

# BATTALIA

## THE COLLECTION



### RUIN GUARDS - RULES

Watch your steps, don't be too confident, since you never know ... Nothing's obvious, the roads aren't so safe anymore, since the Guards Of The Ruins went hunting in order to retrieve every single Great Artefact you managed to take away from them. What? You never took any possessions from the ruins? Oh, so sorry for you because the Ruin Guards are really angry this time. They don't listen to anybody and have no time for your righteous story ... so be prepared for the curse of the Undead Souls if you cannot please them ... or stand up and fight them, since this would be your true option, your only chance to avoid the curse. If you know how to beat them, you can even earn something of a high value - your first Great Artefact (and maybe later your second, or third...!) It's time to settle all open accounts, or time to pay the bill ...



**Attention:** In order to play with this mini-expansion you will need our custom **D4 directional die**, that is a part of 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 as follows  
1 = N (north), 2 = E (east), 3 = S (south), 4 = W (west).



### APPEARANCE

**WHEN:** This NPC **enters** the game at the **first check-point** (this is a general rule for all NPCs that are not 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 2nd week - for more details about CPs refer to the Stormgates rule book).

**Attention:** The Ruin Guards **don't move** when they appear for the first time on the map, so players can prepare for their presence. Their first movement is after day 1 of the 2nd week and then **continuously after each day**. Please interrupt the game shortly after the announcement of a new day and turning the Oracle wheel - then move the NPC (in any order if more than one are in play).

**WHERE:** The Ruin Guards always **enter** the map through a **random Stormgate** (this is a general rule for most of the NPCs). **Roll** a D6 die. Place the NPC figure on the Stormgate with the **number** that **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 the miniature in the middle of the map on the Ruins Card if you don't own the BIG!Expansion (you can certainly play this mini-expansion without it, but it would be a compromise, since you'll miss the board extension, the D4 die, the Stormgates).

### MOVEMENT

The Ruin Guards always move **two times in a row** - this is what we call **ghost movement** - quick, quiet and unpredictable - that way they could theoretically appear on any field even on the extended map. **First** perform a random **throw** with **2 dice** - use the custom Battalia **D4 directional die** for choosing a map **direction** - **N, E, S, W\*** and simultaneously use one D6 for the **number of movement steps\*\***

\***North** is considered the direction towards the ORACLE WHEEL on the table and all other directions are according to the standard, no diagonals of course;

\*\***Attention:** The NPC **circles** the map. This means that the figure doesn't stop at the edge of the board and would come out at the same position - line or row - of the opposite side of the map when leaving one of the borders. According to the D4 die roll they move 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.

**Repeat** the random throw of the **2 dice one more time** in exactly the same way and see where their movement ends. Unlike the heroes the Ruin Guards can freely **move on empty squares without any cards** on them (the Guardians know all hidden paths). They **stop** when they **catch the first hero** on their way no matter the faction. Of course this could also happen during the first phase of their move with the same result: encounter = stop (in this case **don't throw the dice a second time**). All **unused movement steps expire**. The Ruin Guards dislike human crowds and never attack fortified settlements, so cities aren't affected by their movement (the ghost guards just pass when moving through cities, but can catch heroes standing on them). If a hero meets the Ruin Guards during his movement, he **has to stop** and face the **same consequences** as if he was caught by the ghosts. They **intercept any hero movement** (no safe locations exist), so if you aren't looking for trouble - just stay out of their way ...

### EFFECT

**Important:** In this scenario we will make a modification - all players are allowed to **keep as many Great Artefacts** as they wish. When the Ruin Guards **catch a hero** (or a couple of them) or a hero meets them on its way (this always interrupts the movement on both sides) the guardians **act immediately**. Only **heroes** are affected by the Ruin Guards' actions! There are **always 3 possible situations**:

- **CURSE:** you have **no Great Artefact** in your possession and you ask the Ruin Guards to leave you be! Alright, but they are angry you have nothing valuable to offer and just losing their time, so they **curse** you while passing by, **unless you feel strong enough and want to challenge them in a prize fight** (see below). This **automatic curse** means that you will **lose 2 cards** this turn (of course no refill until your turn is over). An opponent **draws 2 random cards** from your hand and **discards** them.

