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# The Struggle for Zorn: The Red Blight



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# The History of Zorn

*The exact origins of the land we now call Zorn have been lost to the mists of history. The oldest known documents of Zorn's history are the Scrolls of Zaius, which speak of a time of much chaos and bloodshed across the many regions which comprise the current kingdom. It seems that many eons of war, rebellion, lawlessness and strife tore the land asunder, and of the rise and fall of empires and kingdoms that sometimes lasted for decades, while others that existed for less than a fortnight. The names of those who rose and fall with these many epochs are lost to us now, but according to the Scrolls of Zaius there arose one leader, known as Mathias, who finally gathered all of Zorn under a united kingdom which brought an end to most of the suffering that had plagued the land for so long.*

*In the centuries that passed after Mathias' rule, Zorn slowly evolved into a more tranquil and prosperous land. Despite the wide variety of regions that encompassed the kingdom – from the mountainous lands of the Thorn Giants to the desert fiefdoms of the Duggan Elders, the untamed jungles of the great Fetid Swamps to the sweeping majesty of the fertile Fagen Forests – a strong line of leaders has managed to keep Zorn in a peaceful, prosperous era of plenty. In time, several noble families have risen to prominence. The number of these families, now known as Houses, has varied over time, sometimes numbering only a few to as many as a dozen or more. Eventually five Houses rose to dominate Zorn, and while there is often competition amongst these royal families for the affections of the crown, they have mostly co-existed peacefully and respectfully.*

*So it was that, during the eighteenth year of the reign of good King Rufus V, a mysterious change began to take place in one of the quieter parts of the realm – the aptly named Slumbering Troll Valley, which lies in the northern region of Zorn. Disturbing tales began to spread that an unknown, malignant force was at work, slowly turning this idyllic land into a dark pit of vile forces, bringing death and corruption to all it touched. Shaken by these reports, Rufus has called upon the Five Houses to unite and venture forth into the valley to find the source of this abomination and restore the land to its former glory. Knowing only that this plague upon the land is called the Red Blight, the Houses seek to muster their forces, both magic and military, and march fearless to the north to confront this grave threat before it spreads further into the other lands of Zorn...*

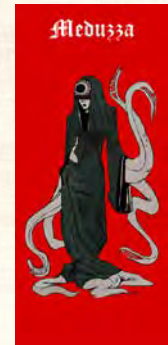
# Game Overview

*The Struggle for Zorn: The Red Blight* is a 1-5 player semi-cooperative fantasy wargame. Players collectively represent the various Houses of the Kingdom of Zorn, and these Houses have joined together to defeat the existential threat of the vile Red Blight. The Red Blight is an evil entity that has just launched an invasion of peaceful Slumbering Troll Valley, the northern-most province of the kingdom. The monsters of the Red Blight are now holding the citizens of the valley hostage and have absconded with the province's valuables, treasures, and vital resources. The Houses have been summoned by King Rufus V of Zorn to launch a Royal Crusade to free the valley and rid it of this blight. The game's players will each control a Commander, a Magic User, and a House Army, made up of various types of military units. Each player attempts to defeat enemy units and capture Treasure Tokens, and by so doing earn Glory Points. The player scoring the most Glory Points will be awarded with the title "Hand of the Crown" and win the game. However, players must cooperate and assist each other as well. If the Red Blight achieves certain conditions, all the players lose the game, regardless of their situation or amount of Glory Points. If players can stave off The Red Blight's attempt to exploit the valley for four full days, the monsters will lose access to the malignant power that sustains them. If this evil has been successfully thwarted, peace and freedom will be restored once again to the valley and one of the intrepid Houses will gain the ultimate royal reward. Will you become Hand of the Crown, Sire?

## A. Components

- 1 22" x 34" Game Map**
- 231 3/4" Counters/Markers**
- 14 Standees**
- 27 Playing Cards**
- 15 Player Boards**
- 3 Player Aids**
- 1 Game Tracker**
- 1 Rulebook**
- 50 Cubes (10 Blue, 10 Orange, 10 Yellow, 10 Purple, 10 Green)**
- 13 Dice (3 D6, 3 D8, 3 D10, 3 D12, 1 D20)**

### STANDEES



### UNIT COUNTERS

Front (Fresh)



Back (Battleworn)



If you have any issues or missing components please contact us at [questions@bluepantherllc.com](mailto:questions@bluepantherllc.com). Please include the name of the product, the issue and your shipping address.

CARDS



MARKERS



CUBES



DICE



Dice colors may vary.



1) MAP

a. **Areas:** The map is divided into variably sized areas, each with one or more of eleven different terrain types:

- Mountains Passes
- Mountains
- Plains
- Forest
- Rough Hills
- Bog
- River
- Bridge
- Ford
- Towns
- Road

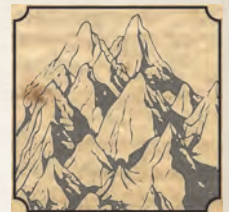


*Areas are said to be **adjacent** to one another if they share a common border of any length.*

b. **Mountain Passes:** There are five Mountain Pass areas that enter the valley at the bottom of the map. These are treated as Plains terrain (see below) for all purposes except the Area Unit Capacity is larger (see L-3). Each is lettered, from “A” through “E”, and these represent the areas from which players’ units enter the game.



c. **Mountains:** These are five areas above the Mountain Pass areas with the “mountainous” graphic inside them. These areas are normally impassable.



d. **Plains:** Tan-colored areas with no additional graphics are clear, open plains areas.



- e. **Forest:** The areas containing green tree icons are forested areas, with heavy vegetation.



- f. **Rough Hills:** These darker-tan areas with hills graphics represent heights and irregular terrain.



- g. **Bog:** Deep, dark swampy areas that are difficult to move through en masse and conceal many horrors and difficulties.



- h. **River:** The *River Vile* areas are those large blue areas located between the borders of the Ford and Bridge areas. These are normally impassable.



- i. **Bridge:** There are three Bridge areas across the *River Vile*, shown with a large bridge graphic. Note that each Bridge is considered to be its own area.



- j. **Ford:** There are three Ford areas crossing the *River Vile*, and function exactly like Bridge areas (but are more vulnerable).



- k. **Towns:** Six Town areas are spread around the map. These are built-up inhabited areas that offer resources and defensive protection. Note that each Town area is also a Blight Den area (see below).

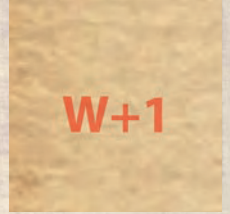




- l. **Road:** Throughout the map is a white, dotted-outline graphic tracing the valley's road network. Roads do not change the type of area they pass through but do offer player units speedier movement.



- m. **Flanking Areas:** Along each side of the map are special areas called **Flanking Areas**. These simulate a player's use of a flank march and taking extra time utilizing secret approaches to enter the valley. The label in each such area is "W" for the western flank and "E" for the eastern flank, along with an indicator of the required delay (+1, +2, or +3). The delay value indicates the **number of their House's Activations** a player must wait before those units may be placed into that specific Flanking Area. See section L-4 for details.



- n. **Blight Dens:** These are the 20 special burrows, camps, and prisons which the Blight Carpenter Ants have constructed to hold the Blight's loot and hostages. Each of these **Blight Den** areas are indicated with a **white star** icon. Den areas each have one **Treasure Token** and one **Garrison** unit placed into them (both face-down) at the start of the game.



- o. **Blight Entry Arrows:** The 11 Areas with a large red arrow are the entry points for new spawning Blight units. Each arrow is labeled with a number from "2" through "12". Whenever a Blight unit enters the game via a **Spawn!** Activation or event instruction, any player rolls **two D6** and sums the dice results. This total is cross-referenced with the Entry Arrow showing the same value and the arriving Blight unit is placed into the corresponding Blight Entry Arrow area.



- p. **Blight Movement Arrows:** The small colored arrows on the map direct moving Blight units to their next area. These units simply follow the arrow path while conducting movement to the indicated adjacent area.



- If there are two possible **exit paths** from an area, this is called a **Forked Area**. The path to be used is determined by the Forked Area Directional Marker. There will be one **blue arrow** for the *even-numbered* path and one **yellow arrow** for the *odd-numbered* path.

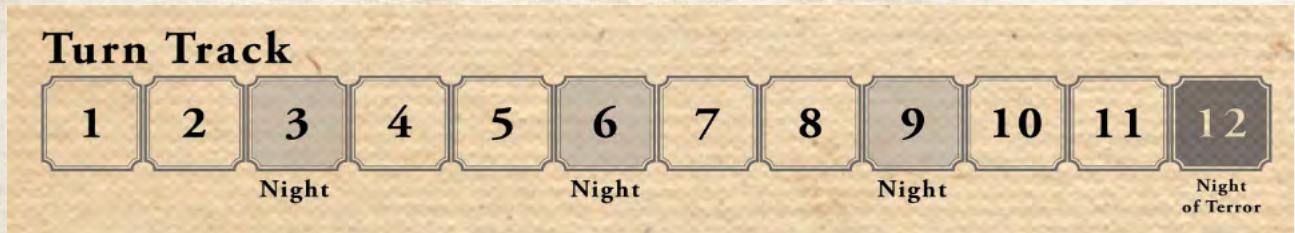


- The **Trollburg Gap Forked Area** is a special area and has three yellow arrows instead. Players roll a D6 for each separate Blight unit that must exit that area and the unit will use the yellow path corresponding to that number result.

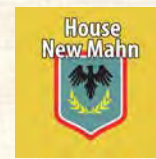
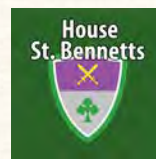
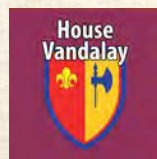


2) SCALE

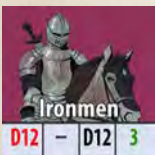
- a. **Ground scale:** The game's scale is highly abstracted. Map areas range from hundreds of yards to a couple of miles.
- b. **Game Turns:** There are normally **12 Game Turns** in a game of *The Struggle for Zorn*, divided into four **Days**. Each Day consists of two **Daytime Game Turns** and one **Nighttime Game Turn**. However, it is possible for the game to end before all four Days are completed. During a Daytime Game Turn, normal activation procedures are conducted. During a Nighttime Game Turn, there are a number of special steps for the players to conduct.

3) UNITS

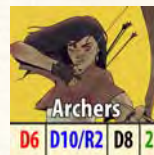
- a. **The Royal Houses of Zorn:** Each player controls one of five Houses, and each individual House has a force of up to 12 units, depending on the number of players. The actual make up of these units is unique to each House. The Houses are:



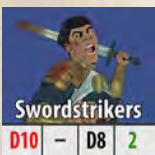
- b. **Types of Royal House Units:** All five Houses have a unique mix of these types of units:



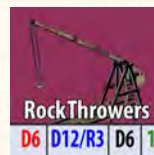
- Royal Ironmen Squadron



- Royal Archers Regiment



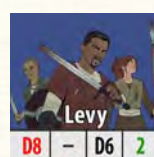
- Swordstrikers Regiment



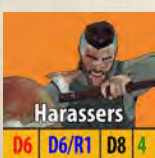
- Rock Thrower Machine Team



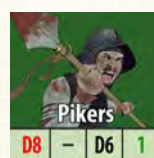
- Boomstickers Regiment



- Levy Division



- Harassers Team



- Pikers Wedge Regiment

c. **House Unit Ratings:** House units have an array of ratings displayed on their counters that are referenced throughout the game. Most of these ratings indicate the **type of die** rolled to resolve a combat or test. The types of dice are **D6** (six-sided), **D8** (eight-sided), **D10** (ten-sided) or **D12** (twelve-sided) for the following ratings:

- **Melee Combat Rating:** This is the type of die rolled by the unit when fighting in Melee Combat (attacking or defending).
- **Missile Combat Rating:** This is the type of die rolled by the unit when issuing Missile Combat. Not all units have this capability and those with a dash (-) cannot use Missile Combat. Listed after the type of die is the **Range** of the Missile Combat, shown with an “**R**” prefix. This displays the maximum number of Areas the unit can fire.
- **Movement Allowance:** This is the maximum number of Areas the unit can move into or through. Each area entered reduces the remaining Movement Allowance by one, regardless of terrain type.

*Note that every type of terrain costs only one area of the unit’s Movement Allowance. There are no terrain movement penalties, except that Mountains and River areas cannot normally be moved into.*

- **Bravery Rating:** Events and combat situations may call for the unit to take a Bravery Test. This entry indicates the type of die rolled when testing.

*Bravery Tests: In all cases when taking a Bravery Test, the unit’s die result must be “5” or greater for it to pass. A roll of “4” or less means it fails the test. A player may spend 1 Food at any time to Upgrade a unit’s Bravery Rating (known as “Liquid Courage”).*

- **Special Ability:** All units have one or more Special Abilities. These are unique actions or modifiers that the unit can use in specific situations. Reference the House Faction Board or section U for a detailed explanation of each Special Ability.

### UNIT COUNTERS



- d. **Commanders:** Each House is led by a renowned leader of great skill, cunning and bravery. Players will draft or randomly draw a **Commander** unit at the start of each game, and they will then act as the Commander for that player's House. There are five Commanders in the game:



- e. **Magic Users:** This unit represents a wizard, warlock, or sorceress of the kingdom. They are drafted or drawn like Commanders by each player and assigned to that player's House. There are five Magic Users in the game, and each is a Master of one school of magical power:



School:

Air

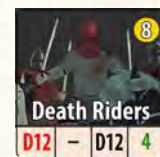
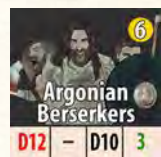
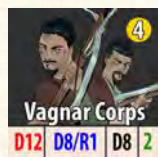
Spirit

Water

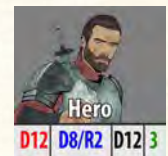
Fire

Earth

- f. **Mercenary Units:** These are independent units from neighboring kingdoms and lands that can be hired during the game by player's spending their **Gold** Resources. The unit's cost in Gold is shown in the top right corner of the unit counter.



- g. **Hero Unit:** There is one Hero unit that cannot be hired but arrives due to an Event. This is a "wild" unit in that *any player can control it during their activation*, as if it is one of their House units. The unit does not have to be fed by any House.



