2* ***muskeg*** *spires –* *on the grovetender fortress Source wells.*

- Defeat both the eastern outposts at least once.

  Outcome: *If western outposts are already defeated, construct a* ***shrubbery*** *spire –* *on a grovetender fortress Source well.*

- Move **Anjebin** adjacent to the grovetender fortress gate.

  Outcome: *Scenario ends immediately.*

SCENARIO RULES

- Each time a grovetender spire is defeated, roll the **event die**.

AI RULES

- After grovetenders purchase **Sharpener 3 – Summon Roots**, the **root die** is rolled at the start of each Onslaught Phase. Remove the bottom upgrade from # of your spires. Grovetender spires are unaffected.

MARKS

Narora: Grovetender fortress gate

Grovetenders: Naroran fortress gate

EVENT DIE RESULTS

1–2: Grovetender units will deploy from the western outpost closest to the naroran fortress gate. If no grovetender spires exist on the western outpost hexes, clear Hex B and construct a **muskeg** spire – there. Units will deploy from this spire until this die is rolled again. Place this die on it as a reminder.

3–4: Grovetender units will deploy from the eastern outpost closest to the naroran fortress gate. If no grovetender spires exist on the eastern outpost hexes, clear Hex D and construct a **muskeg** spire – there. Units will deploy from this spire until this die is rolled again. Place this die on it as a reminder.

5–6: Grovetender units will deploy from the non-fortress Source well closest to the naroran fortress gate. If no Source wells exist, discard the landmark closest to the naroran fortress gate and deploy grovetender units from this hex until this die is rolled again. Place this die on the Source well as a reminder. The Source well is considered occupied and cannot be used or moved through.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora				
Roll the **event die**.	3 Source	As normal	As normal	**Player:** 5 CP **Grovetenders:** War Briar, Taproot *Summon: Vineherald**
WAVE 2 • Grovetenders				
No event	0 Source	As normal	As normal	**Player:** 7 CP **Grovetenders:** Taproot, Taproot, Treed *Summon: War Briar**
WAVE 3 • Narora				
No event	0 Source	As normal	Grovetenders purchase **Sharpener 3 – Summon Roots**.	**Player:** 9 CP **Grovetenders:** [Ogregrowth*, Taproot], Taproot, Taproot *Summon: Treed**
WAVE 4 • Grovetenders				
No event	0 Source	As normal	Grovetenders purchase **Sharpener 1 – Greater Thorns**.	**Player:** 11 CP **Grovetenders:** [Grizzled Oak*, Taproot], Taproot, [Vineherald, Treed] *Summon: Ogregrowth**
WAVE 5 • Narora				
No event	0 Source	As normal	As normal	**Player:** 13 CP **Grovetenders:** Treed*, [War Briar*, War Briar*], Taproot, [Grizzled Oak*, Taproot], Taproot *Summon: Ogregrowth**

WRAP-UP

• Take note if you completed the objective to move **Anjebin** adjacent to the grovetender fortress gate, as it will affect fortress gate health in Grovetender Scenario 1.

GROVETENDERS

CHAPTER 1

Yrtel had almost fallen. The narora had shattered its gates and run rampant through its alleys and passageways, and it was all the city's summoners could do to push them back. Since much of the grovetenders' infrastructure was organic, naturally nested into the wildlife of Rapport, the naroran forces were often unsure where to find important strategic targets to sack in their onslaught; barring that, they were content to demolish anything that appeared culturally significant.

In their own way, the narora had been correct in their instinct to run roughshod over the grovetenders' monuments and artistic installments; as a race without a strong martial tradition, the taproots' first thought was to weaponize the work with which they were already familiar. Many a naroran soldier was caught off guard by a sculpture come to life, a statue that fought back or an angular art piece repurposed as a sentient crusher.