- **RETURN:** you have a **Great Artefact** (or a few) and you are **willing to give it back** without further trouble. The Ruin Guards are pleased that they regained **one** of their valuable antique objects and are prone to let you go. Search your creation deck for a Great Artefact of **your choice** (reshuffle if it was in your nation) and **put it back** on an open slot in the ruins (if there is no open slot put the card on the rest pile and reshuffle it). **One card (GA)** per player is always enough, no matter how many heroes are involved.
- **FIGHT:** you have a **Great Artefact** (or a few), but you are **not willing to give it back** OR you want to **earn your first one** and avoid the curse (see above). Then you **have to fight** (challenge) the guards! The good news is that you can **earn another** (or your first) Great Artefact if you **win** the fight. In that case just **choose** one from the open Great Artefacts slots (symbolically still in the ruins, but in this scenario we can consider that the guards hold some of the GA with them) or **pick** a fortune card (for further details read the Stormgates rule book). The bad news is that the Ruin Guards are stronger **outside** the ruins (only there), since they are enraged, especially if you won't obey. So their strength starts at level 12 during the second week and increases over time (see below). In order to win you have to **play cards** in a **battle line equal** to the Ruin Guards **current strength**. **Equal** because they pursue you and you are always considered a **defender** regarding this NPC figure. **Respectively you never need a weapon against them, since it is considered you don't initiate the fights. Surely this doesn't apply on the ruins card, where you normally attack.**

If you cannot fulfill this requirement with your current hand of cards, you have to give up the fight and lose one of your precious Great Artefacts OR suffer the curse in case you have none (see above). If a battle occurs though, always **fill your hand** up to **6** cards afterwards. Of course you may use cards in **ambush** and **tents**, but may **not declare cohorts/mulligan**, since these encounters never happen at the **beginning** of your turn - always before or after ...

In general the players can **use all terrain, morale** and **other bonuses** when fighting the Ruin Guards. They can also **combine** the morale of 2 heroes if caught on the same square (very useful in heroic mode), but the reward in case of a win is always only **one new** gained Great Artefact. In the rare case when the Undead Ghosts catch a bunch of heroes belonging to different players, every case should be **resolved separately** beginning with the starting player and then clockwise. Team players also cannot fight together. If caught by the NPC figure on the ruins card all players are considered defenders in the possible fights.

#### THE RUIN GUARDS' STRENGTH

At the beginning of the **second week**, when the Ruin Guards enter the game for the first time (i.e. part of them leaves the ruins), their strength is **12** (only outside the ruins. If you attack the remaining guards in the ruins their strength is constant during the entire game - 8/10 depending on the mode). Take their special artwork card (included as a bonus card in the basic game) and put the universal token with the value 12 on it. The outside value is **not constant** for the whole game. Every week the guardians become angrier and their fury reflects in a +4 increase in strength\*.

- During the **third week** of the game the Ruin Guards' strength is changed to **16**. Remove the level 12 universal token from their special artwork card and replace it with level 16 token;
- During the **fourth week** of the game the Ruin Guards' strength is changed to **20**. Remove the level 16 universal token from their special artwork card and replace it with level 20 token;
- **Every week** their strength becomes **4 points** higher. During the 5th week the Ruin Guards' strength would be **24** and so on.



It is a good practice to stack the corresponding sides of the **universal tokens** on a **pile**, sorted by strength with the level 12 token on the top, then 16, 20 ... Then when a new token should be placed on the Ruin Guards' card, just take the topmost of the pile, so you can track the current and the next coming strength token. In the rare case when the game is longer than 4 weeks, use two tokens to represent their strength 20+4, then 20+8 and so on.

\* This is the standard mode for Ruin Guards, but if you prefer an easier mode you can try an increase of +2 strength per week OR try to modify the starting value - 10 for easy mode, 12 for moderate and 14 for hard.

#### TIPS & TRICKS

- This figure has **NO** impact on the movement or effects of any other NPC if both played simultaneously, except on Unbound Buff, when the mercenary is hired by a certain player as a third hero. Then the Ruin Guards can catch or intercept him too.



- Getting the **BIG!Expansion BATTALIA: The Stormgates** is also highly recommended, though not absolutely necessary. Most of the NCBC minis are playable only with the base game, though **with some compromises**.

- When playing with NCBC miniatures we recommend to use our set of 6 custom engraved faction dice (sold separately) due to increased amount of personalized dice rolls.



- Avoid adding too many NPCs to the game 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. In general we recommend max 3 at once.

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