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50 oversized cards (28 scenario/encounter cards, 10 locations, 10 bosses, 1 Boo Buggy, 1 Drunken Gearbox tavern for *The Red Dragon Inn*), 30 player hero cards, 187 cards (46 monsters, 6 monster tokens, 91 character starting cards, 6 hero reinforcements, 30 Contraptions, 2 promo cards and a 6-card tavern drink deck for *The Red Dragon Inn*), 14 deck dividers, rules

ERRATA

Since the release of the original Battle for Greypport game, we've received a lot of good feedback on the game, and we've revised things a bit. You can always find the most recent rules and content by going to <http://slugfestgames.com/bfgresources> or scanning the QR code on this page.

The main change from the original printing of Battle for Greypport is the addition of **Rest Healing**. At the beginning of the game, you now choose a number of hit points to heal between encounters (when you level up). In general, we recommend 2, but we suggest bumping that number up or down as necessary for later games. If you liked the game as it was before, you can simply pick a Rest Healing of 0 (now called "Hardcore Mode") and the game plays just like it did originally. We have also created a revised version of The Interrupted Party, the original introductory scenario from Battle for Greypport. The new cards for that scenario are included here. Finally, we have clarified that Pierce applies to all damage, not just fight damage. As a result, Pierce abilities no longer have the crossed-swords icon.

WHAT'S NEW?

New Player Heroes: This expansion includes 10 new playable characters: Brewmaster Phrenk, Brother Bastian, Eve the Illusionist, Gog the Half-Ogre, Kaylin the Renegade, Lizwick the Collector, Witchdoctor Natyli, Wizgille the Tinkerer, Wrench and Zariah the Summoner. New or old player heroes may be used in any game of Battle for Greypport, with new or old scenarios. All player heroes that did not have a card in the hero deck in the original Battle for Greypport game also have a recruitable hero for you to shuffle into the hero deck. As usual, you may not recruit a hero if someone is playing as that hero. Note that Zariah's starting cards include the Chimera, but that card begins the game out of play - you can recruit it later on!

New Mechanic: Contraptions: Some monsters have weapons of their own, which you can take when you defeat them! See below for detailed rules about Contraptions.

New Mechanic: Grey-Border Items: Items with a grey border may be equipped by any hero - physical or magical!

New Mechanic: Immune to [die]: This ability makes a monster immune to damage from a certain color die. Any number rolled on a die of that color is treated as 0 when calculating damage to the immune monster. This applies to fight damage, as well as die-roll-based Snipe or Splash damage (introduced in the *Pirates!* expansion). If a hero deals damage to both an immune and a non-immune monster with the same dice roll (with Cleave, for example), then the non-immune monster takes normal damage.

New Monsters: Chaos in Copperforge includes two new 20-card monster decks:



Constructs



Advanced Constructs

Many of these mostly-metallic monsters get a Contraption when they come into play. In addition to these two new monster decks, there are three copies of the Hobgoblin and three copies of the Auto-Orc. These are used in the scenario Torg's Bodyguard 2.0, but they are also designed to be shuffled into the Goblin and Brute monster decks, respectively. Add them to those monster decks if you'd like to add a little bit of Copperforge flavor to the older scenarios!

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CONTRAPTIONS

A Contraption is an item that starts off in the hands of a monster, but which is picked up by the players when the monster is defeated. Like other items, they can be physical (red) or magical (blue). The gold border of Gold-Plated Armor indicates that that Contraption is never actually used as an item by players.

If a scenario includes either the Constructs or the Advanced Constructs, shuffle the 30 Contraption cards together during setup to create the Contraption deck.

Many new monster cards include a gear on a red background.

This notation means “Ambush: add a Contraption to this monster.” Note that the yellow gear in a gray box shows simply that the monster is part of the new monster decks. Not all Constructs and Advanced Constructs start with a Contraption - only the ones that have the gear on the red background used for Ambush effects.



This gear indicates that this monster gets a Contraption.

These gears indicate which set of cards this monster belongs to. They do not indicate that this monster gets a Contraption!

Each Contraption has both a monster ability and a hero ability. The monster ability is the one with the same silver border that monster cards have, and the hero ability is the other.

A Contraption's hero ability is ignored while a monster is wielding it, and its monster ability is ignored once it is taken by a player.



Monster Ability

Hero Ability



When a monster gains a Contraption, place it under the monster card as shown to the left. The Contraption's effects are added to whatever effects the monster already has. (In this example, the Flimsy Automaton will deal 2 damage during the Monster Damage step rather than its usual 1.)