In the end, it was barely enough. Yrtel was grievously wounded, but not destroyed. Before the narora could push in to the Inner Oak, grovemother Ybanthe had located her two most trusted partners, Dywen and Wyvankaye, and the three pooled their energies into a trio of constructs that towered above the rest. The narora were finally driven from within the city after breaking like a tide against a giant lion, a towering warthog and an imposing swort, a fearsome replica of the narora's traditional pack animal.

There would soon be more violence. The narora still were camped outside Yrtel and could launch the second wave of their assault at any moment. If Yrtel was to survive another night, its people would need to dress themselves in the garb of the moment, eschewing their pastoral and artisan ways to best the narora at their own game. Dywen was confident that if the city could weather the next assault, the fight would go out of the narora, and they could be pushed back. Ybanthe had no choice but to trust her.

PUNISHED FOR OUR PEACE

Waves: 5 **Opponent:** Narora

A RUINS LANDMARK

B ROGUE GRIZZLED OAK (UNREVEALED)

C MONOLANT (SEE SET-UP)

CARRYOVER

- If you moved **Anjebin** adjacent to the grovetender fortress gate in Narora Scenario 4, set the grovetender fortress gate health to 5.

SET-UP

- Roll the D6 to determine the starting upgrades on the **monolant** spires:

1–2:

3–4:

5–6:

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Use Summon no more than 3 times this scenario.
- Defeat the **rogue grizzled oak** and return it to your fortress.
- Construct a spire on Hex B.

SCENARIO RULES

- The **rogue grizzled oak** is not removed from play when defeated. Instead, it becomes an item that may be picked up by your heroes.
- You cannot earthscape to block off either the west or east path.

AI RULES

- Isles 4 and 8 make up the west path; Isles 7 and 5 make up the east path. The narora will use one or the other each wave, as dictated in the Event Phase.

MARKS

Grovetenders: Naroran fortress gate

Narora: Grovetender fortress gate

EVENT DIE RESULTS

1–2: Add health equal to your rolled result to a naroran unit of your choice during the Prep Phase, ignoring its health stat.

3–4: Draw from the market stack until you reveal a merc unit. Add this unit to the top of the narora deployment stack for this wave and discard the rest of the chips drawn.

5–6: Summoned units come out on their basic side instead of on their promoted side this wave. Taproots are still promoted after using Summon.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora				
Roll the **event die**. Naroran units will use the east path.	3 Source	Narora purchase an earthscape but do not place it.	The narora purchase **Forgotten Graves 3 – Source Loop**.	**Player:** 4 CP **Narora:** Conduit
WAVE 2 • Narora				
Roll the **event die**. Naroran units will use the west path.	0 Source	Narora purchase a merc minion.	Add to all naroran spires.	Player: 5 CP **Narora:** [Conduit, Conduit], Merc
WAVE 3 • Narora				
Roll the **event die**. Naroran units will use the east path.	0 Source	Narora purchase an earthscape but do not place it.	Narora construct a **monolant** spire – on the non-fortress Source well closest to the naroran fortress gate.	**Player:** 7 CP **Narora:** [Evangelist, Evangelist]
WAVE 4 • Narora				
Roll the **event die**. Naroran units will use the west path.	0 Source	Narora purchase a merc minion.	Add to all naroran spires.	**Player:** 9 CP **Narora:** [Nightrous, Nightrous], [Evangelist, Evangelist], Merc
WAVE 5 • Narora				
Roll the D6: 1–3: Naroran units will use the east path; 4–6: Naroran units will use the west path.	0 Source	Narora purchase an earthscape but do not place it.	Narora construct a **monolant** spire – on the non-fortress Source well closest to the naroran fortress gate.	**Player:** 11 CP **Narora:** Burnout, Burnout, Arcbright, Arcbright, Evangelist, Evangelist, Messiah

GROVETENDERS

CHAPTER 2

After the successful but hard-fought battle, Ybanthe, Wyvankaye and Dywen drank dew in Ybanthe's modest quarters, burrowed in the knot of a massive koa tree.