- h. **Red Blight Units:** These are the evil adversary units of the Red Blight and they come in a variety of types. Blight counters display various ratings in the same manner as House units. The game controls how and when these units arrive, along with how they act once on the map, through the **Blight Activation** process and the **Event Table**. All Blight units are enemy units to all House and Mercenary units. The various types are listed below, in **Evil Power** order from weakest (1) to strongest (6):



1. **Tortoses Garrisons:** Tortoses Garrisons represent the mutated turtle-like creatures that are assigned to guard the hoard of valuables and hostages. These counters are randomly placed face-down on each Blight Den area at the beginning of the game (on top of Treasure Tokens). These units are unique in many ways:

- These units have two **Movement Allowances** – “0” when in a **Blight Den** area and “1” when they are in any other space. They *never voluntarily move* if in a **Blight Den** area. If in a non-Blight Den area, they move only 1 area during a “**Blight Wave**” card or if in the same area as a **Far-Seer Champion** during a “**Far-Seer Champions Lead**” activation.
- They have the *Hard Shell* Special Ability, which modifies the normal **Area Protection Value** by “+1” for both types of combat.
- They **will not conduct Strikes** while in a **Blight Den** area, they will only do so when in any other type of area.
- They are **eliminated** if **2 or more Hits** are inflicted on them.
- They are not revealed unless **Scouted**, a **Melee Combat** attack is conducted against them, or they are required to have their Bravery Rating referenced.
- **Ambush!:** If a *just revealed* Tortoses Garrison counter has a white star in the top left of the counter, an **Ambusher** unit will be immediately spawned into that same area, *before* any Melee Combat is resolved. It will then be an additional defender of that area. If the area is beyond its Area Unit Capacity due to the Ambush, then the Ambusher unit is instead placed into an **adjacent area** with the **highest Missile Combat Protection Value** (player choice if more than one). If that adjacent area is occupied by House units, an immediate Melee Combat is resolved.

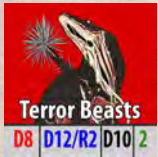
*Note that an Ambusher will **not** be spawned if the Tortoses Garrison unit is outright eliminated before being revealed, such as from a Magic Spell, Missile Attack, or Event. Otherwise, the Ambusher is deployed per these rules.*



2. **Ambushers:** These creatures appear randomly throughout the game. They can arrive when a white-starred Tortoses Garrison unit is revealed, by an Event result and during normal card procedures. They represent large swarms of demented creatures (spiders, snakes, rats, roaches, etc.) that spew out of hiding, often at the worst possible time.



3. **Minion Horde:** Four of these units begin the game on the map and others arrive via normal card procedures. They are the demonic, gargoyle-like mainstays of the Red Blight and the bulk of its forces.



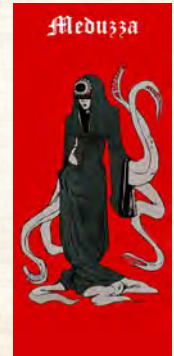
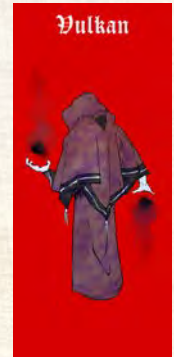
4. **Terror Beasts:** Each of these units represents enormous and vicious monsters, housed, and trained in the bowels of the Red Blight's beast pens. Note that each has two Special Abilities.



5. **Fetid Knights:** These represent horrifically mutated elite warriors. They enter the game normally, and via the Blight Portal Trap.

6. **Far-Seer Champions:** These are the leaders of the Red Blight. They are presented on named standees and are the toughest Blight units in the game. One enters at the start of the game and others as dictated by cards and events.

*All Blight Units, when eliminated, are placed back into the pool of available units. In the case of Far-Seer Champion units, do not place eliminated units back into the pool until there are no more units remaining in that pool. The Far-Seers are incredibly strong and resilient spirits, being crafted from the core paranormal forces that brought about the Red Blight to begin with. Though they can be eliminated from the game, they are not truly destroyed. They are only magically whisked back to their dens and slowly rejuvenated and therefore they can eventually return to action.*



#### 4) CHITS AND MARKERS

Various chits and markers are used in the game to indicate unit status, as reminders of events or conditions and to use on the various game tracks. Each section of the rules will dictate how to use these markers. The number of markers that can be used in the game is a fixed amount. If a player wishes to use a marker but there are no more available in the pool (such as an "Entrenchment" marker), the player may remove one that is on the game board that is owned by them and use it.

#### 5) CARDS

Twenty-seven **Red Blight Activation Cards** are used in the game to activate Red Blight units. The top card is drawn each time a Blight Activation occurs. The drawing player reads the card aloud and enacts its instructions. When the last card is drawn, resolve that card and then shuffle all the cards to form a new draw pile.

6) DICE

There are thirteen dice included in the game, which are shared by all the players. There are three six-sided dice (**D6**), three eight-sided dice (**D8**), three ten-sided dice (**D10**), three twelve-sided dice (**D12**) and one twenty-sided die (**D20**). The unit ratings will indicate which type of die is to be rolled to resolve combat or tests – the D20 is only used for certain events and the Night of Terror Phase.



- a. **D3:** Some actions or modifications in the game call for a “**D3**”. This means that the player rolls a D6 die and **halves** the result, *rounded up*.
- b. **Upgrading:** Dice can be **Upgraded** by certain events or abilities. If so, use the next higher type of die. An Upgraded D12 allows the player to also roll a D6 and the two dice are added together. A die cannot be Upgraded beyond an Upgraded D12. *Note that an Upgraded D12 does not become a D20.*
- c. **Degrading:** Dice can also be **Degraded** by certain events and conditions. If so, use the next lower die type. A D6 that is Degraded in this manner is treated as a **D3**. A die cannot be Degraded below a D3.



# Game Setup

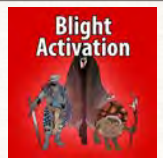
## 1) GENERAL SETUP

1

Players place the game board in the middle of the table and within reach of all players. Players should try to sit down by the south end of the map (where the Mountains and Mountain Passes are located).

2

**Blight Activation Chits:** Place one Blight Activation Marker in each of the odd-numbered spaces on the Activation Track.



3

**Blight Activation Cards:** Shuffle the 27 Blight Activation cards and keep them in a draw pile near at least one of the players.

4

**Game Turn Marker:** Place the “Game Turn” marker in the Game Turn #1 box on the Game Turn Track.



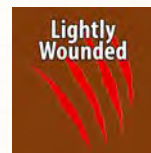
5

**Mercenary Units:** These should also be placed near the map and sorted by the three types of units.



6

All of the game’s general use markers – “Casualties”, “Wounded”, “Terrorized”, etc. – are sorted and placed near the map.



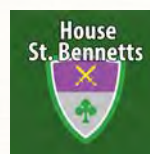
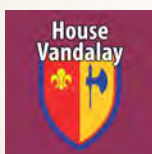
## 2) PLAYER SETUP

1

Establish the number of players participating in the game. Each player will control one of the five Houses.

2

**House Selection:** Each player can choose the faction they wish to play, or this can be determined randomly. Players then take their associated House Faction Board and all the wooden cubes in that matching House color.

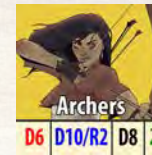
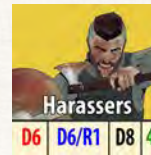
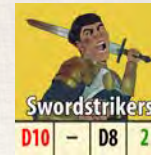
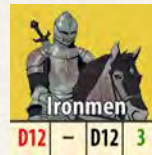




3

**House Contingents:** The number of units that each House receives is based on the number of players, as follows:

- 👉 **1 or 2 Players:** All 12 House units
- 👉 **3 Players:** Any 9 House units
- 👉 **4 Players:** Any 7 House units
- 👉 **5 Players:** Any 5 House units



For 3+ player games, the players **choose** the exact mix of units they wish to use from the available pool of 12 units for that House.

4

After selecting the exact House unit counters that will be used in the game, each player also chooses or randomly draws one **Commander** standee and one **Magic User** standee to become part of their House's contingent. Players then take their matching "half-moon" Commander and Magic User Boards, fitting them on either end of their House Faction Board.

**Namtull "the Great"**

his unit's side scores **double** the Melee Combat result, **eliminate** one after applying Hits (but never a **hampion**). The unit eliminated one with the **most accumulated** side (player's choice if more

This unit may freely keep **eligible Melee Combat attacks** until it loses a Melee Combat, Retreats, is Wounded, Stunned, or Terrorized.

**Rally:** At the start of this unit's activation, **one other friendly unit** in the same area with this unit may freely remove a **Stunned** or **Casualties** marker (no Supplies needed unless a Machine unit).

Melee Combat	Missile Combat	Bravery Rating	Movement
<b>D12</b>	<b>-</b>	<b>D12</b>	<b>2</b>

**House New Mahn**

- Mounted Charge:** If this unit conducts a Melee Combat against a **Plains** area (only), it **Upgrades** its Melee Combat rating. If attacking a **Bog** area, **Degrade** its Melee Rating.
- Assault:** If this unit is not eliminated after a Melee Combat Attack, it may conduct another Melee Combat Attack from its current area against any enemy unit. This may be done only once per activation.
- Murderous Volley:** If the unit rolls exactly "10", it inflicts an **additional Hit** on the target.
- Scout:** As a **Missile Combat** action, reveal one face down **Tortoise Garrison** unit in an adjacent area. If already revealed, the player may reveal a face-down **Treasure Token** in that area instead.
- Forage:** As a **Regroup** action, collect either **D3 Food** or **Supplies** (not both).
- Storm of Arrows:** If the unit rolls exactly "10", it also inflicts **1 Hit** on any other enemy unit in the area. If none, an **additional Hit** is scored on the target unit.
- Mob:** If eliminated, this unit can be brought **back into the game** for the cost of **3 Supplies**. The **Commander** unit must use a **Regroup** action to do so. The unit is placed with or adjacent to the Commander unit.

Melee Combat	Missile Combat	Bravery Rating	Movement
<b>D12</b>	<b>-</b>	<b>D12</b>	<b>3</b>

**Morgan Von Fay**

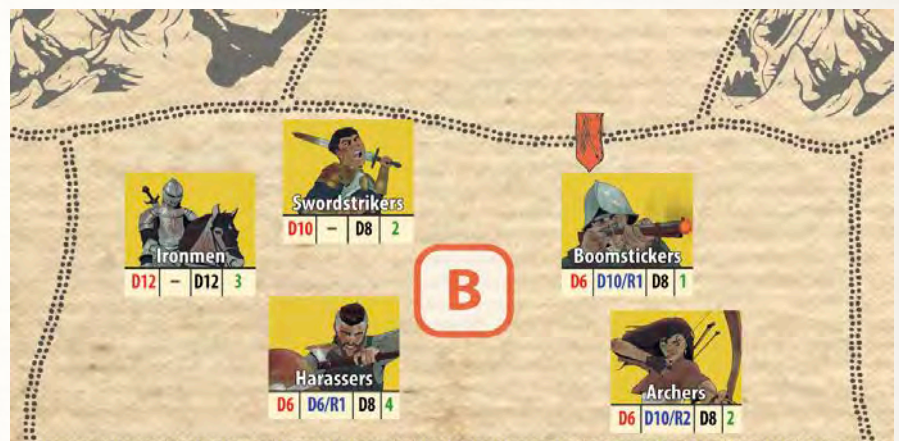
**Fata Morgana!** Choose any **one** unit in Magic Range to "bless" (it the Magic User herself). That unit immediately **move twice** its nor Movement Allowance and may through River and/or Mountain impassable area. The blessed unit then conduct a Unit Action

**Twister!** A conjured tornado attacks the Blight units. Resolve a Melee Combat attack by the tornado, with the tornado using a **D20** for its Melee Combat dice. Blight units use their normal Melee Combat dice. Use normal procedures but the tornado does not take any Hits or Tests and it disappears after the combat is resolved.

Melee Combat	Missile Combat	Bravery Rating	Movement
<b>D6</b>	<b>D8/R2</b>	<b>D6</b>	<b>4</b>

5

All these player forces are then placed onto the map, with each House being allowed to deploy its units into one **Mountain Pass** area or two *adjacent Mountain Pass* areas (remember that the Area Capacity in these areas is 10 units each). In addition, players may assign units to traveling on the flanks, heading for one or more **Flanking Areas**. These units are places off the side of the map – west (W) or east (E) – indicating which Flanking Areas they are marching towards.

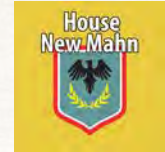
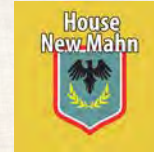


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Finally, players take one or two of their **House Activation Chits** (see below) and all the wooden cubes in their House color.

**House Activation Chits:** The number of House Activation Chits each House is assigned is based on player count.

- ☞ **1-player:** Solitaire players use the **2-player** mode but control both Houses.
- ☞ **2-players:** Each House receives **two** of their House Activation Chits, plus **one Wild** House Activation Chit is used.
- ☞ **3-players:** Each House receives **one** of their House Activation Chit, plus **two Wild** House Activation Chits are used.
- ☞ **4-players:** Each House receives **one** of their House Activation Chits, plus **one Wild** House Activation Chit is used.
- ☞ **5-players:** Each House receives **one** of their House Activation Chits. No **Wild** chit is used at this player count.



The appropriate chits are then placed at the north end of the game map, near the Activation Track.

7

Players start the game with some **Resources** already in hand. Each player receives Resources based on the number of players in the game:

- ☞ **1 and 2-Players:** 10 Food & 6 Supplies
- ☞ **3-Players:** 8 Food & 5 Supplies
- ☞ **4-Players:** 6 Food & 4 Supplies
- ☞ **5-Players:** 5 Food & 3 Supplies

Each player places their appropriately colored cube on each of the game tracks to record their starting **Glory** (zero), **Food**, and **Supplies** Resources. Also, they place a cube in the “1” box of the **Magic Level Track**.

