



CLOUDSPIRE

COOPERATIVE SCENARIOS



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INTRODUCTION

In Cloudspire's co-op mode, two players work together, each playing their own faction and attempting to accomplish a shared group of objectives. These scenarios come in pairs, with each pair meant to be played one after another. You can play the pairs in any order.

The rules for co-op mode are identical to those for solo mode. If you are unfamiliar with those rules, refer to the beginning of your Solo Scenarios book. Solo/co-op rules build on the

core rules found in the main Cloudspire Rulebook, so you should familiarize yourself with those first. If you're learning how to play and intend to start with the co-op scenarios, we recommend playing both the PvP tutorial walkthrough in the main rulebook and the solo walkthrough in the Solo Scenarios book. For the solo walkthrough, you and your partner can work together to control the brawnen.

Once you're familiar with the rules and gameplay, you'll be ready to dive into any Cloudspire co-op scenario!

CO-OP CAMPAIGN RANK

The co-op scenarios are meant to be played as pairs. Those pairs can be played in any order. Just as with solo mode, you can play through them all and use the chart below to see how well you did.

Prestigious Title	Base Game	Base Game +1 Expansion	Base Game +2 Expansions	Base Game +3 Expansions	Base Game +4 Expansions
Burnout	8-11	10-14	12-17	14-20	16-23
Nomad	12-15	15-19	18-23	21-27	24-31
Elite Duelist	16-19	20-24	24-29	28-34	32-39
Hero of Ankar	20-23	25-29	30-35	34-41	40-47
Champion of Ankar	24	30	36	42	48



NEOPRENE HEX TILE KEY

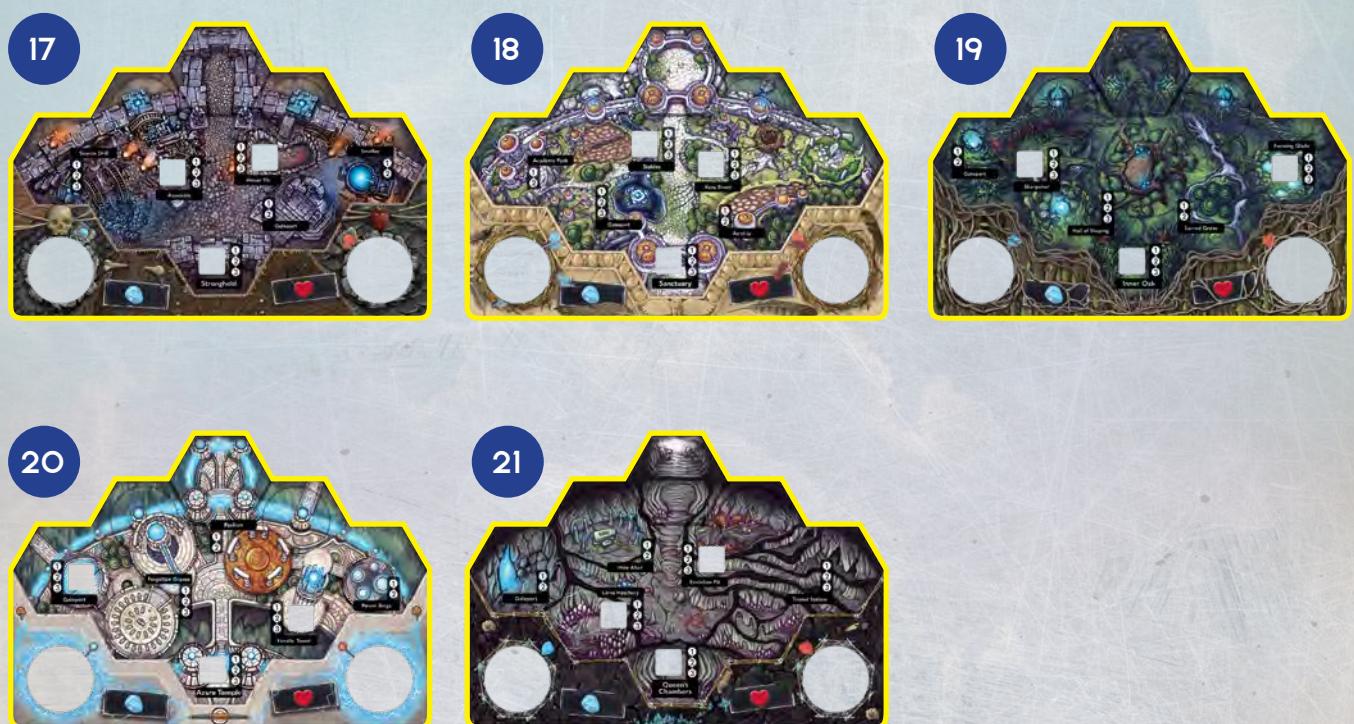
ISLES



EARTHSCAPES



FORTRESSES





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-grieger 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 adds 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.

Prophecy ♦

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 grieg barracks.

Toxic Secretion

If a non-griegue 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, if it 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.



BRAWNEN / HEIRS

CHAPTER 1

Note: Both brawnens/heirs scenarios take place between narora scenarios "Saints Will Persevere" and "Shoot The Artillery."

Some secrets are so damning, we keep them from ourselves. Following the heirs' attacks on the grovetenders and narora, when it became clear that those two races, while severely wounded, were not out of the fight, high-level envoys from the heirs and brawnens met secretly, gathering in an enclave deep within Elax Mountain. The meeting was brief and curt, as each side was well aware that the other was engaged in their attempted elimination. However, influential people on both Thrad and Will believed that at least a small amount of cooperation might be viable.

While the heirs and brawnens had little in common but their mutual disdain, there was a sense that at least they had in the other a worthy adversary. Their armies were the most organized; their military objectives were the most clear; they were motivated not by altruism or divine mandate, but by geopolitical aims. In short, each found the other predictable and, in their own way, a little more reasonable – a foe more desirable to be facing in the long term than the inscrutable forces from Osthma and Rappart.

With that in mind, the envoys agreed to a covert partnership to share and test some new spire technology, cloaked in enough layers of plausible deniability to be easily disavowed if it was discovered by a more zealous member of either side. What none of them counted on, however, was for the allied grovetender and narora forces to catch wind of the tests and try to end the fragile pact before it even began. ☐



SKYPACT

Waves: 4 Opponent: Narora, Grovetenders

SET-UP

- Construct the "lookout launcher" spires by placing a **regal lookout** spire on top of a **lance launcher** spire.
- When creating the market, skip making the market stack. Only earthscapes are available for purchase from the market this scenario.