"So," Ybanthe began, setting her cup on the small, gnarled table between the three of them, "the narora are no longer in a position to stage another assault."

Wyvankaye said nothing, but glanced at Dywen, who took a deep breath before responding.

"I suppose that's technically true, yes, but they're still well within striking distance," she said, her fingers making a "scritch scritch" sound as she scratched the top of her head. "Once they've marshalled their forces and pulled in reinforcements from the Graves of the Forgotten, they'll be at fighting strength again. We mustn't let up."

Ybanthe scowled. "Is there any chance of brokering a treaty?"

Dywen glanced at her incredulously. "That would be asking too much of all of us, especially after what we've already fought to keep! And besides, we had an alliance with the narora until just a few days ago, and we saw how they treated that! We need a healthy distance – a distance ranging back to Rapport's rightful boundaries – before we can start talking about any ceasing of hostilities."

Ybanthe didn't know what to say, so she picked up her cup and took a long sip.

"This may not be what you want to hear, but our work of the last day has inspired many throughout Rapport," Wyvankaye said. "We were late preparing for this conflict – we were the only ones who didn't want it to come – but the other islands only want more land, or more Source, or more control over the Source. None of them connect to the Source like we do. To exercise that connection in such an uninhibited fashion, for a cause that, while regrettable, is also necessary and heroic, is an honor for many. We are ready. We do need to push them off Rapport, and we can do it."

FIGHTING FOR OUR FUTURE

Waves: 4 **Opponent:** Narora

SET-UP

- During landmark set-up, place temple landmarks instead of swamp landmarks on the Source wells closest to each fortress gate.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Have at least 2 landmarks in play at the end of Wave 4.
- Have at least 3 landmarks in play at the end of Wave 4.
- Have at least 5 landmarks in play at the end of Wave 4.

LOSS

- The ruins landmark on Hex B is defeated.

SCENARIO RULES

- Swamp landmarks on Isle 1 begin the scenario with 5 health under them. They cannot be attacked or damaged while unrevealed, except by Entropy and Source Aura, which damage them as though they are opposing units. When revealed, these landmarks maintain their current health, ignoring the health stat on their chip.

- **Ybanthe** is the only hero the grovetenders may have in play this scenario.

- Minions with the **gateport** on Hex E as their mark will move onto it as part of making progress. When they do so, they are immediately defeated.

AI RULES

- The narora will explore and reveal landmarks in this scenario. During exploration, each naroran unit will reveal 1 landmark adjacent to them if possible.

MARKS

Grovetenders: The **gateport** on Hex E

Narora: The **gateport** on Hex E

Attack priority: A landmark minion it can defeat > a landmark minion it can damage > normal attacking priority

Anjebin: The furthest away Hex A landmark

EVENT DIE RESULTS

1–2: Add to the bottom of all naroran spires.

3–6: Swap the position of any two swamp landmarks in play, whether revealed or unrevealed.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora				
No event	0 Source	As normal	Narora purchase **Forgotten Graves 3 – Source Loop**.	**Player:** 5 CP **Narora:** Anjebin
WAVE 2 • Grovetenders				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 7 CP **Narora:** [Conduit, Conduit], [Drift, Drift]
WAVE 3 • Narora				
Roll the **event die**.	0 Source	Narora purchase an earthscape but do not place it.	As normal	**Player:** 9 CP **Narora:** [Conduit, Conduit], [Burnout, Burnout], Anjebin*
WAVE 4 • Grovetenders				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 11 CP **Narora:** [Evangelist, Evangelist], [Burnout, Burnout], [Conduit, Conduit], Anjebin*

WRAP-UP

• Note how many landmarks were still in play at the end of this scenario, as it will affect your set-up in Scenario 3.