*The Struggle for Zorn:  
The Red Blight*

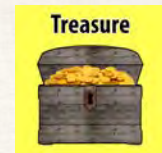
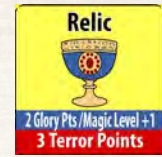
MAGIC LEVEL	0	1	2	3	4	5					
	1	2	3	4	5	6	7	8	9	10	
GOLD	11	12	13	14	15	16	17	18	19	20	
	0	1	2	3	4	5	6	7	8	9	10
FOOD	11	12	13	14	15	16	17	18	19	20	
	0	1	2	3	4	5	6	7	8	9	10
SUPPLIES	11	12	13	14	15	16	17	18	19	20	
	1	2	3	4	5	6	7	8	9	10	
GLORY POINTS	11	12	13	14	15	16	17	18	19	20	
	21	22	23	24	25	26	27	28	29	30	
	31	32	33	34	35	36	37	38	39	40	
	41	42	43	44	45	46	47	48	49	50	
	51	52	53	54	55	56	57	58	59	60	

### 3) MAP SETUP



**Treasure Tokens Setup:** Players have three available methods of deploying the 20 Treasure Tokens onto the map. The group decides which of the three they prefer and then place the Treasure Tokens on the map per the chosen method:

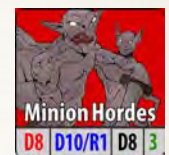
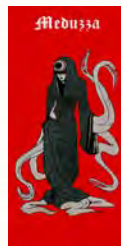
- **Totally Random:** Players take all 20 Treasure Tokens, turn them face down (so the "Treasure" side is face up) on the table, mix them up and then randomly place one into each **Blight Den** area (still face down).
- **Weighted Random:** In order to ensure that each type of Treasure Token is equally divided between locations north and south of the *River Vile*, players divide the Treasure Tokens into two piles, with each pile containing **half** of each type of Treasure Token. So, 3 "Relics", 2 "Hostages", 3 "Valuables" and 2 "Traps" (each chosen randomly) go into each pile. These should be facedown when split so players don't know exactly which tokens of each type are in each pile. One pile is then deployed (still facedown) randomly into the 10 Dens **north** of the *River Vile* and the other pile into the 10 Dens **south** of the river.
- **Identified Relics:** If players decide that they want to know where the "Relic" markers are located, they may place each of the six "Relic" tokens into each of the six **Town** areas. Then randomly place the remaining Treasure Tokens, using the **Totally Random** method described above.



**Tortoses Garrisons Setup:** Flip all 20 **Tortoses Garrison** units face-down and mix them up. Then randomly place one Tortoses Garrison unit *face-down* in each **Blight Den** space (which includes **Town** areas) on top of the Treasure Token located in the same area.



**Red Blight Initial Deployment:** Spawn 4 Minion Horde units using the normal Spawn procedure (see E-4). Then randomly select one **Far-Seer Champion** unit (using any convenient method) and **Spawn** that unit as well.



**The game is now ready to begin!**

# C. Sequence of Play

*The Struggle for Zorn* is played in a series of up to **12 Game Turns**. A Game Turn can be a **Daytime** or **Nighttime** turn, and each turn contains Phases and Steps. During a Daytime Game Turn, conduct only the two Daytime Phases. During a Nighttime Game Turn, conduct only the indicated Steps. All Phases and Steps must be completed in order and to conclusion before proceeding to the next Phase or Step for the type of Game Turn being played.

## Daytime Game Turn

### GAME TURN SETUP PHASE

- a. Collect Discarded Activation Chits Step
- b. Deploy Blight Activation Chits Step
- c. Deploy House Activation Chits Step
- d. Forked Area Blight Movement Arrow Determination Step

### ACTIVATION PHASE

- a. Discard Activation Chit Step
- b. Blight Activation Step
- c. House Activation Step
  - Cast Magic Spell
  - Missile Combat Attacks
  - Melee Combat Attacks
  - Movement
  - Regroup
  - Hunger Recovery

## Nighttime Game Turn

- a. Collect Resources Step
- b. Hunger Step
- c. Poisoning Step
- d. Entrench Step
- e. Recovery Step
- f. Night March Step
- g. Blight Night Strike Step
  - Blight Magic Missile Attack
  - Sneak Attack
  - "Night of Terror" (On Game Turn #12)



## DAYTIME GAME TURN

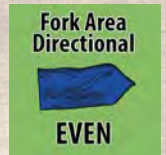
### 1) GAME TURN SETUP PHASE

- a. **Collect Discarded Activation Chits Step:** Players collect all previously discarded Activation Chits. *This step is skipped on the 1st Turn.*
- b. **Deploy Blight Activation Chits Step:** Place the five Blight Activation Chits on the **Activation Track** in the odd-numbered spaces.



- c. **Deploy House Activation Chits Step:** Players collectively decide which House will activate **first** and the place that House's Activation Chit in the #2 space. All other House's Activation Chits (including Wild Activation Chits) are turned facedown, mixed up and placed randomly in the remaining even-numbered spaces.

- d. **Forked Area Blight Movement Arrow Determination Step:** Any player rolls any die to get an “odd” or “even” number result. That player takes the “Forked Area Directional” marker and places it near the map showing the appropriate side so all players can see it.



2) ACTIVATION PHASE

- a. **Discard Activation Chit Step:** Players discard the Activation Chit (Blight or House) in the lowest numbered space of the Activation Track.



- b. **Blight Activation Step:** If the discarded chit is a **Blight Activation Chit**, conduct a Blight Activation by drawing the top **Red Blight Activation Card** and following its instructions.

- c. **House Activation Step:** If the discarded chit is a **House Activation Chit**, the player controlling the named House will conduct their **House Activation**.

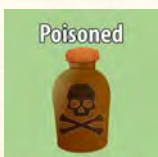
- **Cast Magic Spell:** Magic Users attempt to cast a Magic Spell.
- **Missile Combat Attacks:** Eligible active House units conduct Missile Combat.
- **Melee Combat Attacks:** Eligible active House units move into an *adjacent* area and conduct Melee Combat.
- **Movement:** Eligible active House units conduct Movement. Designated Flanking units may move up one Flanking Area and enter the map there or enter the map into the current Flanking Area.
- **Regroup:** Eligible active House units Regroup.
- **Hunger Recovery:** Units suffering from **Hunger** inflicted during the previous Nighttime Game Turn recover and are made normal.

**NIGHTTIME GAME TURN**



- a. **Collect Resources Step:** Players controlling a **Town** area collect Resources from that area. Players controlling a **Camp** collect Resources from each “Camp” marker.

- b. **Hunger Step:** Players feed units with **Food** Resources. Then if there are any unfed units, players determine how many of their units become hungry.



- c. **Poisoning Step:** All units with a “Poisoned” marker take **1 Hit**.

- d. **Entrench Step:** Eligible Units may build an “Entrenchment” or “Camp” marker.

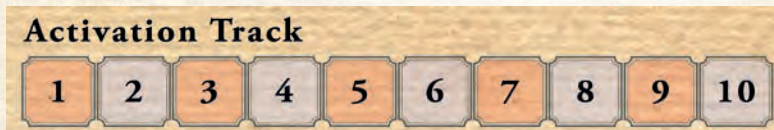


- e. **Recovery Step:** All **Stunned** House and Blight units remove their marker. All **Terrorized** House and Blight units must pass a Bravery Test to remove their markers (House units first).
- f. **Night March Step:** Each player may move any or all their House units into an eligible adjacent area (only).
- g. **Blight Night Strike Step:**
- **Blight Magic Missile Attack:** Blight units conduct a **Missile Combat** attack with **Upgraded** Missile Combat ratings.
  - **Sneak Attack:** Eligible Blight **Ambushers** conduct a **Melee Combat** attack.
  - **On Game Turn #12** (only), this becomes the “**Night of Terror**” Step, and a special procedure is used.



## D. Activation System

*The Struggle for Zorn* uses a unit activation process that centers around the Activation Track. This track contains box numbers that run from #1 through #10 - *even-numbered* boxes being “House” boxes and *odd-numbered* boxes being “Blight” boxes. Each House in the game will have one or two House Activation Chits assigned to it (depending on player count) totaling five House/Wild Activation chits while the Red Blight also has five chits. The game proceeds along the track in order, from left to right. The Red Blight always activates first, and activations alternate from that point onward.

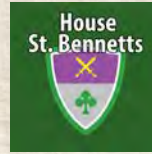


### 1) ACTIVATION CHITS

All games, regardless of player count, use **ten** Activation Chits to determine who is the currently active side or players - **five** Blight Activation Chits and **five** House/Wild Activation Chits. Each player will control **one House**, except if playing solitaire in which case the player controls **two Houses**.

- a. **House Activation Chits:** The number of House Activation Chits each House is assigned is based on player count.
- **1-player:** A solitaire player uses the **2-player** mode but controls both Houses.
  - **2-players:** Each House receives **two** of their House Activation Chits, plus **one Wild** House Activation Chit is used.
  - **3-players:** Each House receives **one** of their House Activation Chit, plus **two Wild** House Activation Chits are used.
  - **4-players:** Each House receives **one** of their House Activation Chits, plus **one Wild** House Activation Chit is used.

- **5-players:** Each House receives **one** of their House Activation Chits. No *Wild* chit is used at this player count.



- b. **Wild Activation Chits:** A *Wild* House Activation Chit allows the players to **choose any player's House** to conduct the current House Activation. Players discuss who it should be and the majority rules.



- **The Duel:** If players can't decide, each player who disagrees rolls a **D12**, and the highest die roll result decides on the active House. A player may abstain from the roll but may not then take any further part in deciding who gets the activation. All players who **tie each other's die roll** have their Commander unit take **1 Hit** (*no Save Attempt is allowed*). If the **highest** die rolls tie, those players have their Commanders take a Hit and only they will re-roll.

## 2) ACTIVATION CHIT DEPLOYMENT

- a. **Deploy Blight Activation Chits Step:** Place the five Blight Activation Chits on spaces #1, #3, #5, #7 and #9 of the **Activation Track**.
- b. **Deploy House Activation Chits Step:** The players collectively decide which House will take the **first** activation – *but it cannot be a Wild Activation Chit*. If players can't decide, use the same **The Duel** procedure as described under Wild Activation Chits (C-1b). Players place the chosen House's Activation Chit **face up** into space #2. The remaining House and Wild Activation Chits are then placed **face down**, mixed up and then **randomly** placed **face down** into the #4, #6, #8 and #10 spaces (and are kept face down until discarded).

## 3) ACTIVATING CHITS

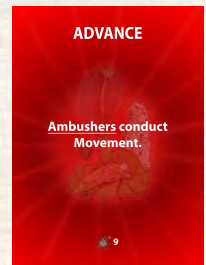
Players begin the Game Turn by discarding the Blight Activation Chit in space #1, placing it aside and out of play for this turn. They conduct a Blight Activation Step and resolve all necessary spawning, movement, event resolution and combat. When concluded, the players note the House identified on the chit in space #2, discard that chit (in the same manner as the Blight Activation Chit) and the player whose House's chit was discarded conducts a House Activation Step. This procedure then continues with the Blight chit in space #3 and so on until all Blight and House Activation Chits on the track have been activated and discarded.

# E. Blight Unit Activations

When a **Blight Activation Chit** is discarded, any player (preferably the luckiest of the group) will conduct the **Blight Activation Step** by drawing a **Blight Activation Card**. The drawn card contains specific instructions as to which Blight units are activated, spawned and/or moved. In some cases, the card has players roll on the Event Table.

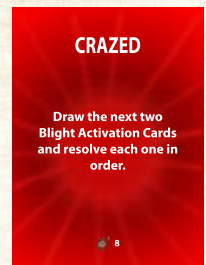
## 1) ADVANCE

The card indicates which type of Blight unit will conduct **Movement** (see L-2). If the unit's movement has it enter a House unit occupied area, resolve a **Melee Combat attack** by the **moving Blight unit(s)** *after all movement on the map is concluded*.



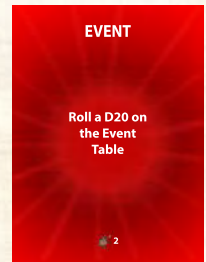
## 2) CRAZED

The players will draw **two** new Blight Activation cards, one at a time, and resolve each one separately.



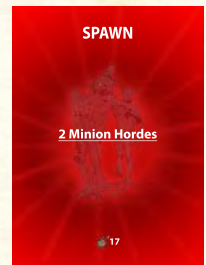
## 3) EVENT

Players roll a **D20** on the **Event Table** (located on the Player Aid) and immediately enact the resulting event.



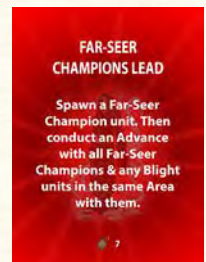
## 4) SPAWN

The card states what type of Blight unit(s) enters the game. In the case of Terror Beasts, Fetid Knights and Far-Seer Champions, the spawned unit is chosen randomly. Any player rolls **two D6** for *each* arriving unit and adds the resulting numbers together. They then place the unit(s) in the corresponding **Blight Entry Arrow** space. If there are no more units of the listed type remaining, players will Spawn one unit of the next stronger available type (based on the **Evil Power ranking** – see A-3h) instead. If there are no units remaining of a higher Evil Power rank, then circle back to the **Ambushers** and Spawn from there. If two units are being entered, enter them one by one in the order listed on the card.



## 5) FAR-SEER CHAMPIONS LEAD

First, **Spawn** one **Far-Seer Champion** unit (chosen randomly if more than one is in



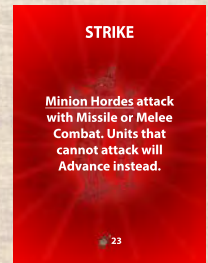


the available pool). Then, *all* Far-Seer Champion units, **along with any Blight units sharing an area with them**, conduct an *Advance* using normal procedures.

## 6) STRIKE

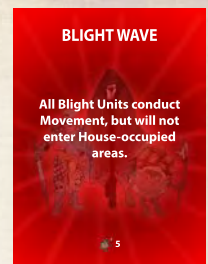
All Blight units of the listed type(s) **attack an eligible area** (see below). If a unit of that type(s) cannot Strike, it will **Advance** instead, using normal procedures. Units attack in **Evil Power** order, with the most powerful attacking/moving first.

- a. If the affected Blight unit has a **Missile Rating**, it will conduct a Missile Fire attack against the *closest* House-occupied area within its listed Range. If more than one target area qualifies, the area with the *lowest Missile Fire Protection Value* is attacked. If still equal the players choose the area. If it is not mathematically possible for the Blight unit to score a Missile Combat Hit (ex: having a D6 Missile Rating when the net Protection Value of the eligible area is “7”), the unit will conduct a Melee Combat attack against the area instead.
- b. If a unit **does not have a Missile Rating** or **cannot possibly score a Hit with a Missile Combat** attack, it will conduct a **Melee Combat** attack into an *adjacent* House-occupied area that has the *lowest Melee Combat Protection Value* modifier. Players choose if more than one area qualifies.
- c. Note that *Tortoses Garrison* units *do not* Strike from a **Blight Den** area (they only do so from a different type area).