When a monster with a Contraption is defeated, it drops its Contraption. One of the players *must* take it into their hand. It then counts as an item in that player's deck and works just like any other item.

Players may look at the Contraption card under a monster at any time.

In the unlikely event that you must add more Contraptions to monsters than there are cards left in the Contraption deck, deal out as many as you can to the monsters of the players' choice.



Salvage: Some effects will instruct you to salvage a Contraption. To salvage a Contraption, shuffle it back into the Contraption deck.

THE SCENARIOS

Mech-Suit Mayhem - Difficulty: Easy

The gnomes of Copperforge are known for being at the forefront of engineering and technology. Some of the science developed here is truly indistinguishable from magic (and is sometimes directly enhanced by it!) But where there is technology, there are those who wish to use it for their own nefarious ends...

If you take the Encounter 2 location penalty, any player who cannot discard a silver or gold does not gain a copper. If you take the Encounter 3 location penalty, you must retire a card costing a silver or a gold. Starting deck cards or cards that cost copper do not count.

The Beast Tinkerer - Difficulty: Medium

Your party is horrified to learn of the mechanical “enhancements” that the evil druid Torinahl is inflicting upon the innocent woodland creatures outside of Copperforge. Stop him and keep the city safe from his experiments!

Note that the monster deck at the start of the game consists of two subdecks shuffled together rather than the usual one. In Encounter 3, the monsters don’t destroy the location - you do! Use a purple boss heart and damage counters on it rather than the red fortitude hearts. You may attack the location as though it were a monster with Tank in the active monster group. However, it does not count as a monster. See “Torinahl’s Lab/Ruins” under Card-Specific Notes below for more details.

Torg’s Bodyguard 2.0 - Difficulty: Medium

After his previous failures, Torglesnarf Duncleton has changed bodyguards - replacing his formerly-faithful Troll General Drog with a mechanical substitute. The new bodyguard will be a formidable foe, but you might just get a bit of help from a disgruntled troll...

Be sure to set aside the three Hobgobots and three Auto-Orcs at the beginning of this scenario. Do not shuffle them into the monster deck. You do not need to defeat Drog the Resentful to win this scenario - just Torg and the Drogbot.

The Haunted Workshop - Difficulty: Medium

Well-known tinkerer Vicki thinks she has discovered a near-infinite power source - spirit energies from beyond this realm. She is now learning the hard way that harnessing such energies comes with some significant downsides!

In this scenario, all Aberrations get Contraptions, which can lead to some tricky combinations! To combat this, the scenario also features the Boo Buggy - a device built by Vicki herself to harness otherworldly creatures. It comes into play at the beginning of the game and stays in play until it is either destroyed or the scenario is won or lost. The Boo Buggy lets you defeat one Aberration per round, but use this ability sparingly! The more monsters you capture with the Boo Buggy, the sooner it will burn out, releasing its monsters back into play! See the Card-Specific Notes below for more information about the Boo Buggy.

The Cultist Express - Difficulty: Hard

The maiden voyage of the Copperforge Express has been interrupted by cultists! Fight your way to the front of the train and stop them from turning this test drive into a disaster!

Note that the monster deck at the start of the game consists of two subdecks shuffled together rather than the usual one.

Mordigar’s Steel - Difficulty: Very Hard

The Mad Dragon is back, with shiny metallic upgrades courtesy of Torinahl. You’ll have to follow him all the way to Greypoint to win this challenging scenario!

Note that the monster deck at the start of the game consists of two subdecks shuffled together rather than the usual one. Note also that each player starts the game with a gold and that you may leave gold reinforcement cards in play during setup. Encounter 1 takes place at Torinahl’s Ruins - a location similar to Torinahl’s Laboratory. The main difference is that monsters do not automatically come to players from the Ruins. You’ll have to engage them yourselves. See “Torinahl’s Lab/Ruins” under Card-Specific Notes below for more details. To move on to Encounter 2, you must defeat the Ruins and all monsters. Note that Mordigar’s Reborn Tokens are on the reverse side of the six Thingamajig tokens.

CARD-SPECIFIC NOTES

Boo Buggy: The face-down monsters next to Boo Buggy do not count as being in play or as part of any monster group. When a monster gets put face down next to the Boo Buggy, it drops its Contraption. Any Ambush effects are ignored if it re-enters play. In particular, it does not get a new Contraption if it re-enters play.

Brewmaster Phrenk: At level 3, Phrenk may equip a regular item plus as many potions as you like. If he happens to get Dual Wield, he may equip up to two regular items plus as many potions as you like.