GROVETENDERS

CHAPTER 3

With the naroran threat temporarily neutralized, grovetender leadership turned its attention to other incursions Rapport had suffered in previous months. The heirs had rarely been seen in grovetender territory since their dual strike into Rapport and Osthma, a move Dywen believed had been made primarily to wreck the islands' infrastructure. The brawnen, on the other hand, had retained control of Reciprocity and were doing damage there that Ybanthe feared would be irreparable.

Shortly after the Joining, Wyvankaye had cracked the code on what grovetender high command informally called "Source riding": a process in which a skilled taproot could briefly project their consciousness along an underground Source current into a connected flora some distance away. Since the brawnen had cleared the grovetender outpost, the method had often been employed to see what the brawnen were up to in the remains of the research station.

The findings were rarely good. In addition to the brawnen's studies (and frequent misuse) of the grovetenders' research on Source shaping, the small island was being drained of its Source reserves as fast as possible. The same day the brawnen had struck into Rapport to established their spire line, reinforcements had arrived in Reciprocity bearing a gigantic Source drill, which had been running almost nonstop since then.

"This can't continue!" Dywen exclaimed during a meeting with Ybanthe and Wyvankaye and Idine, another grovetender general who'd performed admirably during the naroran pushback. "Every day we do nothing is another day of them taking our Source from us, maybe even to use against us."

"Perhaps more to the point, they're running the risk of destabilizing the island," Wyvankaye interjected. "We don't know how one part of the Joining failing will affect the other pieces of the puzzle."

"What's your proposal?" Ybanthe asked.

"Idine and I have been discussing this," Dywen said. "He will be directing the maneuvers concerning the spire line, while I will be focusing on retaking Reciprocity itself – and barring that, reclaiming our Source shaping documentation."

WATCHING THE WORLD CRUMBLE

Waves: 5 **Opponent:** Brawnen

CARRYOVER

- Begin this scenario with +1 Source for each landmark still in play at the end of Scenario 2.

SET-UP

- Do not add earthscapes to the market offerings this scenario. They are not available for purchase.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- End a turn with all 3 grovetender heroes on Isle 8.

  Outcome: *Promote all of your heroes that are on their basic side, or heal all heroes to full health.*

- Have both **Dywen** and **Ybanthe** on their promoted sides with upgrades equal to their capacities at the same time.

- Construct 2 spires on the same isle, and then remove that isle during an Event Phase.

LOSS

- Any grovetender hero is defeated.

- Brawnen fortress gate is not defeated when Wave 5 ends.

SCENARIO RULES

- After Wave 1, you may have up to 3 heroes in play at a time.

- When removing an earthscape or isle from play during each Event Phase, a valid path that connects the two fortresses must be maintained.

MARKS

Grovetenders: Brawnen fortress gate

Brawnen: Grovetender fortress gate

EVENT DIE RESULTS

1–2: Remove the bottom upgrade from all spires in play. No rewards are gained if spires are defeated in this way.

3–4: Remove one health from a revealed landmark of your choice. No rewards are gained if landmark minions are defeated in this way.

5–6: Reduce one grovetender hero in play to 1 health. If all grovetender heroes in play are already at 1 health, the grovetender fortress gate loses 2 health instead.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Brawnen				
Roll the **event die**. Clear all chips from an isle or earthscape in play, then remove it from play.	0 Source	As normal	As normal	**Player:** 5 CP **Brawnen:** Battleborn*, Aegis, Forsaken
WAVE 2 • Grovetenders				
Roll the **event die**. Clear all chips from an isle or earthscape in play, then remove it from play.	0 Source	As normal	As normal	**Player:** 7 CP **Brawnen:** [Aegis*, Battleborn*], Forsaken
WAVE 3 • Brawnen				
Roll the **event die**. Clear all chips from an isle or earthscape in play, then remove it from play.	0 Source	As normal	As normal	**Player:** 9 CP **Brawnen:** [Battleborn*, Battleborn*], [Aegis*, Aegis*], Dispatch, Dispatch
WAVE 4 • Grovetenders				
Roll the **event die**. Clear all chips from an isle or earthscape in play, then remove it from play.	0 Source	As normal	As normal	**Player:** 11 CP **Brawnen:** [Dispatch*, Dispatch*, Battleborn*, Battleborn*, Architect*, Architect*]
WAVE 5 • Brawnen				
Roll the **event die**. Clear all chips from an isle or earthscape in play, then remove it from play.	0 Source	As normal	As normal	**Player:** 13 CP **Brawnen:** [Dispatch*, Dispatch*, Battleborn*, Battleborn*], [Aegis*, Aegis*], [Architect, Architect], Kram the Mighty*