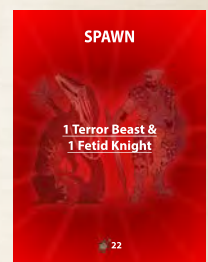
## 7) BLIGHT WAVE

All Blight units will conduct **Movement** in Evil Power order (most powerful first). The units are moved normally except that *they will not move into a House-occupied area*, and thus no Melee Combat attacks are initiated with this card. Units halt in the last area before they would enter a House area.



## 8) MULTIPLE UNIT ACTIVATIONS

In all cases, if the Blight Activation Card calls for multiple Blight units to be moving and/or attacking, resolve one unit at a time in order of their **Evil Power** (i.e., the strongest units activated first followed by the next strongest, etc.). Otherwise, Blight units are activated in any convenient order by the players. Players may find it convenient to turn the unit counter 45-degrees after moving to indicate those that have already moved with this card to avoid confusion.



# House Unit Actions

If the discarded chit is a **House Activation Chit**, the player controlling the named House (or the House chosen by the players if the *Wild Activation Chit* is discarded) will conduct their House Activation Step. The active player may activate all the units in their House, *along with eligible Mercenary units and/or the Hero unit*. The active player conducts **one eligible Unit Action** with **each** of their House units (and any Mercenary Unit they may have hired or acquired and the Hero unit if in the game). Units are activated one by one and in sequence depending on what their selected Unit Action is. Each active unit must complete its Unit Action before the next unit activates. The activation sequence is as follows:



☞ **Cast Magic Spell:** The Magic User unit attached to the active House may attempt to **Cast Magic Spell**.

☞ **Missile Combat Attacks:** Eligible active House units that did not Cast Magic Spell may conduct **Missile Combat**.

☞ **Melee Combat Attacks:** Eligible active House units that did not conduct Cast Magic Spell nor a Missile Combat attack **may move into an adjacent area** (only) and conduct a **Melee Combat** attack.

☞ **Movement:** Eligible active House units that did not conduct Cast Magic Spell, Missile Combat or Melee Combat may conduct **Movement**.

☞ **Regroup:** Eligible House units that did not conduct any other Unit Action earlier in this step may **Regroup**.

☞ **Special Ability:** Some units have one or more Special Abilities that can be applied or that can modify a Unit Action. Each Special Ability indicates when it can be used (see the House Faction Board).

*Remember that a **Hero Unit** can be activated by every House during their activation. So that means a Hero unit can be activated up to five times per Game Turn.*

## 6. Magic

Each House begins the game with one **Magic User** unit. These units each have the normal ratings of House units plus they are proficient in a certain **Field of Magic**, which allows them to cast particular Spells that each have unique and powerful game effects. Only Magic Users may perform the **Cast Magic Spell** Unit Action as their one Unit Action, though they may perform one of the other normal Unit Actions instead.



### 1) MAGIC LEVELS AND RANGE

The **Magic Level** of a Magic User unit indicates the maximum **Range** (in areas) to which they may cast their Spell.

*Thus, for example, a Magic User at Magic Level 2 could Cast a Magic Spell up to two areas away.*

A Magic User may always target its own area. The Range *cannot* be traced through a **Mountain** or **River** area. Otherwise, no type of area terrain or units block a Magic Spell. Players record their Magic User's Magic Level using the appropriately colored cube on the Magic Level Track.

- a. **Starting Magic Level:** All Magic Users begin the game as **Level 1** Magic Users. This can be improved during the game.
- b. **Magic Level Upgrade:** A Magic User's Magic Level may be upgraded in three ways:
  - If the Magic User conducts a **Regroup** action and the player spends the necessary Resources, the Magic User creates a "Mana Potion" that gives them the strength and skill to improve their Magic Level by one. A player must spend **Food**, **Supplies** and **Gold** Resources *equal to the next Magic Level* the Magic User wishes to attain.

*For example, a Level 2 Magic User would need to create a Mana Potion of 3 Food, 3 Supplies and 3 Gold to reach Magic Level 3.*

*Note that Gold cannot be used as a substitute for other Resources in this case. If the Resources are spent, the Magic Level is increased by one (only). Only one upgrade may be done per activation.*

- Certain events from the **Event Table** can increase the Magic Level.
  - Capturing a **Relic** Treasure Token increases the capturing House's Magic Level by one.
- c. The highest Magic Level is "5" – ignore any upgrades beyond that.

- d. If at Magic Level “3” or “4”, that Magic User substitutes a D8 for one of the D6’s it would normally roll (see below).
- e. If at Magic Level “5”, that Magic User substitutes a D10 for the D8.

## 2) MANA BLESSINGS

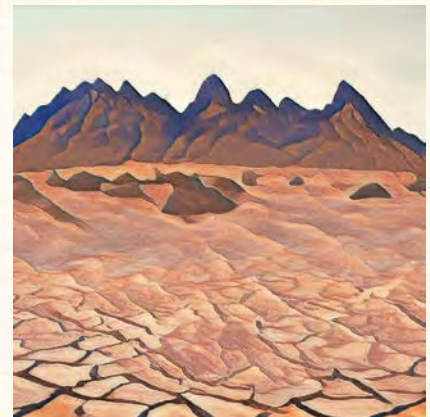


Magic Users can generate occasional small magical “power pockets” with the residual mana that remains after casting spells. These are referred to as “Mana Blessings” by the layfolk and they provide welcome assistance and relief to those in trouble.

- a. **Number of Mana Blessings:** Mana Blessings are kept track of with “Mana Blessing” markers. They are earned with some die roll results while attempting to Cast a Magic Spell.
- b. **Mana Blessings Bonuses:** A player may use one or more of their Mana Blessings during gameplay as indicated by the type of bonus used. *Mana Blessings are earned if either or both Magic Spell dice are “6” or greater. Record them only after the Magic Spell is resolved.*
  - **Mana Bolt:** For **1 Mana Blessing**, re-roll any *one* of your House’s dice, for any reason. Blight rolls cannot be re-rolled nor can a roll on the Event Table. This option applies to any Combat, Magic, or Bravery die roll. Only one re-roll per situation is allowed and the re-roll must be used.
  - **Mana Push:** For **1 Mana Blessing**, increase a unit's Movement Allowance by **+2 areas**. This is announced before a unit moves.
  - **Mana Conjuring:** Conjure **1 Supplies** and **1 Food** Resource **per Mana Blessing**. This can be done at any point during a House’s activation.
  - **Mana Cleansing:** For **2 Mana Blessings**, remove a “Poisoned” marker from a unit that uses a **Regroup** action. If the unit does not Regroup, this blessing can’t be used.
  - **Mana Resurrection:** For **3 Mana Blessings**, a “Lightly Wounded” marker may be removed from a Character standee or a “Heavily Wounded” marker may be flipped over to “Lightly Wounded”. The Character must use a **Regroup** action to receive this blessing.

## 3) SPELL CASTING

When a Magic User unit wishes to use the **Cast Magic Spell** Unit Action, the player announces such during the Cast Magic Spell step. The player *declares* exactly which **Spell** the unit is casting (each Magic User has two Spells available) and the target area (which must be within the Magic User’s Range).



- a. **Spell Casting Resolution:** The player rolls **two D6** dice (unless at Magic Level “3” or better) and checks the dice results on the **Magic Table** (on the back of Blight Powers Aid).
- b. When at **Magic Level “3”** and “4”, the player rolls a **D6** and a **D8**.



- c. When at Magic Level “5”, the player rolls a **D6** and a **D10**.
- d. **Magic Table:** The player reads the two dice results and finds the corresponding entry on the **Spell Casting Table** on the player aid. The player is looking to roll a “5” and/or “6+” on the dice. If there’s a choice of which enemy unit to affect, the player who controls the Magic User makes that choice. If **no “5”** or “6+” is rolled and **one or both** of the dice is a “1”, then a bad effect applies.

*Note therefore that when a Magic User reaches Magic Levels “3”, “4” and “5”, one of the two dice will be a stronger die (either a D8 or a D10) and thus it will be easier to roll a “6+” result on that die.*

- e. **Magic Spells:** Each Magic User has access to two unique Magic Spells that they may attempt to cast. If the spell is successful, the player consults the **Magic Spell Table** (see Magic User Board). The entry lists the two unique Magic Spells that they may cast and their effects. *Remember that the player may only cast the spell that they announced using before the dice roll is made.*

## H. Missile Combat

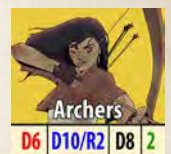
Missile Combat represents ranged shooting combat with arrows, stones, bullets, fire, etc. Combat is resolved with a single die roll versus the target’s Area Protection Value.

### 1) MISSILE COMBAT ELIGIBILITY

A **House** unit that *did not* conduct a **Cast Magic Spell** Unit Action previously in the activation may conduct a Missile Combat Unit Action. **Blight** units will conduct a Missile Combat attack if instructed to do so by a Blight Activation Card or Event. A unit may only attack an enemy unit within its **Range**.

### 2) MISSILE COMBAT RANGE

The **Range** a unit may conduct a Missile Combat attack is listed on each unit’s counter with their Missile Combat Rating (after the “R”). This indicates the *maximum* number of *connected* areas through which the attack can be made.



*For example, the adjacent area is Range 1, two connected areas away is Range 2, and so on.*

Missile Combat fire cannot be blocked by other units or by area terrain, except for **Mountains** and **Rivers**.

*Note that there is no “line of sight” requirements – just count the number of areas to the target and provided that no Mountain or River areas are traced through, the unit can fire.*

### 3) BLIGHT UNIT MISSILE FIRE TARGETING

When a Blight unit is instructed to conduct a **Missile Combat** attack, it will target the *closest* House-occupied area (in number of areas) within its Range. If more than one area qualifies, the area with the **lowest Missile Combat Protection Value** (including any additional marker modifiers) is the target area.

☞ If there are multiple House units in the targeted area, the unit chosen is the first one in the order of priority (players choose if all equal):

- **Lowest Movement Allowance**
- **Lowest Bravery**
- **Lowest Melee Rating**

### 4) MISSILE COMBAT RESOLUTION

The firing unit will target **one eligible enemy unit** within Range. The attacking player (or any player if a Blight unit is firing) rolls a die of the type listed as the firing unit’s **Missile Rating**.

a. **Area Protection Value:** The Missile Combat die result is compared to the **Protection Value** of the *target area’s terrain type*, which can be increased by certain types of units or markers in that area, as follows:

- **Town: 6**
- **Rough Hills and Forest: 5**
- **Plains: 4**
- **Bog, Bridge or Ford: 3**
- **Target Unit is Tortoses Garrison: +1** (*Hard Shell* Special Ability)
- **Earthquake marker: +2**
- **Entrenchments marker: +2**
- **Camp marker: +3**



b. **Missile Combat Results:** The player compares the die result to the Area Protection Value of the targeted area and applies the following results:

- If the die roll is **less than** the Area Protection Value, the attack **misses** and there is no effect.
- If the die roll **equals** the Area Protection Value, the target unit takes a **Bravery Test**. If it **fails**, it receives **1 Hit**. If it **passes**, there is no effect.

- If the die roll *exceeds* (but is not double or more) the Area Protection Value, **1 Hit** is scored.
- If the die roll *exceeds* the Area Protection Value by *double or more*, **2 Hits** are scored instead.

*Note therefore that **no more than 2 Hits** can be inflicted by Missile Combat unless a firing unit's Special Ability allows more.*

## I. Melee Combat

**Melee Combat** is close-in fighting and often a vicious hand/claw/tentacle vs. hand/claw/tentacle struggle. It is resolved by *both sides* rolling competing dice against one another. Units are always able to **defend** themselves in Melee Combat. The active unit conducting the attack is deemed the *attacker* and the targeted unit is the *defender*.

### 1) HOUSE UNIT MELEE ATTACK ELIGIBILITY

A House unit that did not Cast Magic Spell or conduct a Missile Combat attack earlier this activation may conduct a Melee Combat Attack Unit Action if it is *currently adjacent to a Blight-occupied area*. The attacking unit is *moved into* the defender's area. The player may do so with as many units as can fit into the attacked area up to that area's **Area Capacity** (see L-3).

*It is important to note that a Melee Combat attack by a **House** unit can only be initiated from an **adjacent** area. House units cannot conduct normal movement and enter a Blight-occupied area to attack it. On the other hand, **Red Blight** units do conduct their Melee Combat attacks during normal movement (*Advance but not Blight Wave*) by moving into a House-occupied area.*

### 2) BLIGHT UNIT MELEE ATTACK ELIGIBILITY

Blight units will automatically conduct a Melee Combat attack if they *enter* a House-occupied area during their normal Movement. If instructed to conduct a Melee Combat attack by an **Advance** or **Strike** activation or an **Event** result, the Blight unit will find an eligible *adjacent* area to attack. The Blight unit will attack the adjacent House-occupied area with the **lowest Area Protection Value Modifier** (including any marker modifier adjustments). In all cases where multiple areas qualify, the players make the choice.

### 3) MULTIPLE ATTACKING UNITS

All moves that would result in one or more Melee Combat Attacks are completed *before* resolving any of the combats. Thus, multiple units could end up attacking the same area. Players then resolve any Melee Combats on the map in any order desired.

#### 4) MELEE COMBAT RESOLUTION

Both attacking and defending units will roll a die based on their respective **Melee Ratings**. If multiple units are attacking and/or defending, **roll all units' Melee Dice together** and **sum the dice result** into one amalgamated attacking total and one amalgamated defending total. The player sitting to the left of the active player will roll the dice for the Blight unit(s).

- a. **Area Protection Value Modifiers:** The **defending unit(s)** only will get a *bonus* added to their die roll result depending on the type of terrain in the combat area and certain types of units and/or markers defending in the area:

- **Town: +3**
- **Rough Hills: +2**
- **Forest: +1**
- **Bog, Plains, Bridge, Ford, or River: 0**
- **Any Defending Unit(s) is a *Tortoses Garrison*: +1** (*Hard Shell* Special Ability)
- **Earthquake marker: +2**
- **Entrenchments marker: +2**
- **Camp marker: +3**



Applicable modifiers are applied *once* to the total of the defending unit(s) die rolls.