- A "LOOKOUT LAUNCHER" 
- B "LOOKOUT LAUNCHER" 
- C "LOOKOUT LAUNCHER" 



OBJECTIVES

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

- A single **lookout launcher** spire survives until the end of Wave 4.
- A second **lookout launcher** spire survives until the end of Wave 4.
- A third **lookout launcher** spire survives until the end of Wave 4.

LOSS

- All **lookout launcher** spires are defeated.

SCENARIO RULES

- **Lookout launcher** spires have the talents of a **regal lookout** but are controlled by the brawnen. The **elfinkaze** placed on the spires from # Elfin are still controlled by the heirs.
- The heirs can upgrade **lookout launcher** spires as if they were their own.
- Brawnen and heirs cannot construct spires this scenario.

AI RULES

- **Ybanthe** does not use Evoke.
- After the **Power Rings 1 – Portal Ring** fortress advancement is purchased, naroran heroes will be placed here when selected for deployment, and they will use it to teleport as close to their mark as possible.

MARKS

Brawnen: Naroran fortress gate OR grovetender fortress gate

Heirs: Naroran fortress gate OR grovetender fortress gate

Narora: See wave details

Grovetenders: See wave details

Ybanthe: Closest opposing spire with attack upgrades > closest opposing spire

Anjebin: Closest hex adjacent to 2 opposing spires > closest opposing spire

Dywen: Closest opposing spire

Bydra Graam: Closest opposing spire

EVENT DIE RESULTS

1–2: The upgrade capacity of the lookout launcher on Hex A is increased by 2 during the Build Phase this wave.

3–4: The upgrade capacity of the lookout launcher on Hex B is increased by 2 during the Build Phase this wave.

5–6: The upgrade capacity of the lookout launcher on Hex C is increased by 2 during the Build Phase this wave.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Brawnen, Narora, Heirs, Grovetenders			Narora Mark: Brawnen fortress gate Grovetender Mark: Heir fortress gate	
No event	0 Source	Skip	The narora purchase Forgotten Graves 3 – Source Loop .	Players: 0 CP Grovetenders: [War Briar, War Briar, War Briar], [Vineherald, Vineherald], Grizzled Oak Narora: [Drift, Drift, Drift], Evangelist, Nighthrous
WAVE 2 • Heirs, Grovetenders, Brawnen, Narora			Narora Mark: Heir fortress gate Grovetender Mark: Brawnen fortress gate	Players: 4 CP Grovetenders: [Vineherald, War Briar, War Briar], [Treed*, Taproot*], Taproot, Ybanthe – Summon: Grizzled Oak* Narora: [Drift, Drift, Drift], [Arcbright, Conduit], [Arcbright, Nighthrous]
Roll the event die . Remove the top upgrade from a lookout launcher spire.	0 Source	Players may only purchase earthscapes from the market.	Grovetenders purchase Forming Glade 1 – Basic Form and use its ability to place a treed underneath Ybanthe.	Players: 4 CP Grovetenders: [Vineherald, War Briar, War Briar], [Treed*, Taproot*], Taproot, Ybanthe – Summon: Grizzled Oak* Narora: [Drift, Drift, Drift], [Arcbright, Conduit], [Arcbright, Nighthrous]
WAVE 3 • Brawnen, Narora, Heirs, Grovetenders			Narora Mark: Brawnen fortress gate Grovetender Mark: Heir fortress gate	Players: 8 CP Grovetenders: [Vineherald, Vineherald, War Briar, War Briar], [Treed*, Taproot*], [Ogregrowth, Grizzled Oak] Narora: [Drift, Drift, Drift], Bishop, Anjebin*
Roll the event die . Remove the top upgrade from 2 lookout launcher spires.	0 Source	Players may only purchase earthscapes from the market.	Narora purchase Fanatic Tower 1 – Observatory and roll the fanatic die , then immediately purchase Fanatic Tower 2 – Dominance and reroll/upgrade the fanatic die . Narora also purchase Power Rings 1 – Portal Ring .	Players: 8 CP Grovetenders: [Vineherald, Vineherald, War Briar, War Briar], [Treed*, Taproot*], [Ogregrowth, Grizzled Oak] Narora: [Drift, Drift, Drift], Bishop, Anjebin*
WAVE 4 • Heirs, Grovetenders, Brawnen, Narora			Narora Mark: Heir fortress gate Grovetender Mark: Brawnen fortress gate	Players: 12 CP Grovetenders: [Treed*, Taproot*], [Treed*, Taproot*], [Vineherald, Vineherald, War Briar, War Briar, Ogregrowth, Grizzled Oak], Dywen* – Summon: Dywen* Narora: [Bishop, Drift, Drift, Drift], [Bishop, Void, Nighthrous], Bydra Graam
Roll the event die . Remove the top upgrade from all lookout launcher spires.	0 Source	Players may only purchase earthscapes from the market.	Grovetenders purchase Forming Glade 3 – Master Form and immediately roll the forming die and apply its result to Dywen.	Players: 12 CP Grovetenders: [Treed*, Taproot*], [Treed*, Taproot*], [Vineherald, Vineherald, War Briar, War Briar, Ogregrowth, Grizzled Oak], Dywen* – Summon: Dywen* Narora: [Bishop, Drift, Drift, Drift], [Bishop, Void, Nighthrous], Bydra Graam

WRAP-UP

- The number of lookout launcher spires remaining at the end of this scenario will impact how many to set up in Scenario 2.
- Brawnen and heirs will start Scenario 2 with the same fortress gate health they ended this scenario with.

BRAWNEN / HEIRS

CHAPTER 2

Things had gone from bad to worse. The small covert team of brawnens and heirs had managed to survive the initial attack by the grovetenders and narora, keeping at least some of their hybrid spire technology intact. However, their opponents were readying another assault, unaware of the chaos they'd accidentally let loose.

When the envoys in Elax Mountain had agreed to limited technology sharing, it was understood that some test subjects would be needed. Since they couldn't well test the spires on each other, and they hoped to keep the small partnership a secret from Nantha and Yrtel, the team of military men and scientists assigned to the work cobbled together a menagerie of Ankarian creatures to be placed in the line of fire – along with, from the heirs, a few mercenary prisoners of war they didn't think anyone would miss. To test the effectiveness of the spires at maximum firepower, however, the brawnens agreed to give up a rarer asset: one of the last traxxys left in captivity, an ancient beast of terrifying stature.