GROVETENDERS

CHAPTER 4

After the carnage of Reciprocity, Ybanthe's soul had grown weary of fighting. Following a time of deliberation, she, Wyvankaye and Idine led a sizable group of taproot artisans on a trek to The Corners, the informal name for the area of land where all four of the islands met. They were escorted by a cadre of war briars and treeds, along with some keen-eyed scouts. As they traveled, Ybanthe surveyed the group and made sure that a master grovetender builder named Ertry was clear on the plan once they arrived; starting from the Corners and moving both ways along the border of Rapport, the taproots would build as many spires as they thought prudent based on the geography. That was all. Then, they would wait, ready if someone came but hoping to be left alone.

Ybanthe had just about finished her rounds, however, when she spied a fast-moving speck drawing ever closer to the front of the group. In a matter of moments, one of her scouts was upon them, breathing raggedly but signaling that he needed to talk to the grovemother.

Ybanthe hurried to him.

"You're..." the scout started before trying to catch his breath. "You're too late. They're coming."

"Who's coming? Which army?" Ybanthe asked. It felt as if the entire caravan was listening.

"All three of the armies," the adash said, his hands on his knees. "I was out on Berly's Peak, and I saw them all coming this way. They weren't attacking each other, either. They were all just headed here."

There was nothing to decide now. There was only one thing that could be done, and it might be the last thing that would be done.

"General!" Ybanthe shouted, swinging back to Wyvankaye. "Get your strongest Source riders on a connection to Yrtel, and send a few treeds back that way just in case. We'll need everyone if we hope to hold back the tide. Ertry, I want your finest earthshapers on a new task: erecting natural barriers to make entry Rapport's borders impassible. There isn't a moment to lose."

STANDING TO THE LAST

Waves: 5 **Opponent:** Brawnen, Narora, Heirs

SET-UP

- Roll the D6:

1–2: Set up fortresses as shown.

3–4: Swap narora and brawnen fortress placement.

5–6: Swap heirs and narora fortress placement.

OBJECTIVES

Complete at least one objective to achieve victory.
Gain 1 for each objective you complete.

- Defeat the naroran fortress gate.

  Outcome: *Naroran units will deploy from a friendly undefeated fortress gate of the player's choice.*

- Defeat the heir fortress gate.

  Outcome: *Heir units will deploy from a friendly undefeated fortress gate of the player's choice.*

- Defeat the brawnen fortress gate.

  Outcome: *Brawnen units will deploy from a friendly undefeated fortress gate of the player's choice.*

AI RULES

• All opposing heroes are considered minions for this scenario. They will move and attack like minions and will not go into campfire mode.

• Heirs, narora, and brawnen will act on the same turn as a single faction.

MARKS

Grovetenders: Naroran fortress gate OR heir fortress gate OR brawnen fortress gate

Narora/Heirs/Brawnen: Grovetender fortress gate

EVENT DIE RESULTS

1–2: If not defeated, the brawnen fortress gate gains 1 health, ignoring its maximum health capacity.

3–4: If not defeated, the heir fortress gate gains 1 health, ignoring its maximum health capacity.