- b. **Melee Combat Results:** Players compare the total rolled by the attacking unit(s) to the total rolled by the defending unit(s). The dice roll sum comparison will yield one of the following results:
- If the dice roll totals are *equal*, **both sides take 1 Hit** (except if the *Snapping Jaws* Special Ability is in effect, then **2 Hits** are inflicted on the House units). Each unit from both sides then takes a **Bravery Test**. If **failed**, the unit **Retreats one area**; if **passed** it remains in the combat area. If *both sides* have at least one unit that *passes*, then *both sides must Retreat all units remaining in the area one hex*.
  - If one side's dice roll total *exceeds* the other (but is not at least double), **1 Hit** is inflicted on the **lower-scoring** side and all those units **Retreat one area**.
  - If one side's dice roll total is *double* the score of the lower-scoring side (but not triple), **2 Hits** are inflicted on the lower-scoring side's units, and all those units **Retreat one area**.
  - If one side's dice roll total is *triple* the score of the lower-scoring side (but not quadruple), **3 Hits** are inflicted on the lower-scoring side and all units on that side **Retreat two areas**.
  - If one side's dice roll total is *quadruple or higher* the score of the lower-scoring side, **4 Hits** are inflicted on the lower-scoring side and all units on that side **Retreat two areas**.



*Note therefore that **no more than 4 hits** can be inflicted by Melee Combat unless a unit's Special Ability allows more. And yes, note that a fresh unit could be outright eliminated in Close Combat with one bad set of dice roll results.*

- c. **Multiple Unit Results Application:** Any **Hits** inflicted on a given side are spread out amongst the units from that side:
- **House Units:** The owning player decides how to spread out any inflicted Hits. At least one Hit must be assigned to each unit in the area *before a second Hit is inflicted on a unit* (player's choice). A **Retreat** result applies to **all units** of that side.
  - **Blight Units:** Hits are applied to Blight units in **reverse Bravery Rating** order – first the unit with the lowest Bravery Rating takes one Hit, then the next lowest, etc. All units must take one Hit *before any unit takes a second Hit*, etc. Otherwise, it is the player's choice as to which unit takes a Hit.

*For example, three House units conduct a Melee Combat attack against two Blight units in a Forest area. The player controlling the attacking House units rolls their three Melee Combat dice while the player sitting to the left rolls the Blight units' two Melee Combat dice (adding +1 to the total for the Forest area). Players add their respective scores together and the House units score "18" while the Blight units scores a "6". The House score is triple the Blight score, so the Blight suffers three Hits. Players give each Blight unit one Hit, and the third Hit goes to the Blight unit with the lower Bravery Rating, so it receives two Hits in this combat. Then both Blight units are Retreated two areas.*

## I. House Vs. House Combat

Players may find it necessary (or even desirable) to attack one another. Of course, doing so may risk losing the game for all players, but circumstances may dictate that this is a viable strategy if a player needs to stymie another House's progress. Players may conduct normal Missile Combat or Melee Combat attacks against opposing House units during their activation. Declare the attack and resolve the combat normally. No declaration of war or any other kind of "casus belli" is needed.

- ☞ **Wergild:** Open combat between Houses is not really condoned by the Kingdom. Therefore each time a player's unit attacks another player's unit, the attacking player must pay a total of **2 Gold** – **1 Gold** to the defending player as "Blood Money" and another **1 Gold** to the Royal Bank (the Resource marker pool), which ends up in King Rufus V's hands as "Hush Money". A player who cannot or will not pay those Gold fees cannot attack another player.

*The term **Wergild** is an ancient Zaiusian word and refers to the policy of penalizing belligerent behavior by forcing the aggressor to pay tribute to the victim as compensation for the loss of life and/or property. This all in an effort to bring about a more peaceful coexistence amongst the emerging Houses. It is still a recognized practice, though has hardly stemmed the inter-House wars much as the richer Houses can easily afford the fines, and thereby they are able to victimize the less-affluent poorer Houses with little consequence.*

# Hit Application

Hits scored against a unit for any reason (and regardless if they are a House or Blight unit) are cumulative with previous Hits scored on that unit. Most **regular unit counters** can absorb three Hits, with the fourth Hit eliminating the unit (exception: *Tortoses Garrison* units). These Hits are recorded using a combination of “Casualties” markers and flipping units to their *Battleworn* side. Units on **standees** (Commanders, Magic Users and Far-Seer Champions) represent individual characters and can only absorb two Hits, being eliminated with a third Hit. These Hits are recorded using a combination of “Lightly Wounded” and “Heavily Wounded” markers.

## 1) REGULAR UNITS

Regular units are those that are represented by unit counters (not standees). When these types of units take Hits, they are recorded as follows:

- a. **1st Hit** = Place a “**Casualties**” marker under the unit. There has no effect on the unit.
- b. **2nd Hit** = Remove the “**Casualties**” marker and flip the unit over to its *Battleworn* side. The unit now uses the lower ratings printed on this side of the counter. *Exception: Blight Tortoses Garrison units do not have a Battleworn side and are therefore eliminated with a 2nd Hit.*
- c. **3rd Hit** = Place a “**Casualties**” marker under the *Battleworn* unit. This has no additional effect.
- d. **4th Hit** = The unit is eliminated from the game. Eliminated Blight units score **Glory Points** for the player who eliminated them and eliminated House units score **Terror Points** for the Red Blight. All eliminated *non-Tortoses Garrison* Blight units are placed back into the pool of available units.



## 2) CHARACTER UNITS

Character units are represented on standees. These are named personalities and can become wounded during the game, as follows:

- a. **Save Attempt:** Character Units are granted a Save Attempt **with each separate Hit they receive**. This reflects their tougher constitution and agility. The unit takes a separate **Bravery Test** for *each* such Hit. If **passed**, there is no Hit. If **failed**, the Hit is applied as described below.

- b. **Wounded Markers:** Hits are recorded on Character Units using the “Lightly Wounded” and “Heavily Wounded” markers. *These markers cannot be removed with a Regroup action as with normal Hits.* They can only be removed via a **Mana Blessing Bonus** (G-2b – Mana Resurrection).

- **1st Hit** = Place a “Lightly Wounded” marker under or next to the standee (or on the character’s board). This has no dilatory effect on the unit.
- **2nd Hit** = Flip the marker over to its “Heavily Wounded” side. The unit’s **Missile**, **Melee**, and **Bravery** ratings are all **Degraded**.
- **3rd Hit** = The unit is **eliminated** from the game.



## I. Movement

Units that are conducting movement do so from their current Area to one or more adjacent Areas. Note that Movement Allowances are given in maximum number of areas that the unit may enter during their move.

### 1) HOUSE UNIT MOVEMENT

- a. A House unit that did not Cast Magic Spell or conduct a Missile or Melee Combat attack, may conduct a **Movement** Unit Action. A House unit conducting **Movement** can move into an **adjacent** Area (as defined under A-1a) at the cost of one Area against its Movement Allowance (see A-3c).
- b. **Movement Ability:** A unit can enter a total number of Areas equal to its Movement Allowance. The Areas moved into must be passable and *may not contain a Blight unit*. The unit may end its Movement in any Area, even with other House units, based on the Area’s **Unit Capacity** (see below)

*Note that the only way a House unit may enter an area with one or more Blight units is by using a Melee Combat attack move (I-1).*

- c. **Roads:** House units may move **one free Road area** per **Movement** action (i.e., the free area does not count against the unit’s Movement Allowance) if they are “following” a Road. “Following” is defined as moving from one area with a **Road** graphic to an adjacent area with a connected Road graphic.



- d. **Forced March:** Units may move *one additional area* per Movement action. At the

conclusion of that move, the unit takes a **Bravery Test**. If it **fails**, it takes **1 Hit** (representing stragglers and injuries).

- e. **Mountains** and **Rivers** are impassable unless a special rule or ability allows them to be entered.

## 2) BLIGHT UNIT MOVEMENT

- a. Blight units can be activated to conduct **Movement** by a Blight Activation Card instruction or Event result. They move from their current area to an adjacent area and keep doing so until they use their full Movement Allowance (as printed on the unit counter), following the **Blight Movement Arrows** printed on the map. If they enter an area with one or more House units, they must stop and conduct a **Melee Combat attack** (see I-2).
- b. **Blight Movement Arrows:** The small red-colored arrows on the map direct moving Blight units to their next Area. They simply follow the indicated arrow path, moving one area at a time, until their Movement Allowance is used up, they exit the map, or enter an area with a House unit.

- c. **Forked Areas:** If there are **two exit arrows** from an area, this is a **Forked Area**. There will be one **blue arrow** and one **yellow arrow**. The players move the unit via the arrow path corresponding to the “**Forked Area Directional**” marker, using the **blue arrow** if the marker shows “**even**” and the **yellow arrow** if it shows “**odd**”.



- **The Trollburg Gap Special Forked Area:** In the *Trollburg Gap* Town area (with the “7” Blight Entry Arrow), there are three unique **yellow** arrows that warrant a different procedure. For *each* Blight unit moving from that area, roll a **D6**. The unit follows the arrow that shows the matching number.



**Optional Variant:** If players want a more variable but slightly more time-consuming process to use, they may opt to roll a die to achieve an “odd” or “even” result separately for every moving Blight unit each time it exits a Forked Area. This will make Blight unit movement truly unpredictable.

- d. **House Unit Encounter:** If the Blight unit enters an area with one or more House units, it stops and automatically **conducts a Melee Combat Attack**. *Finish moving all Blight units before resolving any Melee Combats.*

*Note that this means that more than one unit Blight unit can end up entering a House-occupied area (up to its Area Unit Capacity) and thus be included in the upcoming Melee Combat attack there.*

- e. **Dead Zone Areas:** There are a number of **Bog** areas in which Blight units can become stranded because the area does not have any Blight Movement Arrows (this can happen if players force a Blight unit to retreat into one of these areas). In those cases, the Blight units will remain in those areas until forced to Retreat from them, conduct a successful Melee Combat attack or an Event frees them. *Note that stranded Blight units will still be able to conduct a Strike from those areas.*



*These “dead zone” Bog areas apparently contain some kind of plant-life, insects or other creature or feature that adversely affects Blight units. The exact cause is unknown, but House troops quickly discovered that Blight units avoided these bogs and by forcing them to retreat into them, made these otherwise fanatical monsters lackadaisical and weak.*

- f. **Exited Blight Units:** If a Blight unit reaches any **Mountain Pass** area and needs to move one more area, it exits the game map and is placed back into the pool of available units. Blight units exiting in this manner will score **Terror Points** for the Red Blight.



### 3) AREA UNIT CAPACITY

Areas may only contain a certain number of units from each side at the **end** of any unit’s Movement. This Area Unit Capacity cannot be exceeded at the **end** of the move, but it can be temporarily exceeded **during** such movement (i.e., units may pass through areas at maximum capacity). If the **next** area’s capacity is at its limit and it would be the last area the unit enters, it will instead stop its move in the current area or, if that area would be then over capacity, the unit will move back to the last legal area it entered. Each Area’s Unit Capacity is:

- **Mountain Passes:** Up to **10 units**
- **Plains:** Up to **6 units**
- **Town:** Up to **5 units**
- **Rough Hills:** Up to **3 units**
- **Forest:** Up to **2 units**
- **Bog, Bridge or Ford:** Only **1 unit**
- **Mountains and Rivers:** **No units** may enter these areas unless a Special Ability allows it.

*Note again that the above-listed area capacities are applied to each side separately. So, for example, a Forest area could contain two House units and two Blight units at the same time.*

#### 4) FLANKING AREA MOVEMENT

Units assigned to move along the flanks (sides) of the map at the start of the game enter the Flank Area they are currently adjacent to or move up adjacent to the next higher Flanking Area (i.e., from the “+1” area to the “+2” area, etc.) and enter that Flanking Area.

- Units that are assigned to one of the two flanks (“W” or “E”) are placed off to the side of the map **at the start of the game** (only) – they cannot be assigned after the game starts. More than one House may assign a force to the same flank and any number of units can be so designated.
- When the units’ House activates, the player has two options with that flanking force:
  - The flanking units can remain off map where they are and not move at all.
  - The flanking units may move up the map edge to the *next higher* Flanking Area and remain *off-map* opposite that Flanking Area or one or more of the flanking units may be *immediately* placed directly into the Flanking Area to which they are currently adjacent. This counts as their entire movement for this activation.
  - The force may be split up so that some elect the first option and others the second option.
- Units may not travel *backwards* (i.e., down to a Flanking Area that has already been passed up) but may remain off-map at the same area indefinitely.

*For example, Patty deploys an eastern-side (“E”) flank force of four units at the start of the game. When that House gets its first activation, that flanking force is placed opposite the “E+1” Flanking Area. Upon its second activation, Patty moves the flanking force up and opposite the “E+2” Flanking Area. She then decides to move two of the flanking units onto the map and places those two units directly into the “E+2” area, ending their activation there. On the third activation for that House, the player moves the remaining two units up opposite the “E+3” area and decides to leave them off map, waiting for a good opportunity to place them into the “E+3” area during a future activation.*

# M. Regroup

A House unit that did not conduct any previous Unit Actions this activation may **Regroup**. A unit using a Regroup action may do **one** (only) of the following eligible activities.

## 1) REMOVE A “CASUALTIES” MARKER

A unit with a “Casualties” marker *that is not Stunned or Terrorized* may remove that marker provided that the owning player pays the necessary Supplies. The player **must spend 1 Supplies Resource per unit** to remove the marker from a non-Machine unit. To do so from a **Machine**-type unit requires **3 Supplies** (only the *Rock Thrower Machine Team* unit in this game). If there are no Supplies Resources available, the unit cannot remove its “Casualties” marker. Some Special Actions also allow the removal of a “Casualties” marker. **A Character Unit standee may not use a Regroup action to remove either type of “Wounded” marker.**

*Note that a Regroup action only allows the removal of a “Casualties” marker. It does not allow for recovering a Hit on a Battleworn unit to allow it to flip back over to its Fresh side. Also remember that Gold can be used as a substitute for Supplies! This represents you purchasing medicines and equipment, and hiring doctors, nurses, etc.*

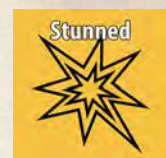
## 2) REMOVE A “POISONED” MARKER

A unit with a “Poisoned” marker *that is not Stunned or Terrorized* may remove that marker provided that the owning player pays **2 Supplies Resources** to do so.