Every conceivable safety precaution was taken before the tests began, but the assault by naroran and grovetender forces damaged several of the creature pens, allowing the captured beasts and soldiers to escape and wreak havoc on anyone who got in their way. What was once a precision operation had fast become a boondoggle of epic proportions, and those involved knew they'd have to quickly clean up the mess to avoid suffering significant setbacks on the homefront. Q



SKYBREAK

Waves: 4 Opponent: Narora, Grovetenders

CARRYOVER

- Construct a number of "lookout launcher" spires – equal to the number of lookout launcher spires that survived to the end of Scenario 1. Construct each on the Hex A of your choosing. The remaining A Hexes are covered with landmarks.
- Heir and brawnen fortress gates start this scenario with the same amount of health they ended Scenario 1 with.

- A "LOOKOUT LAUNCHER"
- B ANCIENT TRAXXYR (FACEDOWN)
- C MONOLANT
- D REETALL



SET-UP

- When creating the market, skip making the market stack. Only earthscapes are available for purchase from the market this scenario.

OBJECTIVES

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

- Reveal all landmarks.
- All opposing spires are defeated at the end of Wave 4.
- Defeat the **ancient traxxyr**.

Outcome: Remove Earthscape 9 from the game. Any units or spires on this earthscape are transferred to the hex directly below the earthscape hex they are on.

EVENT DIE RESULTS

1–2: The grovetenders construct a **reetall** spire –  on a Source well of your choice.

3–4: Add a random facedown landmark to a Source well of your choice.

5–6: The **ancient traxxyr** recovers 2 health.

SCENARIO RULES

- **Lookout launcher** spires have the talents of a **regal lookout**, but are controlled by the brawnen. The **elfinkaze** placed on the spires from # Elfin are still controlled by the heirs.
- The heirs can upgrade **lookout launcher** spires as if they were their own.
- The **ancient traxxyr's** talent Prowl does not trigger this scenario.

MARKS

Brawnen: Naroran fortress gate OR grovetender fortress gate

Heirs: Naroran fortress gate OR grovetender fortress gate

Narora: Heir fortress gate

Grovetenders: Heir fortress gate

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Brawnen, Narora, Heirs, Grovetenders				
No event	0 Source	Skip	The narora purchase Forgotten Graves 3 – Source Loop.	Players: 0 CP Grovetenders: [War Briar, War Briar, War Briar], [Vineherald, Vineherald], Grizzled Oak Narora: [Drift, Drift, Drift], Evangelist, Nightrous
WAVE 2 • Heirs, Grovetenders, Brawnen, Narora				
Roll the event die.	0 Source	Players may only purchase earthscapes from the market.	Add  to the bottom of all grovetender and naroran spires.	Players: 4 CP Grovetenders: [Vineherald, War Briar, War Briar], [Treed*, Taproot*], Taproot Summon: Grizzled Oak* Narora: [Drift, Drift, Drift], [Arcbright, Conduit], [Arcbright, Nightrous]
WAVE 3 • Brawnen, Narora, Heirs, Grovetenders				
Roll the event die.	0 Source	Players may only purchase earthscapes from the market.	Add  to the bottom of all grovetender and naroran spires.	Players: 8 CP Grovetenders: [Vineherald, Vineherald, War Briar, War Briar], [Treed*, Taproot*], [Ogregrowth, Grizzled Oak] Narora: [Drift, Drift, Drift], Bishop
WAVE 4 • Heirs, Grovetenders, Brawnen, Narora				
Roll the event die.	0 Source	Players may only purchase earthscapes from the market.	Add  to the bottom of all grovetender and naroran spires.	Players: 12 CP Grovetenders: [Treed*, Ogregrowth*, Vineherald*, War Briar*, Taproot*], [Treed*, Grizzled Oak*, Vineherald*, War Briar*, Taproot*] Narora: [Bishop, Drift, Drift, Drift], [Bishop, Void, Nightrous]

