



# CRAYNE

## FRACTURED EMPIRE

### Solo Missions

This webpage is where you can find rules for the individual solo missions for Crayne: Fractured Empire. This variant works in a similar way to the Deathmatch except that in order to win, you have to fulfil a certain requirement as opposed to slaying your Opponent. In fact, in most cases you lose if you hit the Opponent too hard.

More missions will be added to this website over time. If you have an idea for a mission and you don't mind sharing it with the creators of Crayne: Fractured Empire then feel free to submit your idea to us at [info@krunchygames.com](mailto:info@krunchygames.com). Your idea may end up published on this page!

# Internal Conflict

## Knights vs Mages

Another internal conflict has broken out between the state of Kalimas and its rogue capitol city Illiban-Sina. The archmage council has grown tired of the troublesome ruling elite of what they consider "the lesser cities"; trade has stopped, and open rivalry has become violence. The Knights of Kalimas have been enlisted into the conflict to make peace between the quarrelsome mages and the steadfast elite.

In this scenario the player plays as Captain Marcellus Goldenfallow of the Knights of Kalimas who has been put in charge of peace negotiations. The Mages are staunch though and are putting up a hell of a fight. You may need reinforcements.

## The Goal:

The goal of this scenario isn't to destroy the enemy; it's to make allies out of them! To do this the player needs to play four specific cards all in the same round (to complete the negotiation). These are: Champion of the light, Priest of the light, Emissary, and Royal Knights (a bit of luck and determination is required here). The player loses this scenario if their opponent runs out of influence. Likewise the player also loses if they themselves run out of influence.

## The Specifics:

The player starts with the following cards in their deck:

Champion of the Light (Marcellus Goldenfallow), all 4 basic Knights of Kalimas cards, and 8 trade carts.

The opponent starts with all Mages of Illiban-Sina cards plus 8 trade carts.

Auxiliary market is made entirely of Knights of Kalimas cards. There are also 3 Mercenary cards and 1 Mercenary Camp card available for the player to purchase.

The opponent does not purchase cards in this scenario. Instead, each turn, the left-most card in the Auxiliary market is sacrificed and all other cards are moved to the left. Add a new card from the top of the Auxiliary Draw to the right-most spot on the Market.

Note: You can make this scenario harder if your opponent starts with fewer trade carts. See how low you can go!

# Summon The Beast

## **Demons vs Elves**

The Demons of Aukara have been assisting the holy Order of the Aegis for months, locked into a long conflict with the Sunderspawn of the Scar holding back the tide of chaos. Although the Order of the Aegis sees the benefit of a temporary alliance with the Demons, the Druids of the Free elves stubbornly refuse such an alliance causing open conflict to the demonic flank. So far cultist negotiations with the elves have been futile and it's time to bring in the demonic prince to take over negotiations. Archdevil Xurgoth, the Master of Portals is needed to turn the tide of the battle and make the elves submit.

## **The Goal:**

The goal of this scenario isn't to destroy the enemy; it's to make slaves out of them! To do this the player needs to purchase and later summon the all powerful Xurgoth, Master of Portals (the Archdevil card). The player loses this scenario if their opponent runs out of influence. Likewise the player also loses if they themselves run out of influence.

## **The Specifics:**

Player starts with all basic Demons of the Rift cards 8 trade cards and 30 influence.

Opponent starts with all basic Elves of Springlake cards, 6 trade cards and 30 influence.

The Auxiliary market is made up of all remaining Demons of the Rift and Free elves of Springlake cards. There are also 3 Mercenary cards and 1 Mercenary Camp card available for the player to purchase.

Important: Ensure that the Archdevil is shuffled into the lower third of the market at the start of the game (so that it comes up much later).

Note: You can increase difficulty of this scenario by shuffling the Pandamonium Gate card into the middle or final third of the deck (or remove it completely). This card significantly effects the ease of the game. In addition, the difficulty increase if your opponent starts with fewer trade cards. See how low you can go!



# Home Invasion

## Greenskins vs Elves

Elves have boarded their tall ships and are invading Chak in overwhelming numbers. There is not much you can do to push them back out of your home, but that's not going to stop you from making it as hard as possible for the invaders.

### The Goal:

The elves cannot be defeated. Instead it is up to the player (the disorganised defenders of Chak) to do as much damage to the invading elves as possible before being defeated.

Instead of the opponent having influence, you count how much damage you do to them as a score.

### The Specifics:

The player starts with all basic Greenskins of Chak cards, plus one copy of each of the following: Orc Brute, Devious Priest, Goblin Gladiator, Vicious Boar Cavalry, Orc Catapult, and Burly Orc Captain. In addition the player starts with 2 mercenaries and 8 trade carts.

Important: The player CANNOT purchase more cards. They can only work with what they start with.

The opponent starts with all basic Free Elves of Springlake cards and 6 mercenaries (when these Mercenaries are played they count as 1 attack 1 defence).

The Market is made up of all the remaining Greenskins of Chak and Free Elves of Springlake cards.

The opponent purchases the left-most card of the Market each turn just like the normal deathmatch rules. If the auxiliary draw runs out of cards, shuffle the Pit to form a new draw.

Important: When player sacrifices from the market (using either the Cunning Sapper, Devious Priest or Vicious Boar Cavalry) then they may sacrifice a card of their choice from the market instead of a random card.

The game ends when the player runs out of influence (30). Your score is the amount of damage you can cause to the elves. Try to beat your highest score!