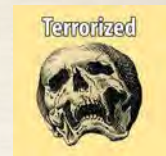
## 3) REMOVE A “STUNNED” MARKER

A **Stunned** unit may remove its “Stunned” marker.



## 4) ATTEMPT TO REMOVE A “TERRORIZED” MARKER

A **Terrorized** unit may attempt to remove its “Terrorized” marker by taking a **Bravery Test**. If **passed**, remove the marker. If **failed**, there is no effect, and the unit is still Terrorized.

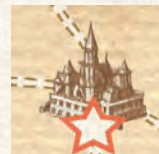


# N. Nighttime Game Turns

**Nighttime** Game Turns do not allow normal Unit Actions or Blight Activations. Instead, this is when the players' armies rest, recoup, and handle logistics. Unfortunately, the night is also the Red Blight's favorite time of day.

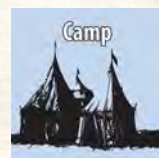
## 1) COLLECT RESOURCES STEP

- a. **Towns:** Each player who controls a **Town** area rolls a D6 per area and **collects** a total number of **Food and/or Supplies** Resources equal to the die roll, divided up between Food and Supplies as the player sees fit. If the die roll is a "6", the player also earns an additional **1 Gold** Resource.



☞ A Town area is **controlled** by the first House to have a unit enter the area or remain there after a Melee Combat. The controlling player should place one of their House cubes in the area to designate it as theirs. If that area is subsequently solely occupied by another player or a Red Blight unit, the originally owning player loses control of the Town area to the other House or the Blight (in which case no player controls it).

- b. **Camps:** For each "**Camp**" marker a player owns, they collect a total of **3 Food and/or Supplies Resources**, in any combination the player wishes.



☞ A **Camp** marker is **controlled** by the player who built the marker. If another player's unit solely enters the area with the Camp marker, *it does not change control unless that player declares hostilities*. If hostile, the new owner controls the Camp marker, but this is treated in the same way as an attack on the original owning player (see House to House Combat - section J). If a Red Blight unit enters the area alone, the Camp marker is **eliminated** and returned to the pool of markers.

## 2) HUNGER STEP

Each player discards **1 Food for every unit** they wish to feed (including the Commander, Magic User and any Mercenary units that have joined the House). A player may spend **Mana Blessings** to conjure Food Resources at this point. *The "Hero" unit does not have to be fed.* The player then counts the number of units that are **not fed** and rolls a **D6**. The die result is *deducted from the number of units not fed*. If the result is *zero or a positive number*, this is the **number of Hungry House and Mercenary units** that result. The player must now designate that number of units as being **Hungry** by placing a House-colored cube on the unit. In the case of a "zero" difference, one unit must still be made Hungry. The player may choose any units in their House contingent to be so designated.



- Hungry units **may not** conduct a **Night March** and **may not be activated** during their next House activation. In addition, their Missile Combat, Melee Combat and Bravery ratings are all **Degraded**.
- Hungry units automatically recover and are returned to normal at the **conclusion of their next House activation**.

*For example, Ryan has 9 units in his force. He is conducting the Hunger Step and has 5 Food and 2 Gold Resources. He chooses to spend all his Food and 1 Gold, so he can feed only 6 units. That means 3 units go unfed. He rolls a D6 and gets a “1”, which forces him to choose two of his units to be Hungry (three unfed units less the die roll of “1”). He picks two of his units – a Swordstrickers and a Harassers unit - and places a colored cube on each one. These units cannot activate and are Degraded until the end of their next House activation.*

*Remember that Gold can be used as a substitute for Food! Basically, this represents you purchasing food on the Zorndian Black Market, farms, markets, etc.*

### 3) POISONING STEP

All units that have a “Poisoned” marker immediately take **1 Hit**. The marker remains with the unit.

### 4) ENTRENCH STEP

To use the **Entrench** Unit Action (which is only allowed during a Nighttime Game Turn), a player must select a unit that is not **Stunned** or **Terrorized**. The player may then build an “**Entrenchment**” or “**Camp**” marker in the same area as the chosen unit, as follows:



- Spend **3 Supplies** Resources to place an “**Entrenchments**” marker.
- Spend **3 Supplies** Resources to flip an “**Entrenchments**” marker to a “**Camp**” marker.
- Spend **6 Supplies** Resources to place a “**Camp**” marker.
- **Entrenchments** and **Camps** *cannot* be built in a **Bog, Bridge** or **Ford** area and only one such marker, of either type, may be in the same area.

*Remember that Gold can be used as a substitute for Supplies! This represents you purchasing material, tools, equipment, and hiring workers, etc.*

### 5) RECOVERY STEP

All **Stunned** units (House and Blight) remove their “Stunned” marker. All **Terrorized** units (House and Blight) take a **Bravery Test**, with House units doing so first. If **passed**, they remove their “Terrorized” marker. Finally, players may spend **6 Supplies per unit**



to return a **previously eliminated** core House unit back into the game. This cannot be done for Mercenary, Hero, or Character units. The rebuilt unit may be placed on the map, showing its full-strength side, in an area with the House's Commander or Magic User or in any Mountain Pass area



## 6) NIGHT MARCH STEP

All players may simultaneously **move** (only) each of their House units **one area** (only), *regardless of their normal Movement Allowances*, following normal Movement rules. However, units suffering from **Hunger** *may not* do so and no combats are allowed.

## 7) BLIGHT NIGHT STRIKE STEP

- a. **Magic Missile Attack:** All eligible Blight units conduct a **Missile Combat attack** with **Upgraded** Missile Combat ratings.

*For some unknown reason, Red Blight missile weaponry becomes somewhat “enchanted” at night, perhaps kissed by the malignant fires of whatever evil pit forged them. They are more deadly and easily guided, making them exceptionally deadly in the dark.*

- b. **Sneak Attack:** All Blight **Ambushers** units (only) currently adjacent to one or more House units will move into an adjacent area and conduct a Melee Combat attack (remembering to use their “*Surprise Attack*” Special Ability) using normal Melee Combat procedures.

## 8) NIGHT OF TERROR STEP

At the end of **Game Turn #12** (only), players resolve the **Night of Terror Step** *instead* of a normal **Blight Night Strike Step**. A Night of Terror Step is resolved in two sub-steps:

- a. **Magic Missile Attack:** Resolve this in the same manner as with a normal Blight Night Strike Step.
- b. **Red Blight Vengeance Assault:** All **Fetid Knights**, **Terror Beasts** and **Far-Seer Champions** units (only) conduct an **Advance** action and use a **D20** as their Melee Combat Rating if they have **not taken any Hits** and are **not Stunned or Terrorized**. Otherwise, they use just **Upgraded** Melee Ratings.



## Ⓟ Stunned & Terrorized


Units can receive “Stunned” or “Terrorized” markers from enemy combat or other unit/game effects. A Stunned unit that receives another Stunned result simply remains Stunned. A Stunned unit that receives a Terrorized result becomes Terrorized instead. A Terrorized unit that receives a Stunned result or another Terrorized result simply remains Terrorized.

### 1) STUNNED

- a. A unit that is **Stunned** is given a “Stunned” marker. A Stunned **House** unit **may not conduct any Unit Actions** other than **Regroup**. Stunned **Blight** units activate normally but have their **Movement Allowance reduced by one**. While Stunned, both **House** and **Blight** units have all their ratings – Missile, Melee and Bravery - **Degraded**.
- b. Stunned **House** units remove their marker either when they do a **Regroup** action or during the **Recovery Step** of the Nighttime Game Turns. Stunned **Blight** units only remove their marker during the **Recovery Step** of Nighttime Game Turns.

### 2) TERRORIZED

Being **Terrorized** is a state of mind that negatively affects the unit until it *passes any Bravery Test*.

- a. A unit that is **Terrorized** is given a “Terrorized” marker. It keeps that marker until it is forced to take a Bravery Test (for any reason, including during the Nighttime Recovery Step) and it **passes** that test. If **passed**, the marker is removed from the unit, and it is no longer Terrorized. If **failed**, the unit remains Terrorized. 
- b. A Terrorized unit has all **three of its ratings** - Missile, Melee and Bravery - **Degraded** and its **Movement Allowance reduced by one**.

## Ⓟ Resources

There are three Resources used in the game – **Food**, **Supplies**, and **Gold**. Players will find and collect these Resources as they capture **Dens** and **Towns** and build a **Camp**. Each Resource has a specific value and purpose for the players. Resources are tracked on the general **Resource Track** using the appropriately colored cubes for each player’s House.

## 1) STARTING RESOURCES

Players start the game with some Resources already in hand. Each player receives Resources based on the number of players in the game:

- **1- and 2-Players:** 10 Food & 6 Supplies
- **3-Players:** 8 Food & 5 Supplies
- **4-Players:** 6 Food & 4 Supplies
- **5-Players:** 5 Food & 3 Supplies

*Note that this means each House sets off on its campaign with enough Food to feed about 75% of its units and sufficient Supplies to do some recovery of casualties. So, players will need to gather more Resources whenever possible.*

## 2) COLLECTING RESOURCES

Players will discover and collect Resources by controlling Treasure Tokens and Town areas and building one or more Camps. **Treasure Tokens** will list the types and amounts of Resources that they award. **Town** areas provide Resources which are collected each Nighttime Game Turn. **Camp** markers also collect Resources during the Nighttime Game Turns. Food and Supplies can also be gathered by a *Harassers* unit using its **Forage** Special Ability or by using the Mana Conjuring ability. Finally, some **Events** grant additional resources. The player who collects the Resources adjusts their colored cube on the Resources Track accordingly.

## 3) TRADING RESOURCES

Resources can be traded between players *but only at the very beginning of the House's activation that is giving the Resource(s)*. Any agreement can be made between players – promises of support during gameplay, Glory Points, Mercenary unit control, and exchanging other types of Resources. Once agreed upon, the players may exchange the necessary Resources and/or other assets and update their respective tracks. The player may then conduct their activation normally.

## 4) FOOD

This Resource is used primarily for the **Hunger Step** of the Nighttime Game Turn, though it has other beneficial uses as well.

- a. **Eating:** Players must discard **1 Food for every unit** to keep their House units (and any hired Mercenary units) fed during the Hunger Step of each Nighttime Game Turn. The Hero unit does not have to be fed.
- b. **Liquid Courage:** A player may spend **1 Food** at any time to **Upgrade a unit's Bravery Rating**. This can only be done once per test.

*In this case, Food represents spirits, mead, tobacco, or whatever else boosts a unit's morale and activity level.*

- c. **Magician's Potion:** In order for a Magic User unit to upgrade its Magic Level, Food needs to be spent to create the potion. The amount of Food spent depends on the Magic Level to which the unit is upgrading.
- d. **Foraging:** Units with the *Forage* Special Action can collect **Food**.
- e. **Town Collection:** Food can be gained by a controlled **Town** area marker during the **Collect Resources Step** of a Nighttime Game Turn.
- f. **Gathering:** Food can be gained by a “**Camp**” marker during the Collect Resources Step of a Nighttime Game Turn.
- g. **Mana Conjuring:** Food can be conjured out of thin air using one or more Mana Blessings.



## 5) SUPPLIES

This Resource is needed to build and repair structures and machines, and to create a potion.

- a. **Entrench:** To use the **Entrench** Unit Action, a player must spend either 3 **Supplies** for an “**Entrenchments**” marker or to flip an “Entrenchment” marker over to its “**Camp**” marker side.
- b. **Regrouping:** For a unit to remove a “Casualties” marker, it uses a **Regroup** Unit Action and non-Machine units cost 1 **Supplies** Resource while a Rock Thrower Machine unit costs 3 **Supplies** Resources.
- c. **Magician's Potion:** In order for a Magic User unit to upgrade its Magic Level, Supplies needs to be spent to create the potion. The number of Supplies that is spent depends on the Magic Level to which the unit is upgrading.
- d. **Foraging:** Units with the *Forage* Special Action can collect **Supplies**.
- e. **Poison Antidote:** In order to remove a “Poisoned” marker, the unit must use a Regroup Unit Action and the owning player must spend 2 Supplies.
- f. **Town Collection:** Supplies can be gained by a controlled **Town** area marker during the **Collect Resources Step** of a Nighttime Game Turn.
- g. **Gathering:** Supplies can be gained by a “Camp” marker during the Collect Resources Step of a Nighttime Game Turn.
- h. **Mana Conjuring:** Supplies can be conjured out of thin air using one or more Mana






Blessings.

## 6) GOLD

This Resource is the most valuable and versatile of all the Resources.

- a. **Hiring Mercenaries:** A player may use Gold to **purchase** a Mercenary Unit. A **Vagnar Corps** unit is **4 Gold**, an **Argonian Berserker** unit is **6 Gold** and a **Death Riders of Old Mahn** unit costs **8 Gold**. When a Mercenary unit is successfully hired, it appears in any area that contains a unit from the hiring House or in a designated **Mountain Pass** area. This Mercenary unit is now controlled by the hiring House (place a colored cube matching the Houses' color on the unit if tracking its ownership is difficult), but *it may not activate on the turn it arrives*. The Mercenary unit is controlled by the hiring player for the remainder of the game, as if part of the House's forces.
 

			
D12	D8/R1	D8	2
<b>Vagnar Corps</b>			
<b>4</b>			
			
D12	-	D10	3
<b>Argonian Berserkers</b>			
<b>6</b>			
			
D12	-	D12	4
<b>Death Riders</b>			
<b>8</b>			
- b. **Wild Resource:** Gold may be **substituted for Food and Supplies** Resources on a one-for-one basis for any purpose. *Exception: Gold may not be substituted when creating a Magician's Potion (see below).*
- c. **Magician's Potion:** In order for a Magic User unit to upgrade its Magic Level, Gold needs to be spent to create the potion. The amount of Gold that is spent depends on the Magic Level to which the unit is upgrading.
- d. **Town Collection:** **Gold** can be gained by an owned Town area during the **Collect Resources Step** of a Nighttime Game Turn only if a "6" is rolled.



# Q. Treasure

**Treasure Tokens** represent the various individuals and valuables that the Red Blight's raiders have kidnapped and stolen. They are hidden away in Dens and to reflect this, each Den has an unrevealed Treasure Token. The players need to rescue these tokens to gain their benefits. Treasure Tokens are randomly seeded onto the map before the game begins and kept face down until discovered.