GROVETENDERS / NARORA

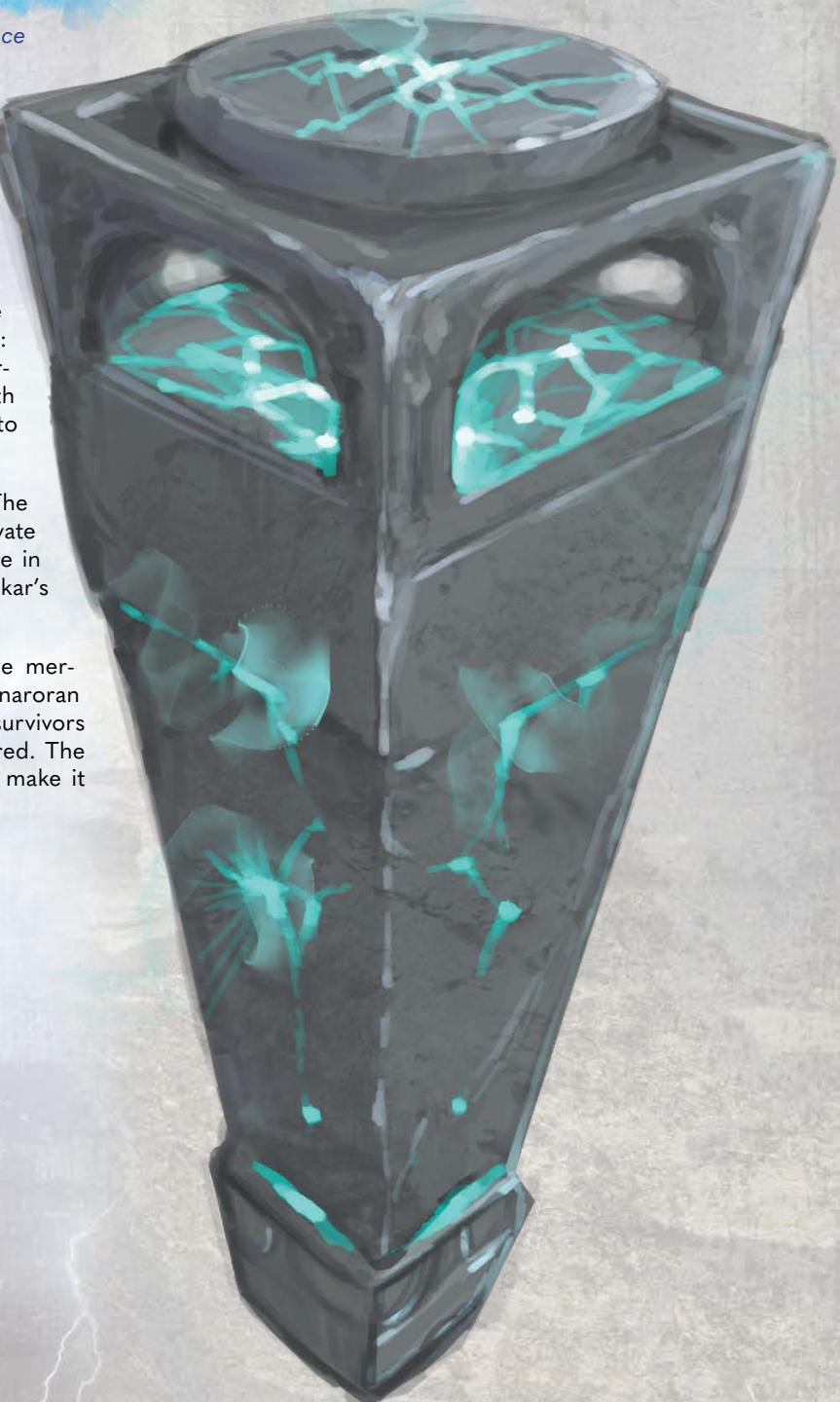
CHAPTER 1

Note: Both grovetenders/narora scenarios take place between heirs scenario "Vengeful Strike" and narora scenario "Saints Will Persevere."

In all the annals of The Joining War so far, this story might be the strangest. Not long after the heirs' joint strike and subsequent withdrawal from the naroran island of Osthma and the grovetender island of Rapport, allied forces from both nations were surveying a naroran holy site the heirs had wrecked during their assault. As they scouted the ruins, they quickly realized something was amiss: There were strange spires all around of indeterminate origin, and their wreckage was dotted with beings of unfamiliar physiology. These appeared to be visitors from The World below!

There were no brawnen or heirs to be seen here. The mercenaries seemed to have established this private encampment all on their own. How did they arrive in Ankar? That question has remained unsolved by Ankars finest minds.

Seeing that their secret base was discovered, the mercenaries struck out against the grovetender and naroran forces in a fury, attempting to rid the field of all survivors so their makeshift home would remain undiscovered. The assembled Ankarians would have to fight hard to make it back home in one piece. Q



STRANGE INCURSION

Waves: 4 Opponent: Mercs

SET-UP

- Only content from the base game should be used for this scenario.
- Do not set up a market this scenario. Instead, separate the 5 merc minions from the rest of the market chips. Place these chips in the AI barracks, as they will deploy from the **gateports** on Hexes A and B as opposing units. Shuffle the remaining market chips. Cover all Source wells with facedown market chips in place of landmarks. Also use this stack to cover Source wells when called for during the Event Phase.



OBJECTIVES

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

- Reveal and defeat 5 merc heroes.
- Reveal and defeat 6 merc spires.
- Reveal and equip 4 equipment chips.

LOSS

- Any market chips remain unrevealed at the end of the scenario.

SCENARIO RULES

- Grovetenders and narora may only deploy heroes this scenario. Heroes do not cost CP to deploy. Players are not restricted to their starting hero in Wave 1, though you may still only deploy one hero in the first wave.
- Market chips may be explored and revealed as if they are landmarks.
- Heroes may equip revealed equipment from an adjacent hex at any time during their movement. As normal, heroes can have no more than one piece of equipment. If a hero is defeated, its equipment is removed from the game, but it is still counted for the purposes of achieving the associated objective. Players may optionally remove equipment from their heroes when they return to their fortress.
- Overload and Riftwalk may not be used on the **gateports** on Hexes A and B.
- In this scenario, friendly units with different marks may end up blocking each other in such a way that neither is able to make any progress towards their mark. If this occurs, the first of the two blocked units to move displaces the other.

AI RULES

- Merc units and spires act as the opposing faction for this scenario.
- All merc heroes are considered to have both Foreboding and Engage in this scenario.
- Merc spires attack immediately when revealed, in addition to attacking normally.
- When merc units and spires are defeated, they are removed from the game.

MARKS

Grovetenders: **Gateport** on Hex A OR **gateport** on Hex B

Narora: **Gateport** on Hex A OR **gateport** on Hex B

Merc Minions: See wave details

Merc Heroes: Do not move (but still attack as normal)

EVENT DIE RESULTS

1–2: All revealed merc heroes gain 1 health, which may exceed their health stat, and 2 Range (*add  to the unit as a reminder of this*).

3–4: Reduce the health of each fortress gate by 2.

5–6: Add  to all merc minions in the AI barracks.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora, Grovetenders , Mercs		Merc Minion Mark: Grovetender fortress gate		
Roll the event die.	0 Source	Skip	As normal	Players: 0 CP Hex A Gateport: Convict
Place market chips on all Source wells.				
WAVE 2 • Grovetenders, Mercs, Narora		Merc Minion Mark: Naroran fortress gate		
Roll the event die.	0 Source	Skip	As normal	Players: 0 CP Hex B Gateport: Fashioner
Place market chips on all Source wells.				
WAVE 3 • Mercs, Narora, Grovetenders		Merc Minion Mark: Grovetender fortress gate		
Roll the event die.	0 Source	Skip	As normal	Players: 0 CP Hex A Gateport: Nomad
Place market chips on all Source wells.				
WAVE 4 • Narora, Grovetenders, Mercs		Merc Minion Mark: Naroran fortress gate		
Roll the event die.	0 Source	Skip	As normal	Players: 0 CP Hex B Gateport: [Elite Duelist, Anarchist]
Place market chips on all Source wells.				