5–6: If not defeated, the naroran fortress gate gains 1 health, ignoring its maximum health capacity.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Grovetenders				
Roll the **event die**.	5 Source	As normal	The narora purchase **Forgotten Graves 3 – Source Loop**.	**Player:** 5 CP **Narora:** Burnout **Brawnen:** Battleborn* **Heirs:** Harrier*
WAVE 2 • Grovetenders				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 8 CP **Narora:** [Drift, Drift] **Brawnen:** Aegis* **Heirs:** Joust*, Royal Talon
WAVE 3 • Grovetenders				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 12 CP **Narora:** [Conduit, Conduit], Evangelist, Arcbright, Bydra Graam* **Heirs:** Harrier*
WAVE 4 • Grovetenders				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 15 CP **Narora:** Arcbright **Heirs:** [Harrier*, Harrier*], Humminger, Royal Talon, Joust*, Jaelana Nestor*
WAVE 5 • Grovetenders				
Roll the **event die**.	0 Source	As normal	As normal	**Player:** 15 CP **Narora:** Arclight **Brawnen:** [Aegis*, Aegis*, Battleborn*, Battleborn*, Dispatch, Dispatch], [Architect*, Architect*], Kram the Mighty* **Heirs:** Harrier*

In endless mode, you will play solo against an ever-growing onslaught of units from 3 other factions. The objective is to last as many waves as possible before your fortress gate is defeated. Take note of how many waves you survive so you can try to beat your previous score, or challenge your friends!

SET-UP

You may play endless mode as any faction and include any of the following expansion content: earthscapes; isles; market chips; and swamp, temple, and ruins landmarks. Other special landmarks will not be used in this mode.

Choose your faction and take the reference sheet, fortress, dice, and chips of that faction. Also take a barracks, a health tracker chip, and a Source tracker chip.

Use the preset map as pictured on the following page for a quick–start game. If you would rather make your own custom map, do the following instead:

- Draw 7 isles. Reveal and attach them together in any shape and configuration you would like.
- Affix your fortress wherever you would like according to standard fortress placement rules. Your map must have at least 3 Source wells adjacent to a path leading to your fortress.
- Find the 3 **gateport** landmarks and place each faceup on any 3 Source wells adjacent to path leading to your fortress.

Place a random swamp landmark on the Source well closest to your fortress gate, and a random landmark on all other Source wells.

Choose 3 opposing factions. We recommend doing so at random by shuffling all faction mark chips except your own together and drawing 3 without looking. Alternatively, you can pick which factions you play against.

Add the faction mark chip of each opposing faction under a **gateport** in play at random to indicate which faction will deploy from which **gateport**. From your perspective, the leftmost **gateport** is Gateport A, and its corresponding faction is Faction A. The next leftmost **gateport** is Gateport B, deploying Faction B. The final **gateport** is Gateport C and home to Faction C.

Create a standard market with 3 market chip options and the earthscape option.

ENDLESS MODE

A GATEPORT

B GATEPORT

C GATEPORT

Place your fortress here

GAMEPLAY

In general, endless mode follows the same rules as solo mode.

The 3 factions you play against are controlled by AI and act as a single faction sharing a turn. Waves occur in sets of 3. Waves 1-3 are a set, Waves 4-6 are a set, etc. The start of a new set of waves would be the start of the first wave in a set. Waves 4, 7, 10, etc. would be waves that start a new set.

ENDLESS RULES

Defeating an opposing faction unit grants you 1 Source instead of its printed reward. Landmarks still grant their printed reward.

Your minions will move onto their marked **gateport** as part of making progress. When they do so, they are immediately defeated and you gain 1 Source. Your heroes cannot move onto **gateports**.

You have a spire limit of 4.

The talents Overload and Riftwalk cannot be used by any units.

AI RULES

AI units deploy from their designated **gateport** as if it were a fortress gate.

AI will always move all units of Faction A, then all units of Faction B, then all units of Faction C.