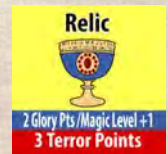
## 1) TYPES OF TREASURE TOKENS

There are 20 Treasure Tokens and they fall into four basic categories (the number of counters in each category is shown in parentheses):

- a. **Relics (6):** These are the most valuable treasures. At the end of the game, the Red Blight will score **3 Terror Points** for each Relic token it controls. The player who captures this token gets **2 Glory Points** and their House's Magic User unit immediately **increases its Magic Level** by one.



- b. **Hostages (4):** These may award a **Vagnar Corps** Mercenary unit (for free), if available (representing the hostages themselves and local townfolk joining your army) or a variable amount of **Gold** and/or **Food** Resources. Vagnar Corps units are immediately placed into the area in which the Treasure Token was located unless that causes over-stacking. In that case, the capturing player places the unit in any adjacent area instead.



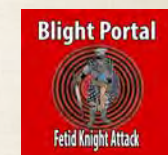
- c. **Valuables (6):** These represent every kind of valuable found in the kingdom – art, jewels, gems, machinery, tools, etc. They award **Gold** and/or **Supplies** Resources.



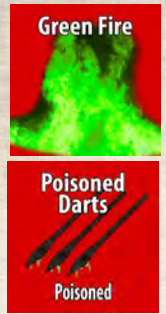
- d. **Traps (4):** The Red Blight Cabal is very aware that the King of Zorn is going to attempt to rescue and recover these ill-gotten gains. Though the Blight engineers haven't had a lot of time to invent, construct, and place the required number of traps, some have been successfully deployed. There are four types of Trap tokens:



- **Blight Portal!:** Spawn a **Fetid Knight** unit into this area. If occupied by a House unit, the Fetid Knight unit will immediately conduct a **Melee Combat** attack against the area with an **Upgraded** Melee Combat rating.
- **Horrific Snare Trap:** All House units in the area are immediately **Terrorized**. If this is revealed by a *Scouting* action, the unit doing the Scouting is **Terrorized**.



- **Green Fire:** House units in the area collectively receive 2 Hits, distributed amongst units as the player sees fit. Then all units in the area are **Stunned**. If this is revealed by a *Scouting* action, the unit that does the Scouting takes 1 Hit and is **Stunned**.
- **Poison Darts:** All House units in the area each get a “Poisoned” marker. If revealed by a *Scouting* action, the unit that does the Scouting is **Poisoned**.



## 2) TREASURE TOKEN CAPTURE

Treasure Tokens remain face down until a House unit is in the same area as the Treasure Token and no Blight unit is in the area, or with a *Scouting* action when the **Tortoses Garrison** unit is *already revealed*. The first House unit into that area is the capturing unit, and the owning player flips over and earns the rewards (or suffers the Trap effects) of that Treasure Token. Players immediately score any Treasure Tokens they capture – Resources, Glory Points and Magic Level upgrades are recorded by the capturing player for their House – and the player also keeps the captured token. If a player feels that another player aided in the elimination of one or more Blight units in that area, they may share any benefits awarded.

# R. Event Table

If the result on a Red Blight Activation Card indicates “Event!”, any player will roll a D20 and cross reference that roll with the Event Table (found on the player aid). Players enact the resulting event’s instructions immediately, and to conclusion.

EVENT TABLE	
• <b>1 = Blight Raiders Sweep!</b> The Blight sends out its raiders – intercepting convoys, raiding supply depots, surging around the flanks and sweeping along the roads.	<ul style="list-style-type: none"> <li>o Each player rolls a D3 and reduces each of their three Resources by that amount (if possible).</li> <li>o Place an <b>Ambusher</b> unit in every <b>Town</b> area controlled by the Blight. If over the Area Unit Capacity, place the unit in a legal adjacent <b>Road</b> area of the players’ choice. If none, the unit does not appear.</li> <li>o Place an <b>Ambusher</b> unit in the “3” Blight Entry Arrow area and another in the “11” Blight Entry Arrow area and then both those units conduct an <b>Advance!</b></li> </ul>
• <b>2 = The River-Vile Floods!</b> All <b>Bridge</b> and <b>Ford</b> areas are unusable for the remainder of this Game Turn. Place a “Flood” marker on each <b>Ford</b> and <b>Bridge</b> area on the map. Any units (of either side) in a <b>Ford</b> area at this time are <b>eliminated</b> (no Save Attempts allowed). Units on <b>Bridges</b> must <b>Retreat</b> one area. Flooded areas cannot be entered or crossed. Remove the “Flood” markers at the end of the Game Turn.	
• <b>3 = Super-Electric Storm Rolls through the Valley!</b> One unit (House or Blight) in each <b>Plains</b> area (only) receives 1 Hit (no Save Attempts are allowed). Players’ choice if more than one unit is in the area.	
• <b>4 = Beast Frenzy!</b> All Blight <b>Terror Beast</b> units, along with any other <b>Blight units in their area</b> (riding on the beasts, of course!), conduct an <b>Advance!</b> . If any such activated units enter an area with one or more House units, they conduct a <b>Melee Combat</b> attack with <b>Upgraded</b> Melee Combat Ratings.	
• <b>5 = Unexpected Allies!</b> Randomly select one <b>Mercenary unit</b> from all available Mercenary unit counters. Players decide together which House that unit joins and into which <b>Mountain Pass</b> area it is placed.	
• <b>6 = Blighted Treants!</b> Find the <b>Forest</b> area with the <b>most House units</b> located in it (players choose if more than one). Each House unit in that area must take a <b>Bravery Test</b> . If failed, the unit <b>Retreats one area at a time until it is no longer in any Forest area</b> . If a “1” is rolled on the Bravery Test, the unit is also <b>Poisoned</b> .	
• <b>7 = Mana Surge!</b> First, all <b>Magic Users</b> in the game increase their <b>Magic Level</b> by one. Secondly, the <b>Far-Seer Champions</b> become enraged by this and are prodded into action by the surge. Each <b>Far-Seer Champion</b> unit (only) immediately conducts a <b>Missile Combat</b> attack (only against the nearest <b>Magic User</b> unit, if possible. If not, the nearest <b>Commander</b> is targeted. If neither is available for attack, the <b>Far-Seer Champion</b> will target any eligible House unit.	
• <b>8 = Warlord Foul!</b> The Blight Warlord <b>Gronk Foul</b> orders an offensive! Spawn a <b>Far-Seer Champion</b> unit. Then conduct a <b>Blight Wave</b> action. Then all Blight units with a <b>Missile Rating</b> , whether they just moved or not, will conduct a <b>Missile Combat</b> attack with their <b>Missile Combat Rating Upgraded</b> . Finally, because the valley has drawn Warlord Foul’s gaze, the Red Blight scores <b>D3 Terror Points</b> .	
• <b>9 = King Rufus V Sends Aid!</b> Each player collect <b>D3 Supplies</b> and <b>D3 Food</b> . Make a separate die roll for each Resource.	
• <b>10 = A Hero Arrives/Leaves!</b> Players enter the <b>Hero</b> unit into the game in any <b>Mountain Pass</b> area. This unit is controlled by all Houses, so every player can activate the unit during their activation as if it is one of their House units.	
o If the Hero unit is already in the game when this event occurs, it is called away on a special side quest! Immediately remove the unit from the game (but it may reappear later if this event is rolled again and with no damage or other game effects).	
• <b>11 = Bog Ape Attack!</b> Players identify the one House unit in a <b>Bog</b> area with the lowest <b>Movement Allowance</b> and one Blight unit in a <b>Bog</b> area with the lowest <b>Movement allowance</b> (players’ choice if more than one). Each such unit is attacked by the <b>Bog Apes!</b> <b>Bog Apes</b> roll a <b>D20</b> for their <b>Melee Combat</b> attack die. <b>Bog Apes</b> win ties and are never otherwise affected by the combat results – normal results are applied to the House or Blight unit attacked. Note that <b>Bog Apes do not have an actual unit counter and disappear after the Blight is concluded</b> .	

• <b>12 = Cursed Land!</b> The Red Blight’s Master Necromancer, <i>Abbrekt the Scarlet</i> , has permanently cursed a part of the valley. First, the Red Blight scores <b>D3 Terror Points</b> . Then place a “Cursed Land” marker in a random area, determined as follows:	<ul style="list-style-type: none"> <li>o Roll for a <b>Blight Entry Arrow</b>.</li> <li>o Then roll <b>D20</b>. Move the marker down the Blight Movement Arrows using normal movement rules (including forks) equal to the die roll. If the marker moves off the map, do not place it on the map and instead, the Red Blight scores another <b>D3 Terror Point</b> for infecting the kingdom.</li> <li>o The area the marker lands in, and all adjacent areas, are now “Cursed”, as follows: <ul style="list-style-type: none"> <li>• These areas each cost one additional area of movement for House units (only).</li> <li>• Any <b>Road</b> bonus is cancelled.</li> <li>• House units have both their <b>Missile</b> and <b>Melee</b> Combat Ratings <b>Degraded</b> while in a Cursed area.</li> <li>• Every House unit that is in a Cursed area at the start of a <b>Nighttime Game Turn</b> must take a <b>Bravery Test</b>. If failed, the unit <b>Retreats until not in a Cursed area</b> and then it takes 1 Hit.</li> </ul> </li> </ul>
<i>This event may only occur once per game. If there are already “Cursed Land” markers on the map, re-roll the Event die.</i>	
• <b>13 and 14 = Council of War!</b> King Rufus V conducts a surprise visit to the battle front and announces a quick royal inspection and council of war. Players may choose any one House to immediately perform a House activation (in the same manner as the “Wild” House Activation Chit).	
• <b>15 = Tormental Downpour!</b> All units (House and Blight) located in a <b>Bog</b> area are turned 180 degrees. These units cannot move or conduct combat attacks of either kind for the remainder of the Game Turn. In addition, they cannot be attacked by <b>Melee Combat</b> for the remainder of the turn (they may be targets of <b>Missile Combat</b> and <b>Magic Spells</b> only).	
• <b>16 = Valley Rebels!</b> The Sleeping Troll Valley local neighborhood watch groups have gone underground and are now raiding the Blight occupiers! Choose any Blight-controlled <b>Town</b> area and conduct a <b>Melee Combat</b> attack against it using a <b>D20</b> . Resolve normally but there are no effects on the attackers. The rebels are assumed to have a <b>D12 Bravery Rating</b> , if needed.	
• <b>17 = Far-Seer Champions Surge!</b> All <b>Far-Seer Champions</b> on the map are inspired by a telepathic speech from <b>Gronk Foul</b> . Each <b>Far-Seer Champion</b> unit will <b>Advance!</b> and if engaged in a <b>Melee Combat</b> attack, they will use a <b>D20</b> for their <b>Melee Combat</b> die.	
• <b>18 = Blighted Bat Supply Drop!</b> Blight bats drop the “Bog Daze” antidote to all Red Blight units who are in a “dead zone” <b>Bog</b> area. Each Blight unit in a <b>Bog</b> area without <b>Blight Movement Arrows</b> are moved into an adjacent area that has the lowest <b>Area Protection Value</b> for <b>Missile Combat</b> and has at least one <b>Blight Movement Arrow</b> . If more than one eligible area, players choose. If that area is House-occupied, the Blight unit will attack in <b>Melee Combat</b> normally.	
• <b>19 = Awakened Trolls!</b> The Trolls of the valley are no longer sleeping! The players choose any one <b>Rough Hills</b> area that is Blight-occupied. That area is attacked by the Trolls with a <b>D20</b> <b>Melee Combat</b> attack. Resolve normally but there are no effects on the attackers. The Trolls are assumed to have a <b>D6 Bravery Rating</b> , if needed.	
• <b>20 = Royal Wedding Celebration!</b> Love is in the air! Prince Donald Perrinwinkle is marrying Princess Patricia van Schmid and all are mandated to attend. Players must immediately remove their <b>Commander</b> and <b>Magic User</b> standees from the map. They must remain off the map for five House Activation Chits. After the fifth House Activation Chit is resolved, players place both their <b>Commander</b> and <b>Magic User</b> standees back onto the map into any area(s) occupied by units of their House. Play then resumes normally.	



## S. Retreats

Units from both sides will often be forced to retreat due to combat and/or other events. These represent the mandatory and uncontrolled fleeing by units to get away from immediate danger. Each side has a unique set of protocols and requirements when their units are instructed to retreat.

When any units (whether House or Red Blight) are instructed to conduct a Retreat, they must meet the following retreat parameters:

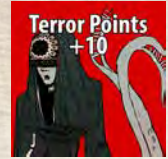
- a. They must **increase** the distance, in number of areas, from the enemy unit causing the Retreat or, if not caused by a unit, from the nearest enemy unit.
- b. If retreating from a Melee Combat **attack** they conducted, units must first Retreat back to the area **from which they entered** the combat area.
- c. **Defending** units in Melee Combat may not retreat into an area from which the attacking units moved into the area.
- d. Units may not retreat into an area with an enemy unit, an impassable area, or off the game map.
- e. Units will opt not to retreat into an area that exceeds its Area Unit Capacity (see L-3). If there is no choice but to retreat into such an area, units may enter the over-stacked area but then they **must keep retreating** until they enter a legal area that does not exceed the unit capacity.
- f. Within the above restrictions, players may choose the exact legal retreat path for each unit (Blight or House), even choosing different legal paths for each unit if they wish.
- g. If a unit cannot Retreat its entire required distance, it Retreats as far as it can and then takes 1 Hit. *If the unit cannot Retreat even one legal area, it is eliminated instead.*

## T. Winning & Losing

*The Struggle for Zorn* is a semi-cooperative game adventure. All players will **lose as a team** if the Red Blight wins the game; the players **win as a team** if the Red Blight does not secure a win at the conclusion of **12 Game Turns**. But, to determine who becomes “Hand of the Crown” (and thus the real victor), players will be scoring **Glory Points** during the game. The player with the highest total of Glory Points is declared the actual winner of the game.