WRAP-UP

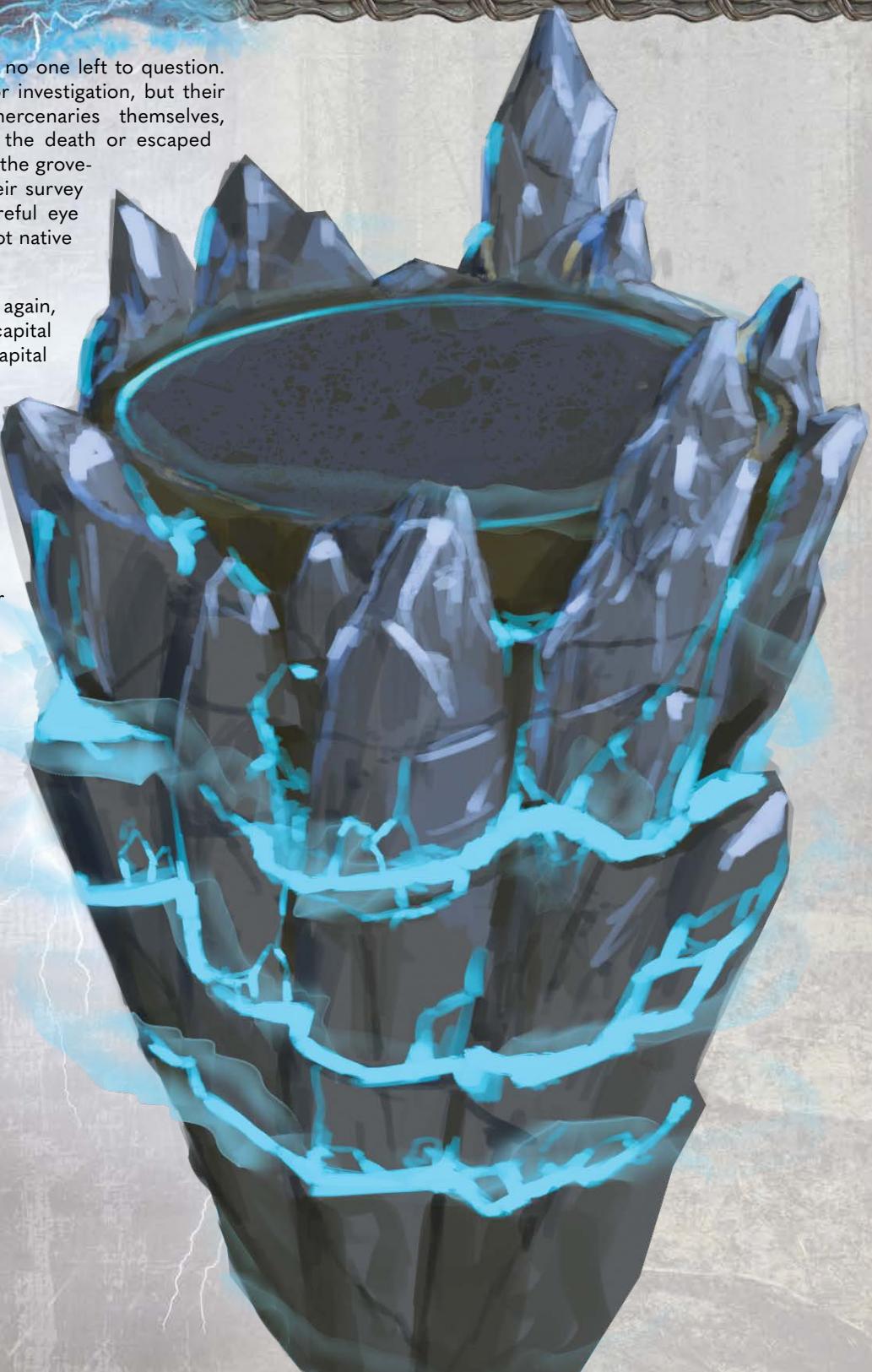
- Scenario 2 uses the same isle set-up as this scenario, including any earthscapes placed during this scenario.
- Grovetenders and narora will start Scenario 2 with the same fortress gate health they ended this scenario with.

GROVETENDERS / NARORA

CHAPTER 2

When the dust settled, there was no one left to question. A few toppled spires remained for investigation, but their interiors yielded little. The mercenaries themselves, meanwhile, had either fought to the death or escaped from whence they came. Puzzled, the grovetenders and narora continued their survey of the area, this time with a careful eye toward any activity that seemed not native to Ankar.

Their work would be interrupted again, however. Scientists in the heir capital of Testament and the brawnen capital Leviatown had noticed a change in Source readings in the area and sent teams of their own to investigate. Once again, the grovetenders and narora found themselves on the defensive, as all four nation-states unwittingly found themselves on the same battlefield – some of them even using equipment stolen from their enemies in previous battles! ☀



CURIOSITY KILLS

Waves: 4 Opponent: Brawnen, Heirs

CARRYOVER

- The grovetender and naroran fortress gates start this scenario with the same amount of health that they ended Scenario 1 with.

- A GATEPORT
- B GATEPORT
- C GATEPORT

MOVEMENT KEY



Add in Wave 2



20



5



19

B

2



?

SET-UP

- Isles 4 and 1 should be set to the side. They will be added to play in Waves 2 and 4, respectively.

Add in Wave 4



1

OBJECTIVES

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

- Defeat **Awsh** and **Darb**.
- Defeat **Jaelana Nestor** and **Kram the Mighty**.
- Grovetenders and narora have each returned at least 1 hero to their fortress by the end of the scenario.

SCENARIO RULES

- Overload and Riftwalk may not be used on the **gateports** on Hexes A, B, or C.
- Minions with a **gateport** as their mark will move onto it as part of making progress. If they do so, they are immediately returned to their barracks.
- In this scenario, friendly units with different marks may end up blocking each other in such a way that neither is able to make any progress towards their mark. If this occurs, the first of the two blocked units to move displaces the other.

AI RULES

- The brawnen and heirs act as one faction and share the same turn.

MARKS

Grovetenders: **Gateport** on Hex A OR **gateport** on Hex B OR **gateport** on Hex C (only available in Wave 4)

Narora: **Gateport** on Hex A OR **gateport** on Hex B OR **gateport** on Hex C (only available in Wave 4)

Brawnen/Heir Minions: See wave details

Brawnen/Heir Heroes: Closest opposing hero > closest opposing fortress gate

EVENT DIE RESULTS

1–3: At the start of each round during the Onslaught Phase, units not adjacent to sky are dealt 1 damage.

4–6: At the start of each round during the Onslaught Phase, roll the D6. All faction units will move 1 hex in that direction, following the movement key below and ignoring terrain restrictions. Units that would move onto occupied hexes or into a fortress do not move. Units that would move onto sky are defeated.