If AI is narora, consider them to have the **Forgotten Graves 3 – Source Loop** fortress advancement. If AI is grovetenders and one of their units uses Summon or Evoke, a war briar is summoned.

MARKS

Player: Gateport A OR Gateport B OR Gateport C

AI Minions: Opposing fortress gate

AI Heroes: Closest opposing spire it can damage > opposing fortress gate

Wyvankaye: Closest opposing minion with equal to or less health than **Wyvankaye**

Wyvankaye*: Closest opposing spire with attack upgrades

HOW TO CREATE AI DEPLOYMENT STACKS

The chart on the opposite page outlines what units each faction will deploy each wave. Each faction expansion contains a similar chart as well. Waves are placed in sets of 3. In each set of waves, you will first play against 1 faction, then proceeding to 2 and finally facing all 3 factions at once. Therefore, on Waves 1, 4, 7, etc. you will face Faction A. On Waves 2, 5, 8, etc. you will face Factions A and B. On Waves 3, 6, 9, etc. you will face Factions A, B, and C all at once.

Each faction deploys all of their minions as a single group. When you progress to a new set of waves, the new minions listed are added to the bottom of the group in addition to all previously listed minions for that faction. Heroes are placed at the bottom of the deployment stack when listed. Heroes are only deployed once. When defeated, they are removed from play.

To help you understand what the opposing deployment stacks might look like, here are a couple of examples. In these examples, you are playing the brawnen. Faction A is the grovetenders, Faction B is the heirs, and Faction C is the narora.

Example 1: It is the Prep Phase of Wave 7. Since it is the first wave in a new set, only Faction A will deploy. The grovetender deployment stack will be: [War Briar, Vineherald*], Dywen* +2 Range.

Example 2: It is now the Prep Phase of Wave 8, which is the second wave of a set. Therefore, both Factions A and B will be deploying from their respective **gateports**. The grovetender deployment stack will be: [War Briar, Vineherald*]. Note that Dywen* isn't deployed, as she only deploys once. Faction B, the heirs, will deploy: [Harrier, Joust*], Darb* +2 Attack.

Example 3: It is now the Prep Phase of Wave 27, which is the third wave of the set and will see all 3 opposing factions deploy. The grovetenders deploy: [War Briar, Vineherald*, Ogregrowth*, Taproot, Treed*, Treed*, Taproot, War Briar*, Vineherald*, Grizzled Oak*, Taproot]. The heir deployment stack is: [Harrier, Joust*, Windrush*, Harrier*, Humminger*, Humminger*, Joust*, Harrier*, Royal Talon*]. The naroran deployment stack is: [Drift, Arcbright, Drift, Bishop, Bishop, Drift, Nightrous, Nightrous, Void], Bydra Graam* +3 Range.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
ALL WAVES • AI always goes first				
On the waves that are the start of a new set: • Remove upgrades from the bottom of all spires that exceed their upgrade capacity, until they no longer do. Spires with no upgrade capacity are defeated. • Remove upgrades from the bottom of all units that exceed their upgrade capacity, until they no longer do.	0 Source	The market only refreshes at the start of the Market Phase on waves that are the start of a new set. The market still refills after purchases and is used as normal.	As normal	**Player:** **Waves 1-9:** 3 CP **Waves 10-18:** 6 CP **Waves 19-27:** 9 CP **Waves 28+:** 1 fewer CP than the previous wave, to a minimum of 3 CP. **AI:** See chart on the next page.