## 1) TERROR POINTS

The players **lose** the game if the Red Blight scores **21 or more Terror Points** or causes a **Catastrophic Loss**. Terror Points are recorded during the game and at the conclusion of the game using the “Terror Points” marker and the **Terror Points Track**. Terror Points are immediately recorded when any of the following conditions are met:



- a. **3 Terror Points** per “Relic” Treasure Token that is still on the map (i.e., not captured) *at the end of Game Turn #12*.
- b. **10 Terror Points** per **Far-Seer Champion** unit that *moves off* the game map from a **Mountain Pass** area.
- c. **8 Terror Points** per **Fetid Knight** unit that *moves off* the game map from a **Mountain Pass** area.
- d. **6 Terror Points** per **Terror Beasts** unit that *moves off* the game map from a **Mountain Pass** area.
- e. **4 Terror Points** per **Minion Horde** unit that *moves off* the game map from a **Mountain Pass** area.
- f. **2 Terror Points** per **Ambusher** unit that *moves off* the game map from a **Mountain Pass** area.
- g. “X” **Terror Points** from possible **Events**, as indicated on the Event Table.
- h. **3 Terror Points** per **Commander** or **Magic User** unit eliminated.
- i. **1 Terror Point** per **House** (not Mercenary or Hero) unit **eliminated**. If a House unit is Regrouped back to the game and eliminated again, the Terror Point is rewarded again.

## 2) CATASTROPHIC LOSSES

If any player has all their “core” units **eliminated**, all players **automatically lose the game** instantly. A “core” House unit is one of the units starting the game with that House, so it *does not* include any **Mercenary** units or the **Hero** unit.

## 3) GLORY POINTS

If the players have not lost the game by the end of Game Turn #12, then the Houses have defeated the Red Blight. Congratulations! Now, who will become “Hand of the Crown”? Players will be keeping track of the total Glory Points they score during the game on the **Glory Points Track** using their House-colored

cube to record their Glory Points during the game and at its conclusion. Glory Points are immediately recorded when any of the following conditions are met:

- a. **5 Glory Points** per **Far-Seer Champion** unit eliminated.
- b. **3 Glory Points** per **Fetid Knight** unit eliminated.
- c. **2 Glory Points** per **Terror Beasts** unit eliminated.
- d. **1 Glory Points** per **Ambusher** or **Minion Horde** unit eliminated.
- e. **2 Glory Points** per “**Relic**” Treasure Token captured.
- f. **Power Cache Glory Points:**
  - **2 Glory Points** for each **Fresh core unit** in your House contingent at the end of the game. A Fresh core unit is a House unit (including the Commander and Magic User, but not a Mercenary or Hero unit) that **does not** have a “**Casualties**” marker, is not **Battleworn**, is not **Terrorized** and is not **Stunned**.
  - **3 Glory Points** per **Gold Resource** *still in hand* at the end of the game
  - **2 Glory Points** per **Food Resource** *still in hand* at the end of the game
  - **1 Glory Point** per **Supplies Resource** *still in hand* at the end of the game.



The winning player is the one with the **most total Glory Points**. If a tie, the player with the most *Power Cache Glory Points* is the winner; if still a tie, the players who captured the most “**Relic**” Treasure Tokens wins; if still tied, both players roll a D12 and high score is the winner; if still tied, both players kill each other in a duel and the third place player wins.

## U. Special Abilities

- **Assassin (Regent Zenoj):** *If this unit targets a Character unit (House or Blight) with Missile Combat, it may re-roll its Missile Combat attack die. The re-roll must be used. In addition, the target's Bravery Rating is Degraded for any Save Attempt (only).*
- **Assault (Swordstrickers):** *If this unit is not eliminated after a Melee Combat Attack, it may conduct another Melee Combat Attack from its current area against any enemy unit. This may be done only once per activation.*
- **Bash (Namtull):** *If this unit's side scores double the enemy's Melee Combat result, eliminate one enemy unit after applying Hits (but never a Far-Seer Champion). The unit eliminated must be the one with the most accumulated Hits on that side (player's choice if more than one).*
- **Charisma (Duchess Rammstein):** *All friendly units located in the same area as this unit have an automatic Bravery Rating of D12 (regardless of their printed rating).*

- **Crossbows (Vagnar Corps):** The unit may re-roll its **Missile Combat** attack die once per combat. The re-roll must be used.
- **Death From Above (Rock Thrower Machines):** If this unit is conducting a **Missile Combat** attack, the targeted unit **reduces its normal Area Protection Value by one**.
- **Demonic Haze (Vulkan):** Enemy units that attack this unit have their **Missile Combat Rating reduced to D6**. A unit with a D6 rating may not attack it.
- **Fear (Tor):** All House units in the same area with, or are adjacent to, this unit have their **Bravery Ratings reduced to D6**. Units that are already D6 automatically **fail** any Bravery Test.
- **Fearless (Hero):** This unit ignores **Stunned** and **Terrorized** effects.
- **Fire Ball (Vulkan):** This unit's **Missile Combat** attack is made against **each** enemy unit in targeted area (rolled once and applied to each unit in the area).
- **Forage (Harassers):** As a **Regroup** action, collect either **D3 Food** or **Supplies** (not both).
- **Fury (Argonian Berserkers):** If this unit receives **1 Hit** (only) in **Melee Combat** (only), it ignores any Retreat requirement and immediately conducts a **Melee Combat** attack with an **Upgraded Melee Combat** rating against all enemy units remaining in this area (if any). If this unit receives 2 Hits, this ability does not apply.
- **Hard Shell (Tortoses Garrisons):** The unit's **Area Protection Value** is increased by **+1**.
- **Healer (Tor and Xaeries):** All other Blight units **starting** an activation in the same area with this unit first **remove any "Casualties" marker** they may have.
- **Horrific Wounds (Meduzza):** If this unit's side inflicts **2 or more Hits** on the enemy side in **Melee Combat** (only), all those enemy units getting at least **1 Hit** are **Poisoned** as well.
- **Infectious Bite (Terror Beasts):** If this unit's side inflicts **1 or more Hits** in **Melee Combat** (only), any one House unit that suffered a Hit is **Poisoned** as well. If more than one unit qualifies, the unit with the lower Bravery Rating is affected. Otherwise, it is players' choice.
- **Lure (Lady Oznam):** At any time during its activation, this unit may force one adjacent enemy unit to take a **Bravery Test**. If failed, the player moves that enemy unit into any adjacent legal area that does not have a House unit in it. This may only be done once per activation.
- **Mob (Levy Division):** If eliminated, this unit can be brought **back into the game** for the cost of **3 Supplies**. The **Commander** unit must use a **Regroup** action to do so. The unit is placed with or adjacent to the **Commander** unit.
- **Mounted Charge (Royal Ironmen):** If this unit conducts a **Melee Combat** attack (only) against a **Plains** area (only), it **Upgrades its Melee Combat Rating**. If attacking a **Bog** area, **Degrade its Melee Combat Rating**.
- **Murderous Volley (Boomstrikers):** If the unit rolls exactly **"10"**, it inflicts an **additional Hit** on the target.
- **Overkill (Fetid Knights):** If this unit's side inflicts **2 or more Hits** on the enemy, the enemy side takes an **additional Hit**.
- **Push of Pikes (Pikers Wedge):** Immediately after the unit moves into an area to conduct a **Melee Combat** attack (only), it may take a **Bravery Test**. If passed, any one defending unit is immediately moved **into an adjacent legal area that does not contain a House unit** (before combat resolution). If no such area, the pushed unit is eliminated.
- **Rally (All Commanders):** At the start of this unit's activation, **one other friendly unit** in the same area with this unit may freely **remove a Stunned or Casualties marker** (no Supplies needed unless a Machine unit).
- **Relentless (Hero):** This unit may re-roll any **failed Bravery Test** roll once. The re-roll must be used.
- **Scout (Harassers):** As a **Missile Combat** action, **reveal one face down Tortoise Garrison** unit in an adjacent area. If already revealed or not in the area, the player may reveal a face-down **Treasure Token** in that area instead.
- **Snapping Jaws (Tortoses Garrisons):** If the **Melee Combat** die roll results for both sides are **tied**, the attacker suffers **2 Hits** instead of one.
- **Sniper (Regent Zenoj):** If the unit scores **1 or more Hits** with **Missile Combat** (only) on a **non-Character** unit, the targeted unit takes an **additional Hit** and **Retreats one area** as well.
- **Spearhead (Duchess Rammstein):** A designated **defending enemy unit** may be forced to take a **Bravery Test** before a **Melee Combat** attack by this unit. If failed, the enemy unit takes **1 Hit** and **Retreats one area**. If passed, resolve a normal **Melee Combat**.
- **Storm of Arrows (Royal Archers):** If the unit rolls exactly **"10"**, it also inflicts **1 Hit** on any other enemy unit in the area. If none, an **additional Hit** is scored on the target unit.

- **Surprise Attack (Ambushers):** *If this unit is conducting a Melee Combat attack by itself (only) against an area with multiple House units, it will only attack the House unit with the lowest Movement Allowance (player's choice if more than one eligible target). Even if it wins, it must Retreat back to the area it attacked from. If attacking as part of a group, this ability does not trigger.*
- **Swarming Counterattack (Minion Hordes):** *This unit takes a Bravery Test after a Melee Combat (only) is resolved against it as the defender and it did not take a Hit. If the test is passed, the attacking unit with the lowest Movement Allowance takes 1 Hit (player's choice if more than one).*
- **Swiftess (Lady Oznam and Prince Nayr III):** *As part of a Melee Combat attack action, this unit may first move one area and then conduct a Melee Combat attack into an adjacent area from that second area.*
- **Tactician (Prince Nayr III):** *If this unit conducts no Unit Action, all other House units that begin their activation in the same area with it may move one area for free before conducting their normally chosen Unit Action.*
- **Tentacles (Meduzza):** *Any enemy unit that Retreats out of the same area with this unit takes 1 additional Hit added to any other normal result.*
- **Terrorizing Screech (Terror Beasts):** *If this unit attacks in Melee Combat (only), the House unit with the lowest Bravery Rating in the area takes a Bravery Test before combat is resolved. If failed, that unit Retreats one area and is Terrorized. Players' choice if more than one unit is eligible. If the target unit is already Terrorized, it is eliminated instead.*
- **Wall of Iron (Death Riders):** *For each Hit this unit receives, the unit takes a Bravery Test. If it passes, the Hit is cancelled.*
- **Wave Attack (Xaeries/Namtull):** *This unit may freely keep conducting eligible Melee Combat attacks until it loses a Melee Combat. Far-Seer Champion units will automatically do so but only if the attacked area is an adjacent area along an eligible Blight Movement Arrow (including odd/even).*

## The Design Team

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**Tawa Abiwa: Artwork**

**Patrick Gomes: Artwork**

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# The Struggle for Zorn: The Red Blight

## Activation Track

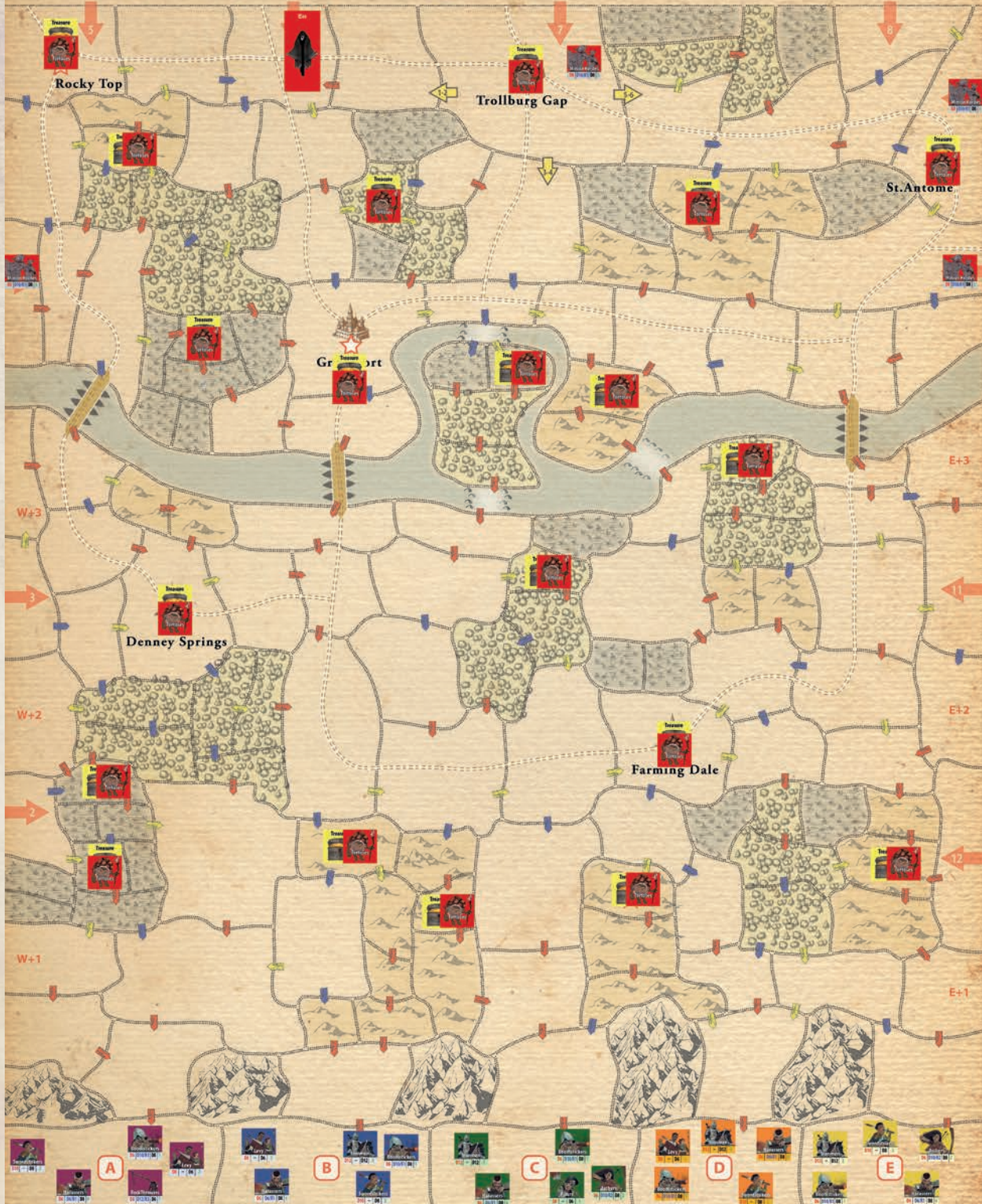


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 Production: Matt Hume LLC  
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## Turn Track



## Terror Track



Area Unit Capacity	6 Units	2 Units	3 Units	1 Unit	No Units	No units	1 Unit	One free road area per movement	1 Unit	5 Units	(A)	(B)	(C)	(D)	(E)
Minim. Combat Area Protection Value	4	5	5	3	No units	No units	3		3	6					
Maxim. Combat Area Protection Value	0	+1	+2	0			0		0	+3					

Sample 5 Player Setup