MOVEMENT KEY



EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Grovetenders, Narora, Brawnens/Heirs			Brawnens/Heirs Mark: Naroran fortress gate	
Roll the event die.	5 Source	As normal	As normal	<p>Players: 5 CP</p> <p>Hex A Gateport: [Source Siege, Royal Talon]</p> <p>Hex B Gateport: [Windrush, Forsaken]</p>
WAVE 2 • Narora, Brawnens/Heirs, Grovetenders			Brawnens/Heirs Mark: Grovetender fortress gate	
Roll the event die. Attach Isle 4 to the outside of the main island so the path on Isle 4 matches up to a path on an existing isle. Add landmarks to both Source wells. Place Darb* and Awsh* on any path hexes on Isle 4.	0 Source	AI purchase a spire. If there are none, draw from the market stack until a spire is found. The AI purchase that spire and discard all other drawn chips.	AI construct their purchased spire on the Source well closest to Hex A.	<p>Players: 7 CP</p> <p>Hex A Gateport: [Source Siege, Royal Talon]</p> <p>Hex B Gateport: [Windrush, Forsaken]</p>
WAVE 3 • Brawnens/Heirs, Grovetenders, Narora			Brawnens/Heirs Mark: Naroran fortress gate	
Roll the event die.	0 Source	AI purchase a spire. If there are none, draw from the market stack until a spire is found. The AI purchase that spire and discard all other drawn chips.	AI construct their purchased spire on the Source well closest to Hex A.	<p>Players: 9 CP</p> <p>Hex A Gateport: [Harrier*, Dispatch*, Humminger], [Source Siege*, Royal Talon*]</p> <p>Hex B Gateport: [Windrush, Forsaken], [Joust*, Aegis*, Battleborn*]</p>
WAVE 4 • Grovetenders, Narora, Brawnens/Heirs			Brawnens/Heirs Mark: Grovetender fortress gate	
Roll the event die. Attach Isle 1 to the outside of the main island so the path on Isle 1 matches up to a path on an existing isle. Place Kram the Mighty* and Jaelana Nestor* on any path hexes on Isle 1.	0 Source	AI purchase a spire. If there are none, draw from the market stack until a spire is found. The AI purchase that spire and discard all other drawn chips.	AI construct their purchased spire on the Source well closest to Hex A.	<p>Players: 11 CP</p> <p>Hex A Gateport: [Harrier*, Dispatch*, Humminger], [Source Siege*, Royal Talon*]</p> <p>Hex B Gateport: [Windrush, Forsaken], [Joust*, Aegis*, Battleborn*]</p>

BRAWNEN / GROVETENDERS

CHAPTER 1

Note: Both brawnens/grovetenders scenarios take place after grovetender scenario "Fighting For Our Future" and before heirs/narora scenario "Grim Work."

The Joining has caused the Source to warp and shift in ways Ankarian researchers are still struggling to understand. One such instance was discovered during the grovetenders' attempt to rid Rapport of invaders after their betrayal by the narora. During that campaign, taproot scouts found an uncharted, volatile gateport situated a few miles east of Reciprocity,

the grovetender satellite island then controlled by brawnens forces. Further exam-

ination of the gateport from afar yielded two curiosities: The phenomenon seemed to have occurred naturally, and heir windrushes were periodically seen leaving the portal carrying supplies.

Since the gateport sat roughly on the border of Rapport and Thrad, both the grovetenders and the brawnens approached the site with caution and curiosity. When the forces met, they quickly determined it would make more sense to cease hostilities until after the gateport – and the heirs' involvement with it – could be adequately investigated. □



ANOMALY MINE

Waves: 3 Opponent: Heirs



SET-UP

- Before placing landmarks, each player will draw and place an earthscape, ignoring influence restrictions. These may not be placed on top of any A or B Hexes.
- Do not set up a market this scenario. Instead, separate 5 merc minions from the rest of the market chips. Shuffle and place them facedown in a stack. Heirs will draw from this stack when deploying merc minions as "supply runners." These minions are kept facedown until they become active.

OBJECTIVES

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

- Stop all "supply runners" from entering the heir fortress gate.
- Defeat the heir fortress gate.
- Have at least 1 grovetender or brawnen minion move onto the **gateport** on Hex A.

LOSS

- The supply runners enter the heir fortress gate.

SCENARIO RULES

- Minions with the **gateport** on Hex A as their mark will move onto it as part of making progress. If they do so, they are immediately teleported out of play. Set the unit to the side with its current health. This unit will be used in the next scenario.
- Overload and Riftwalk may not be used on the **gateport** on Hex A.
- In this scenario, friendly units with different marks may end up blocking each other in such a way that neither is able to make any progress towards their mark. If this occurs, the first of the two blocked units to move displaces the other.

AI RULES

- The supply runners make up a group of minions controlled by the heirs. This group is always considered the heirs' leading minion for movement.
- The supply runners will enter the heir fortress gate if able to do so. This will immediately end the scenario.

MARKS

Brawnen: Heir fortress gate OR supply runners

If your faction's mark is defeated, your mark immediately becomes the **gateport** on Hex A.

Grovetenders: Heir fortress gate OR supply runners

If your faction's mark is defeated, your mark immediately becomes the **gateport** on Hex A.

Heirs: See wave details

Supply Runners: Heir fortress gate

Heir Heroes: Closest opposing hero > closest opposing fortress gate

EVENT DIE RESULTS

1–3: Add  to the bottom of all **regal lookout** spires.

4–5: Add  to the bottom of all **regal lookout** spires.

6: Add  to the bottom of all **regal lookout** spires.

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Grovetenders, Brawnen, Heirs		Heirs Mark: Brawnen fortress gate		
No event	2 Source	Skip	As normal	Players: 4 CP Heirs: Harrier, Harrier, Joust Gateport on Hex A: Supply Runners ([Windrush, Merc Minion])
WAVE 2 • Heirs, Grovetenders, Brawnen		Heirs Mark: Grovetender fortress gate		Players: 6 CP Heirs: Harrier, [Joust, Joust], Humminger, Darb Gateport on Hex A: Supply Runners ([Windrush, Merc Minion, Merc Minion])
Roll the event die.	0 Source	Skip	Heirs construct a refuge spire –  on the unoccupied Hex B that is closest to the heir fortress gate.	
WAVE 3 • Brawnen, Heirs, Grovetenders		Heirs Mark: Gateport on Hex A		Players: 8 CP Heirs: Harrier*, Joust*, Humminger*, Royal Talon*, Keem Gateport on Hex A: Supply Runners ([Windrush, Merc Minion, Merc Minion])
Roll the event die.	0 Source	Skip	Heirs construct a refuge spire –  on the unoccupied Hex B that is closest to the heir fortress gate.	

WRAP-UP

- All minions that teleport through the **gateport** on Hex A will come into play in Wave 1 of Scenario 2. Save or record these units with their current health.
- Brawnen and grovetenders will start Scenario 2 with the same amount of fortress gate health as they ended this scenario with.