BRAWNEN	GROVETENDERS	HEIRS	NARORA
WAVE 1, 2, 3			
[Battleborn...	[War Briar...	[Harrier...	[Drift...
WAVE 4, 5, 6			
...Aegis*...	...Vineherald*...	...Joust*...	...Arcbright...
WAVE 7, 8, 9			
[Awsh* – ⊕⊕]	[Dywen* – ◉◉]	[Darb* – ⊗⊗]	[Anvasse* – ⊗⊗]
WAVE 10, 11, 12			
...Source Siege*...	...Ogregrowth*, Taproot...	...Windrush*, Harrier*...	...Drift, Bishop...
WAVE 13, 14, 15			
...Dispatch*, Dispatch*...	...Treed*, Treed*, Taproot...	...Humminger*	...Bishop...
WAVE 16, 17, 18			
[Drang* – ◉◉]	[Ybanthe* – ⊕⊕]	[Keem* – ⊕⊕]	[Anjebin* – ⊗⊗]
WAVE 19, 20, 21			
...Aegis*, Battleborn*, Battleborn*...	...War Briar*, Vineherald*...	...Humminger*, Joust*...	...Drift, Nightrous...
WAVE 22, 23, 24			
...Forsaken*]	...Grizzled Oak*, Taproot]	...Harrier*, Royal Talon*]	...Nightrous, Void]
WAVE 25, 26, 27			
[Kram the Mighty* – ⊕⊕⊕]	[Wyvankaye* – ⊗⊗]	[Jaelana Nestor* – ⊕⊕⊕]	Bydra Graam* – ◉◉◉]
WAVE 28+			
Repeat opposing units from Wave 27, reducing your CP by 1 each wave played beyond Wave 27 *(e.g. Wave 28 you are granted 8 CP, Wave 29 you are granted 7 CP, etc)*. You cannot be reduced below 3 CP.			

QUICK REFERENCE

SPIRE ATTACK PRIORITY

1. *Current player's hero it can defeat.*
2. *Current player's minion it can defeat.*
3. *Current player's hero it can damage.*
4. *Current player's minion it can damage.*
5. *Any unit controlled by the current player.*

AI UNIT ATTACK PRIORITY

1. *Opposing fortress gate.*
2. *Opposing hero it can defeat.*
3. *Opposing spire it can defeat.*
4. *Opposing faction minion it can defeat.*
5. *Opposing landmark minion it can defeat.*
6. *Opposing hero it can damage.*
7. *Opposing spire it can damage.*
8. *Opposing faction minion it can damage.*
9. *Opposing landmark minion it can damage.*
10. *Any opposing unit or spire.*

AI MINION MOVEMENT PRIORITY

1. *Count the hexes in valid terrain between the minion's starting hex and its mark, using the shortest route possible. Count through faction units, but not landmarks or spires. Find all the hexes the minion could end its movement on using its full movement. Count from those hexes to its mark. If one is closer than its starting hex, that's where it moves. If more than one is closer, it moves to the hex that is closest to its mark. Players choose if there are multiple movement options.*

2. *If the minion can't get closer using its full movement, subtract 1 from its movement stat and find the hexes it can now end its movement on. See if any of them are closer than its starting hex. If there is one, that's where it moves. If more than one is closer, it moves to the hex that is closest to its mark.*

3. *If the minion still is unable to get closer, subtract 1 from its movement again. Repeat until you've found a hex that the minion can move to that uses as much movement as possible to get closer to its mark.*

4. *If there are no hexes at all that the minion can move to that will get it closer to its mark, you can optionally move it to a hex that is neither closer to or further away from its mark. This can use any amount of its movement.*

AI HERO MOVEMENT PRIORITY

1. *Count the hexes in valid terrain between the hero's starting hex and the closest hex that it could attack its mark from, using the shortest route possible. Count through units, but not landmarks or spires. Find all the hexes the hero could end its movement on using any amount of its movement. Count from those hexes to its mark. If one is closer than its starting hex, that's where the hero moves. If more than one is closer, it moves to the hex that is closest to its mark. Players choose if there are multiple movement options.*

2. *If there are no hexes at all that the hero can move to that will get it closer to its mark, you can optionally move it to a hex that is neither closer to or further away from its mark. This can use any amount of its movement.*

Chip Theory Games

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