Chimera: Chimera does not count as a player hero, so Ohava can get it out of your discard pile. Remember that Chimera starts the game out of play!

Copperforge Inventors' College: Giving a hero multiple Contraptions does not give it extra Pierce. However, if a hero has Pierce some other way, then having a Contraption will increase that Pierce value by 1.

Copperforge Square: A hero that has multiple items may only retire one of them to this ability. If you choose to retire an item with another crossed-swords effect, you may choose whether or not to have that effect resolve. This can be important with something like a Tainted Wand or a Tainted Blade! However, if you attack a Rust Monster with a Contraption, the Contraption will get retired before you can sacrifice it to Copperforge Square's ability. (See Fight Timing Rules below.) If Gog is fighting at Copperforge Square, he may have an item get +2, then retire that item after the fight to also get Snipe 2. If you gain 2 shield for saving this location while taunting a monster that deals damage when taunted, you may use those shields to defend against the taunt damage.

The Copperwood: The damage from this location's reward doesn't come from a hero, so it doesn't count as physical or magical. It is not a Snipe effect, so it works even against a monster that is Immune to Snipe.

Distraction Engine: This ability prevents any recruitment, including recruiting at the end of the round, Zariah's ability to recruit Chimera, and Phrenk's ability to recruit out-of-play potions.

Drog the Resentful: Monsters in a group deal their damage simultaneously, so if Drog deals lethal damage to another monster, that monster still deals its own damage normally. Drog only hits Constructs or Advanced Constructs - not Goblins or Brutes, nor other bosses.

Energy Sapper: The curse-giving ability happens anytime any hero fights Energy Sapper, so if a player fights Energy Sapper with two different heroes, that player will put two curses on top of their deck.

Eve the Illusionist: Eve's level 3 ability may only copy down-arrow abilities printed on hero cards themselves, not on that hero's equipped items. If Eve copies an ability like the Wench's that starts with "choose one", you may choose any of the options and Eve gains the option you choose. Eve may copy Phrenk's or Zariah's player hero ability, but she may **not** recruit Chimera or one of Phrenk's retired potions.

Gog the Half-Ogre: If Gog is fighting at Copperforge Square, he may have an item get +2, then retire that item after the fight to also get Snipe 2.

Joran the Trickster (Pirates! expansion): Joran's ability could potentially cause you to salvage a non-Contraption card into the Contraption deck. If this would happen, retire that card instead. If Joran would salvage a face-down item, and the face-down card is itself a Contraption, shuffle it into the Contraption deck as normal.



Lizwick the Collector: If you retire from the reinforcements, you immediately replace those cards before deciding what to recruit. If you can't afford anything in the reinforcements, you may "spend up" as normal.

Luck Potion: A die may only be rerolled once per fight. So, for example, if a hero equips both Luck Potion and Seafarer's Charm (from the *Pirates!* expansion), you may not reroll a die with the Luck Potion ability, then reroll that same die again with the Charm's ability. You may reroll separate dice with each ability, however.

Passenger Lounge: If, at the start of your turn, there are no active monsters and no location monsters, you must use the turn marker to Taunt a monster. You may not choose to use the Snipe 2 alternate ability instead.

Rust Monster: Its ability applies immediately after the fight, so unfortunately, the contraption is retired before Wrench's ability could save it. See Fight Timing Rules below.



Thingamajig: Monster tokens do not count as having a monster type, so Drog the Resentful will not attack Thingamajig. Thingamajigs are on the backs of the Mordigar part tokens.

Threat Detector: If multiple players are tied for the fewest HP, the players choose which of those players the monster with the Threat Detector deals damage to. Threat Detector checks each player's HP before any monster damage is dealt, then its target is determined, then all monster damage to players is dealt simultaneously. If the monster with Threat Detector is on the location, that monster deals damage to the location as normal.

Torinah's Lab/Ruins: The monsters don't destroy these locations - you do! (Use a purple boss heart and damage counters on it rather than the red fortitude hearts.) The only way to deal damage to these locations is by fighting them - Splash and Snipe don't work. Although you may fight each of these locations as though it were a monster with Tank in the active monster group, they are not monsters, so, for example, you can't Taunt them, and they do not count as active monsters for Scythe's ability. The presence of one of these locations does not stop you from attacking non-Tank monsters in the active monster group. When either of these locations is destroyed, you still distribute the location monsters to player monster groups as normal. Moving a monster from the location to a player at the start of each round does not count as Taunting that monster. If you fight either of these locations with a hero that has Splash, the Splash applies to the active monster group, not to the location monster group. If a monster revealed at the start of the round has an Ambush effect that affects the player it is in front of, that effect does not happen, even if that monster is the one that the players then decide to move to the active monster group. These locations must be destroyed in order to proceed to the next encounter. As a result, these locations can cause issues in the Random Locations variant. Use them with caution when playing that variant!