BRAWNEN / GROVETENDERS

CHAPTER 2

When the brawnen and grovetender forces breached the gateport, they were able to answer some of their questions while raising many more.

The gateport near Reciprocity led to Johaus, a satellite island hundreds of miles from the Joining landmass. Little was previously known about the island, which circled the large island of Dustar at a distant orbit, but the new visitors to its shores found it to be Source-rich and home to a variety of unique flora and fauna.

However, it was quickly apparent that they weren't the first to learn this. The heirs and narora, working separately but close to each other on the border of Rapport, had found the gateport weeks prior and had been using it for their own purposes. While the heirs had been plundering the island of its natural treasures for use and study in Testament, the narora were in the process of setting up a permanent settlement on Johaus. They did not take their discovery by the brawnen and grovetenders lightly. ☐



ANOMALY THINE

Waves: 4 Opponent: Narora, Heirs

SET-UP

- Do not set up a market this scenario. Instead, find merc heroes **Baza** and **Roa** and place them into the AI barracks.

Unit Type	Health
GATEPORT	20
GATEPORT	17
PORTAL	3
MONOLANT	5
REFRACTOR	10
WYVANKAYE	6
AWSH	19

CARRYOVER

- All friendly minions that teleported through the **gateport** in Scenario 1 are deployed ungrouped in Wave 1 from the **gateport** on Hex A with the same health they ended the previous scenario with.
- All heirs that teleported through the **gateport** in the last scenario are deployed ungrouped in Wave 1 from the **gateport** on Hex B, with the same health they ended the previous scenario with. Stack them in the order of your choosing.
- The brawnen and grovetender fortress gates start this scenario with the same amount of health that they ended Scenario 1 with.

A GATEPORT

B GATEPORT

C PORTAL

D MONOLANT

E REFRACTOR

F WYVANKAYE

G AWSH

OBJECTIVES

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

- Defeat both **portal** spires.
- Defeat **Bydra Graam** and **Jaelana Nestor**.
- Defeat the naroran fortress gate.
Outcome: Scenario ends immediately.

LOSS

- Fail to set the **gateport** on Hex A to "manually overload" by the end of the Prep Phase of Wave 3.

SCENARIO RULES

- The two landmasses must remain separated. Earthscaping may not be used to connect them.
- Overload may not be used on the **gateports** on Hexes A or B.
- During the Prep Phase in Waves 1-3, players may sacrifice any number of CP towards manually overloading the **gateport** on Hex A. When a total of 6 CP has been sacrificed, the manual overload is set. That wave, when no player-controlled units remain on the landmass with their fortresses, the manual overload occurs on the **gateport** on Hex A, and it is removed from the game.
- Wave 4 continues until all opposing units are defeated or all friendly units are defeated.
- In addition to **Wyvankaye**, the grovetenders may deploy **Dywen** in Wave 1.

AI RULES

- The narora and heirs act as one faction and share a turn.
- AI units will not use Riftwalk or Naroran Rift if they would be unable to move off of the chip after teleporting (either because they do not have enough movement or there is no valid adjacent hex to move onto).
- After narora purchase **Azure Temple 1 – Source Barrier**, it activates the first time the naroran fortress gate is attacked each wave to negate up to 2 damage.
- During Wave 4, the naroran minions mark the closest opposing hero. This is determined individually before they move each turn.

MARKS

Brawnen: Naroran fortress gate

Grovetenders: Naroran fortress gate

Narora: See wave details

Heirs: See wave details

Merc Heroes: **Wyvankaye** > closest opposing hero > narora's mark

Anvasse: Closest opposing hero > narora's mark

Anjebin: Closest opposing hero > narora's mark

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Grovetenders, Brawnens, Narora/Heirs			Narora Mark: Brawnens fortress gate Heirs Mark: Heir fortress gate	
During this Prep Phase, each player may sacrifice any amount of their CP toward manually overloading the gateport on Hex A (adjust D6 to track amount sacrificed).	0 Source	Skip	Narora purchase Azure Temple 1 – Source Barrier and Forgotten Graves 3 – Source Loop .	Players: 2 CP Narora: [Burnout, Drift], Lightrous
WAVE 2 • Narora/Heirs, Grovetenders, Brawnens			Narora Mark: Grovetender fortress gate	
During this Prep Phase, each player may sacrifice any amount of their CP toward manually overloading the gateport on Hex A (adjust D6 to track amount sacrificed).	2 Source	Skip	Add 🏰 to the bottom of all portal spires .	Players: 4 CP Narora: [Lightrous, Burnout], Medium, Anvasse*, Baza
WAVE 3 • Brawnens, Narora/Heirs, Grovetenders			Narora Mark: Brawnens fortress gate	
During this Prep Phase, each player may sacrifice any amount of their CP toward manually overloading the gateport on Hex A (adjust D6 to track amount sacrificed).	4 Source	Skip	Add 🏰 to the bottom of all portal spires .	Players: 6 CP Narora: Arclight, Evangelist, Bishop, Anjebin
WAVE 4 • Grovetenders, Brawnens, Narora/Heirs			Narora Mark: Closest opposing hero	
No event	6 Source	Skip	As normal	Players: 0 CP Narora: Arclight, Evangelist, Bishop, Anjebin, Roa, Bydra Graam, Jaelana Nestor



HEIRS / NARORA

CHAPTER 1

Note: Both heirs/narora scenarios take place after brawnen/grovetenders scenario "Anomaly Thine" and before grovetenders scenario "Watching The World Crumble."

The jig was up. For weeks, naroran and heir forces had been

quietly draining a large Source well on the edge of Rapport, each nation-state operating on opposite sides. Neither were happy about the presence of the other, but the narora were willing to overlook their rivals for the moment if it meant they were able to transport more Source back to its "rightful" home. The heirs felt similarly, though the Source they mined was immediately being put to use in the elfinkaze stations on Will.

This non-alliance alliance had continued after a fashion following the discovery of the gateport to Johaus, with both sides privately planning to decimate the other's forces after they'd gotten more established. Then, however, the grovetenders and brawnen showed up and decided that so much enemy activity so close to Rapport, Reciprocity and Thrad was unacceptable.

