

# BATTALIA

## THE COLLECTION

### KRAMPLING VS ORACLE EQUESTER - RULES (BETA)

THESE RULES ARE A WORK IN PROGRESS AND WILL BE UPDATED. PLEASE DO NOT PRINT THEM AND DO NOT TRANSLATE THEM YET!



*Battalia is the perfect land to live on with its beautiful nature on the surface. But down there, deep underground rules the Blight and Kramplings are dwelling in the tunnels. Now they want to crawl out from their forsaken wells, spoil the Stormgates and taint the vicinity. All living creatures and plants shall die or become weaker. They fear no ordinary hero, but only the Oracle Knights...*

*Only a few of them were left during the years - not every man is able to bear this burden. Their life is not their own, their cause is the eternal pledge - they are the noble order of the Oracle Knights. Only they possess the secret formula, the power of the ancient spell, which heals the corruption and frightens the Kramplings to death. Their weapons were forged with a magic adjuration able to overcome the aura of the beasts and to destroy them. Eternal secret since the dawn of time...*

**Attention:** In order to play with this mini-expansion you will need our **D4 directional die**, which is custom made and is part of our BATTALIA: The Stormgates BIG!Expansion. **Alternative:** you can use any D4 die naming the numbers 1, 2, 3, 4 respectively to the 4 globe directions N, E, S, W.

#### APPEARANCE

**WHERE:** All kramplings always **enter** the map through a **random Stormgate** (this is a general rule for the most NPCs). **Roll** a **D6** die. Place the NPC figure on the Stormgate **number** which **matches** the **result** of the die. **Reroll** if the result indicates a Stormgate that is not currently in play (e.g. in a game with less than 6 players). They use their tunnels and come out through openings which look like wells or deep pits in the ground. The 6 Tainted well cards cover the normal Stormgates cards and make them useless for the time being blocked from the blighted creatures. To use the blocked Stormgates again, you have to clean up the blight from there, which means you have to push one blight creature again back through their tunnels in order to be able to remove one tainted well card (well cards may also stack on the same spot, if 2 or more Kramplings should come out blocking the same gate).

Directly after rolling the die for all Kramplings you'll have to throw it in the same manner for the exactly equal number of Oracle Knights. If you are lucky enough you could hit a Krampling or two directly after this first throw of the die for the Equesters (they just need to appear on the same spot/gate) and this way you will push the blight creatures back directly into the tunnels and remove part of the threat for one week. At the beginning of next week this procedure will repeat anyway again, but you'll have one week of relative calm with possibly less Kramplings (or with none - in a very lucky case) to deal with on the map.

**WHEN:** This NPC **enters** the game at the **first check-point** (this is a general rule for all NPCs that cannot be hired through a card combination). Check-points (CPs) are phases in the game between two weeks, when certain actions are performed. There is a check-point at the **end** of **every week** (standard 7 days or a full Oracle wheel rotation) and the first of them is at the end of week one (before first player's turn of day 1 of the second week - for more details about CPs please refer to the Stormgates rule book). **Attention:** Kramplings **don't move** at their first appearance, so every player could prepare for their presence on the map. Their first real movement will be after day 1 of the second week and then **continuously after each day**. Please interrupt the game shortly after the announcement of a new day and after turning the Oracle wheel - then move the NPC (in any order if more than one are in play).

#### MOVEMENT

Kramplings are dangerous, but relatively slow and have a fixed movement - always one square per turn, but in any direction. Throw the custom Battalia **D4 directional die** for choosing a map direction - **N, E, S, W** (consider **North** always towards **ORACLE WHEEL** on the table and all other directions respectively). They affect all heroes in their range (8+1 cards around them).

Oracle Equesters move according to the roll of a **D6 die**, but the players decide about their direction. Every player chooses to move max. one knight at the end of its turn, but can freely decide which one exactly of all available knights on the board and in which direction straight through.

There is one mandatory rule about their movement: The Oracle Knights pledged their lives to fight the Blight and help people, so they always **HAVE** to be moved in direction of a Krampling to fight with or alternative towards a weakened/wounded hero for healing him.

## EFFECT

Kramplings spread the blight around them and make all terrains in their range (8+1 squares around them) to be tainted as they move. So the corruption is moving along with them. All terrains in the range of a blight creature are tainted, which means that all living creatures will suffer pain or even die (especially the smaller and weaker ones). The movement of your heroes through those terrains will be disturbed - you will lose the terrain bonus of your faction because your natural surroundings cannot support you anymore to move through those cards and you will need always to pay the standard symbolical price (supply or horse card for EVERY square of movement). Moreover you will gain weakness tokens (even the strong heroes and your unbeatable armies are affected when walking through the blight).

There are always 5 weakness tokens per Krampling in play. You collect a mandatory weakness (blight) token if you get in touch with the blight (the range of the Krampling) - maximum one token per round per hero, even if you have to cross multiple tainted squares on the map in the same turn. But please try to avoid staying on them over night, because on the next day you will feel even weaker and get another one. Every collected token would decrease with -1 your strength in battle with other heroes or cities as long as you possess them.

Kramplings are immortal creatures and they don't die in a "standard battle", they can only be pushed back to the wells, because they fear the magical weapons of the Oracle Knights and actually only them. So, you cannot fight a Krampling with your heroes (in the standard version of the rules). For this task you'll need the Equesters.

The Oracle Knights have 2 functions - they frighten and fight back the Kramplings to their wells and tunnels and could heal a weakened hero with their ancient magic - one blight token per round and Oracle knight you met on the map. If you meet a couple of them (but different ones) in one turn, they will be able to heal multiple blight wounds at once - e.g. meet 3 different knights and heal 3 blight tokens in the same turn.

How they fight the Kramplings? Every time when an Equester meets a Krampling on the same card, they mandatory push back the creature (incl. its tainted range) one square in direction to the NEAREST WELL and the creatures have to take always the shortest way, because they are really frightened to the bones.

The blight creatures move only once per turn, but could be pushed back multiple times towards their holes using the combined strength of all players (every player may move one knight at the end of his turn), though they compete with each other in general. But it is not necessary to happen exactly that way of course and exactly those type of decisions makes the game even more strategic and adventurous!

The well card is discarded when a Krampling is pushed back to the "source" and the Oracle Knight reaches it too while chasing him... then the creature goes underground and the figurine and its well card are returned temporary to the box until the beginning of the next week.

## TIPS & TRICKS

- *This figure has NO impact on the movement or effects of any other NPCs.*
- *Avoid mixing it up in the same game with too many other aggressive NPCs, if you want to keep the grade of distraction from your main victory goal on a lower level and do the opposite if you're looking for more challenges.*
- *We recommend to include 1 set of miniatures (1 Krampling + 1 Oracle Knight) in a 3 player game, 2 sets in a 4 player game and 3 sets in a 5 to 6 player game or in a 4 player game on the extended map. Through the number of pairs in play you can also adjust the difficulty level of your game and even the usage of more optional pairs (3+) is possible. In general it is possible to use the minis in a 2 player game too, but only on a unconventional bigger map, because on the standard 2 player map is "no sane space" even for the Stormgates and we don't recommend it. Avoid mixing them up in the same game with too many other aggressive NPCs, if you want to keep the grade of distraction from your main victory goal on a lower level and do the opposite if you're looking for more challenges and unpredicted adventures.*

*Playable with: 2, 3, 4, 5 or 6 players on a standard or extended map.*

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