Wrench: If multiple cleanup abilities would apply to a card, you may apply them in any order. This means, for example, that Wrench's ability can return a Gizmo Poncho to your hand! If Wrench "levels down", his cleanup ability won't happen that round.

Zariah the Summoner: You may not recruit Chimera if it is already in your deck or discard pile. Once you have recruited Chimera, Zariah's first ability simply draws cards.

FIGHT TIMING RULES

The introduction of Contraptions requires a bit more clarity on the exact ordering of steps in a fight. When in doubt about fight timing, follow these steps in order.

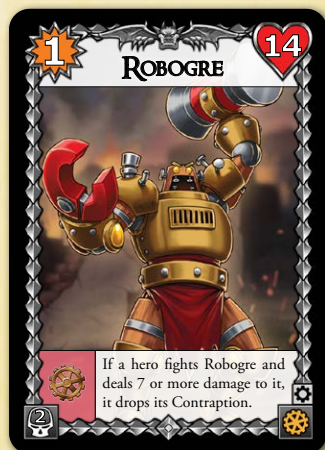
1. Pick which hero is fighting and turn it sideways.
2. Declare the target(s) of your fight.
3. Resolve any "before rolling" abilities, such as player hero Gog.
4. Determine damage (by rolling dice and/or adding modifiers or base damage).
5. Resolve any reroll abilities, such as Luck Potion or player hero Chronos.
6. Apply any "after rolling" abilities, such as recruitable Chronos.
7. Apply damage to each fight target, adjusting for monster armor and similar abilities as necessary.
8. Resolve any monster abilities that happen when you fight/damage/defeat the monster. This includes abilities like Ironscale Drake, Magma Drake, Gunner, Captain Scourge, Robogre, Energy Sapper and Rust Monster.
9. Remove from play any monsters that have taken lethal damage.
10. Players take any Contraptions that were dropped.
11. Players resolve all "after the fight" abilities on the hero or items that fought, in any order. Any such ability that is removed from play before it begins resolving does not resolve.

Example: The Fiona player has her Covert Operative fight a Robogre, dealing 9 damage. Because the Robogre took 7 or more damage, it drops its Contraption - a Cursed Necklace. Fiona takes the Contraption into her hand, then resolves Covert Operative's "after the fight" ability to retire the Cursed Necklace she just took.



Example: The Natyli player plays Ohava with a Cursed Necklace. Ohava fights Rust Monster. Although Ohava deals one less fight damage to the Rust Monster, the Rust Monster conveniently retires the Cursed Necklace before it can hurt Ohava.

Example: Our heroes are at Copperforge Square. Serena wields a Tainted Blade and fights Energy Sapper, dealing it lethal damage. First, Energy Sapper's ability puts a curse on top of the Serena player's deck. Next, Energy Sapper is removed from play. Finally, the Serena player chooses the order in which they play their two "after the fight" abilities (the one from the Tainted Blade and the one from Copperforge Square). The Serena player decides to retire the Tainted Blade to the Copperforge Square ability, so the Tainted Blade's own ability does not happen.





NEW ACHIEVEMENTS

Normal Hardcore



MECH-SUIT MISSION ACCOMPLISHED!

Win the scenario *Mech-Suit Mayhem*



FURRY FOREST FAUNA FREED!

Win the scenario *The Beast Tinkerer*



THE DISGRUNTLED HIRED MUSCLE TUSSLE

Win the scenario *Torg's Bodyguard 2.0*



DISPENSED DEFENSE AGAINST UNINTENDED CONSEQUENCE

Win the scenario *The Haunted Workshop*



DRAINED THE MAIN TRAIN

Win the scenario *The Cultist Express*



BLASTED THE BIONIC BEAST

Win the scenario *Mordigar's Steel*



ARMOR, SCHMARMOR!

Defeat Torinahl before destroying his lab in the scenario *The Beast Tinkerer*



DON'T CROSS THE STREAMS!

Win the scenario *The Haunted Workshop* with the Boo Buggy still in play at the end of the game

The Red Dragon Inn: Battle for Greyport - Chaos in Copperforge, First Edition
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