As brawnen and grovetender forces approached the Source well, the word went out to narora and heir alike: Fight back against the incoming forces – but if you happen to do a bit of damage to the encampment on the other side of the well, that's all right, too. ☺

GRIM WORK

Waves: 3 Opponent: Grovetenders, Brawnen

SET-UP

- Before placing landmarks, each player will draw and place an earthscape, ignoring influence restrictions. These cannot be placed on top of any hexes marked on the map.
- When creating the market, skip making the market stack. Only earthscapes are available for purchase from the market this scenario.

A	MUSKEG	
B	LANCE LAUNCHER	
C	SIEGE TOWER	
D	SHRUBBERY	
E	DRILLING OUTPOST	



OBJECTIVES

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

- Reduce brawnen and grovetender fortress gates to 9 or fewer health.
- Heirs and narora each have 2 non-fortress spires in play at the end of Wave 3.
- Reveal a landmark on Isle 8.

EVENT DIE RESULTS

1–2: Add  to the bottom of each **siege tower** spire.

3–4: Add  to the bottom of each **siege tower** spire.

5–6: Add  to the bottom of each **siege tower** spire.

SCENARIO RULES

- CP for this scenario is shared between factions. Treat CP as a single pool to be divided between the factions as players desire.

AI RULES

- When **siege tower** spires lose their last upgrade, they are not defeated and their chips remain on their hex. Siege towers may regain upgrades through the **event die**. If a **siege tower** spire has no upgrades, it cannot be attacked.

MARKS

Heirs: Brawnen fortress gate OR grovetender fortress gate

Narora: Brawnen fortress gate OR grovetender fortress gate

Grovetenders: Heir fortress gate

Brawnen: Naroran fortress gate

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Narora, Heirs, Grovetenders				
No event	4 Source	Players may only purchase earthscapes from the market.	Grovetenders purchase Sharpener 1 – Greater Thorns and Sharpener 2 – Spire Precision.	Players: 8 shared CP Grovetenders: [War Briar, War Briar], [Treed, Treed], [Vineherald, Vineherald]
WAVE 2 • Heirs, Brawnen, Narora				
Roll the event die.	6 Source	Players may only purchase earthscapes from the market.	As normal	Players: 12 shared CP Brawnen: [Battleborn, Battleborn], [Dispatch, Dispatch], [Aegis, Aegis], Architect
WAVE 3 • Brawnen, Grovetenders, Narora, Heirs				
Roll the event die.	8 Source	Players may only purchase earthscapes from the market.	As normal	Players: 16 shared CP Brawnen: [Source Siege*, Battleborn*], Forsaken* Grovetenders: [Ogregrowth*, Taproot*], [Grizzled Oak*, Taproot*], [Vineherald*, Taproot*]

WRAP-UP

- The narora and heirs will start Scenario 2 with the same amount of fortress gate health they ended this scenario with.

HEIRS / NARORA

CHAPTER 2

The battle was long and brutal. No one was actually allied with anyone else, per se, but the mood was clear: The narora and heirs were where they weren't wanted, and the grovetenders and brawnen wanted them gone. After a particularly destructive assault near the Source well where the two defending parties were camped, emissaries for both settlements met and struck an agreement.

It was becoming clear that ultimately the grovetenders would have their way, and the narora and heirs would be ousted from this part of Rapport. However, there were still troops to evacuate and relics from Johaus to bring back to the races' home islands. Thus, the two settlements settled on a compromise: They'd share their Source reserves and temporarily join forces, fending off their attackers until all of their meaningful assets were safely away from the fighting. To do so, they'd have to stave off another round of bombardment, particularly from the brawnen, who had deployed architects to bring some heavy spire artillery to the scene. Q

SHARED ENMITY

Waves: 3 Opponent: Grovetenders, Brawnen

CARRYOVER

- The naroran and heir fortress gates start this scenario with the same amount of health they had at the end of Scenario 1.



A	MUSKEG	
B	LANCE LAUNCHER	
C	SIEGE TOWER	
D	KRAM THE MIGHTY	
E	YBANTHE	

SET-UP

- Before placing landmarks, each player will draw and place an earthscape, ignoring influence restrictions. These cannot be placed on top of any hexes marked on the map.
- When creating the market, skip making the market stack. Only earthscapes are available for purchase from the market this scenario.

OBJECTIVES

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

- Defeat both **siege tower** spires on C Hexes.
- Defeat **Kram the Mighty** and **Ybanthe**.
- The naroran and heir fortress gates have at least 10 health each at the end of Wave 3.

EVENT DIE RESULTS

1–2: Add  to the bottom of each **siege tower** spire.

3–4: Add  to the bottom of each **siege tower** spire.

5–6: Add  to the bottom of each **siege tower** spire.

SCENARIO RULES

- Source for this scenario is shared between factions. Treat Source as a single pool to be divided between the factions as players desire.
- As a build option during the Build Phase, players may spend 3 Source to recover 1 health on either the naroran or heir fortress gate, up to its maximum health.

MARKS

Heirs: Brawnen fortress gate OR grovetender fortress gate

Narora: Brawnen fortress gate OR grovetender fortress gate

Grovetenders: Heir fortress gate

Brawnen: Naroran fortress gate

AI Heroes: opposing fortress gate within 3 hexes
> Opposing hero within 3 hexes > opposing spire within 3 hexes > opposing faction minion within 3 hexes > landmark minion within 3 hexes

EVENT PHASE	INCOME PHASE	MARKET PHASE	BUILD PHASE	PREP PHASE
WAVE 1 • Heirs, Grovetenders, Narora, Brawnen				
No event	8 shared Source	Players may only purchase earthscapes from the market.	Grovetenders purchase Forming Glade 1 – Basic Form and use its ability to place a war briar underneath Ybanthe*.	Players: 4 CP Brawnen: [Battleborn, Battleborn], Dispatch Grovetenders: Taproot, Taproot Summon: War Briar*
WAVE 2 • Narora, Brawnen, Heirs, Grovetenders				
Roll the event die.	12 shared Source	Players may only purchase earthscapes from the market.	As normal	Players: 6 CP Brawnen: [Battleborn*, Battleborn*], Dispatch* Grovetenders: [Treed, Treed], Taproot Summon: Grizzled Oak*
WAVE 3 • Heirs, Grovetenders, Narora, Brawnen				
Roll the event die.	16 shared Source	Players may only purchase earthscapes from the market.	As normal	Players: 8 CP Brawnen: Aegis*, [Battleborn*, Battleborn*], [Dispatch*, Dispatch*] Grovetenders: [Ogregrowth*, Taproot*], [Grizzled Oak*, Taproot*] Summon: Grizzled Oak*

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.



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