

BATTALIA

THE COLLECTION

DISHEARTER - RULES (BETA)

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



She is tough and she is pretty, but cold as a stone and fully committed to her pledge. She belongs to the Order of the Half Oracle and would always try to “turn” you. Dishearter will charm you first and try to convince you to follow her path... but if you reject... She would take your courage away, consume your faith and moral and leave you wretched and miserable. She is able to do that... The main rule of the Order teaches: If you are not with us, you’re against us!

“Join The Order Of The Half”

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: The Dishearter always **enters** the map through a **random Stormgate**. 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). **Alternative:** place Dishearter in the middle of the map if you don’t own the Stormgates expansion, which is possible but not recommended, alone because of the board extension, the D4 die, the Stormgates.

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:** Dishearter **doesn’t move** at his first appearance, so every player could prepare for his presence on the map. His 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

Perform a random **throw** with **2 dice** - with 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 the standard) and simultaneously with one D6 for the **number** of his **movement steps** (No diagonals, but he circles the map. This means that the figure doesn’t stop at the end of the board and would come out at the same position - line or row - of the opposite side of the map when leaving at one of the borders. According to the D4 die roll he moves always towards North or South in a horizontal line or towards West or East in a vertical row of the grid. This function provides the feeling of a round surface and ensures more flexibility for the movement of the NPCs). Stops when meets any hero and affects all heroes on the same square.

EFFECT

She always tries to “turn” you first to the “righteous half” of the Oracle - she pushes the player to use ALL his UNITS as if those were Fanatic cards on his next turn and sacrifice enormous amount of other cards for their doubling/ otherwise dispense with ALL unit’s usage in the same round (ALL or NOTHING).

Or if the player rejects this harsh offer, she has the power to dishearten him, which means: the player has to discard 2 random cards from his hand right away and loses moral for the next battle (mark the hero with a ring marker over his head until his next battle happens). - Mechanics design is still under development, changes and adjustments still possible!

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.

CHALLENGER - RULES (BETA)

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Meeting you, he will challenge you, will always try to seduce your natural born greed for success, he will play with your moral and conscience and finally he will let you no choice, but to make one very hard decision.... It's always about the same old dilemma: Victory or Defeat - and are you willing to pay the price for it?...

"Join The Order Of The Half"

APPEARANCE

WHERE: The Challenger always **enters** the map through a **random Stormgate**. 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).* **Alternative:** place Challenger in the middle of the map if you don't own the Stormgates expansion, which is possible but not recommended, alone because of the board extension, the D4 die, the Stormgates.

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:** Challenger **doesn't move** at his first appearance, so every player could prepare for his presence on the map. His 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

Perform a random **throw** with **2 dice** - with 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 the standard) and simultaneously with one **D6** for the **number** of his **movement steps** (No diagonals, but he circles the map. This means that the figure doesn't stop at the end of the board and would come out at the same position - line or row - of the opposite side of the map when leaving at one of the boarders. According to the D4 die roll he moves always towards North or South in a horizontal line or towards West or East in a vertical row of the grid. This function provides the feeling of a round surface and ensures more flexibility for the movement of the NPCs). Stops when meets any hero and affects all heroes on the same square.

EFFECT

He will let you face your own strength and feel your greatest fears - he will offer you a fight against your own kind for a greater prize. You will always have 2 choices: accept the challenge (see what happens depending on the outcome below) or reject it and then immediately mandatory sacrifice in the name of the half oracle 2 cards from your hand to the limbo.

If you accept it, you will have to fight against your own deck (your own strength and fears) ... Leave your current hand of 6 cards to the side and draw 6 new cards. Don't look at them and don't reveal them to anybody, but split them at random in two halves. Give 3 cards to a random chosen player (use a die to choose him and let him play in the name of the Challenger) and take the rest 3 cards of the additional draw. Play a short and doom battle with him, but pay attention - besides the 3 cards in your hand you can use as usual your cards in ambush or in tents, but the Challenger will ALWAYS try to apply the ancient power of the sacral duplication and clone one of the drawn units (if there is at least one unit in his hand), sacrificing simultaneously one of his 3 cards to the limbo in order to please his faith into the bloody half oracle.

The outcome of this duel (practically with a part of your own deck) has following after effects - inevitable in a first place: quicker and probably unexpected rotation of your creation deck because of the additional 6 cards draw.

If you win this battle - your reward will be: choose to build one city level 1 on a free spot according to the building rules / upgrade one existing city by one level, if all spots on the map are already build, OR:

Alternatively summon one card of your choice from the limbo (possibly return the sacrificed losses).

If you lose the battle - downgrade one of your cities by one level.

OR alternative be damned for all eternity to lose for sure your next battle with this hero (mark the hero with a burden marker - ring marker over his head - until his next participating battle) and of course you will never be able to recover your sacrificed losses through the Challenger from the death grounds of the limbo - Mechanics design is still under development, changes and adjustments are possible!

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.

TRUTH-SQUEEZER - RULES (BETA)

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Are you willing to tell the truth? Dare you to hide it? It's your choice, just always be prepared to meet the Truth-Squeezer ... Do you believe you're ready to face him and listen to him, hissing in your ear: Knowledge is power, but the truth could be your weakness... I know how to squeeze it from you.... The Order will prize my efforts, since I always hear their call: Remove all obstacles!

"Join The Order Of The Half"

APPEARANCE

WHERE: The Truth-Squeezer always **enters** the map through a random **Stormgate**. 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). **Alternative:** place Truth-Squeezer in the middle of the map if you don't own the Stormgates expansion, which is possible but not recommended, alone because of the board extension, the D4 die, the Stormgates.

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:** Truth-Squeezer **doesn't** move at his first appearance, so every player could prepare for his presence on the map. His 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

Perform a random **throw** with **2 dice** - with 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 the standard) and simultaneously with one **D6** for the **number** of his **movement steps** (No diagonals, but he circles the map. This means that the figure doesn't stop at the end of the board and would come out at the same position - line or row - of the opposite side of the map when leaving at one of the borders. According to the D4 die roll he moves always towards North or South in a horizontal line or towards West or East in a vertical row of the grid. This function provides the feeling of a round surface and ensures more flexibility for the movement of the NPCs). Stops when meets any hero and affects all heroes on the same square.

EFFECT

He always tries to squeeze valuable information from the players - Meeting him, you have 2 choices : to show ALL the cards from your current and your next hand to ALL players plus to discard 1 card of your choice right away (the symbolic injury from his tortures in order to squeeze the truth from you).

Or you have to prize the half oracle sacrificing directly 1 cards of your choice to the limbo after drawing your next hand at the end of your current turn, without showing anything - Mechanics design is still under development, changes and adjustments are possible!

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.

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