OrcQuest
WarPath

Rule Book

OrcQuest WarPath

On the Menu!

The Kingdom of Istarra is expanding...

Istarra is one of the major kingdoms of the world. It is populated mainly by Humans from many tribes scattered across the lands of the Northern Continent. Covered by hills, woodlands and valleys, it is fringed by the ocean to the West and bordered by mountain ranges in the North, East and South. These natural ramparts help to discourage possible invasions from outside.

Tired of being grouped in with savages, such as Orcs and Barbarians, by other more "civilized" peoples, like the Elves and Dwarves, the different strongholds of Istarra ended up uniting under one banner.

Humans began to be respected by the Barbarians for their tenacity in war, even though five Human warriors were worth only one Barbarian in battle. Various battles, won by the young Kingdom of Istarra, prompted the Barbarian kings to propose a truce.

The new fortunes of the Humans attracted the greed of the Dwarves. The Dwarves had no interest in the destination of the weapons they sold, as long as they were not turned against their creators.

The opening of universities, the advancements in medicine and a better handling of the magical abilities of certain subjects gave rise to a new consideration from the Elves. They came to the Humans and for a time shared with them their wisdom but just as swiftly disappeared from the continent for reasons known only to themselves.

Humans, Barbarians, Dwarves and Elves became the four most important races across the continent.

While the Kingdom of Istarra was in full expansion, another race grew surprisingly quickly: the Orcs. They were often spotted in bands of raiders, or found themselves hired by powerful servants of chaos, disgraced warlords or even evil necromancers. Over the centuries, most of the forest areas began to swarm with Green Skins. Even Goblins and Trolls were recognized as belonging to the Orc family. Together they unknowingly created a civilization….in their own way.

Larger tribes of Orcs soon appeared, abandoning their nomadic way of life and settling in the woods. Some specimens tried to open up to the world of Humans, but it was with a lot of blood and very little ink. The Orcs were the most hated people in the world, locked forever in a cycle of violence and deceit. Only a handful of Orcs managed to create a reputation for themselves, but it was never thanks to wisdom or altruism. The only famous Orcs were those who brought down powerful lords, sacked Dwarf royal mines or annihilated Barbarian armies.

The Humans, taking the Orc threat very seriously, decided to conquer the forests that lined their borders, and began to gather the armies needed to stop this green menace for good.

Thankfully the Orcs heard of the coming annihilation from spies hidden among the Humans who were foolish enough to underestimate the cunning of the Green Skins. The chiefs of the different Orcish tribes gathered as many warriors as possible, and many Orcs responded enthusiastically to their request. War is the best pretext for a good fight, even if in the frenzy of battle, through the blood and the rage, it's hard to tell friend from foe.

Only a few Green Skins did not answer the bellicose call. The majority of these either wanted to take advantage of the confusion amidst the fighting to collect interesting trinkets, or to hide and wait for the storm to pass. Others worried that this massive war could result in a bloodbath from which the Orcs would never recover. The Orcs made it their mission to find the Human interlopers and change their minds…

Gorbag the Ancient.

3

Game Components
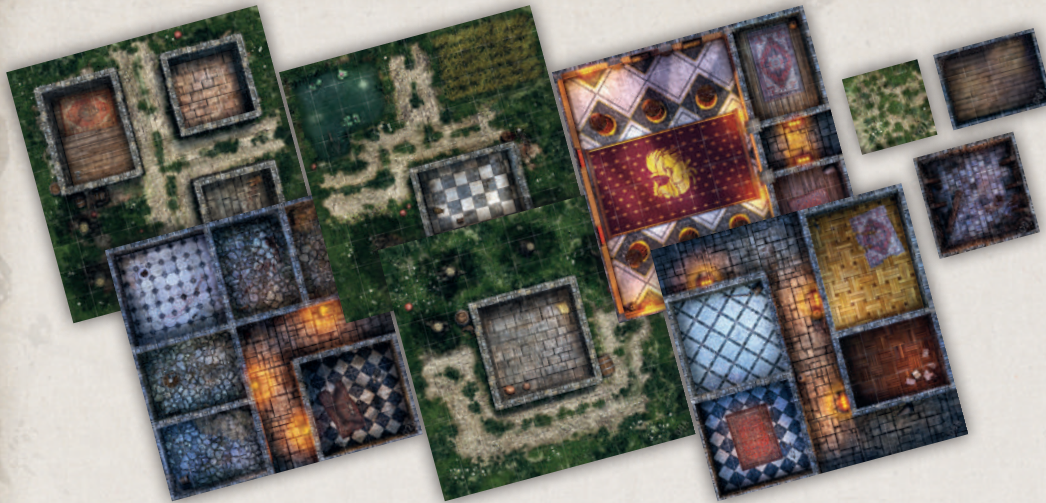
6 large and 3 small Game Tiles (double-sided)
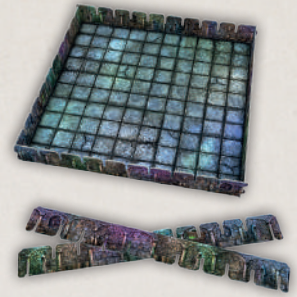
1 Spawn Area

Thalla Orrus Mek Mandar

Peasant x8 Dog x4 Guard x6 Soldier x8 Knight x4 Officer x2

The Enchanter The Cockatrix

4 Hero Miniatures

32 Enemy Miniatures

2 Boss Miniatures

4 Hero Sheets

6 Enemy Sheets

2 Boss Sheets

3 White Attack Dice 3 Grey Attack Dice 3 Black Attack Dice 2 Green Badass Dice 2 Blue Badass Dice 3 White Defense Dice 3 Grey Defense Dice 3 Black Defense Dice

22 Custom Dice
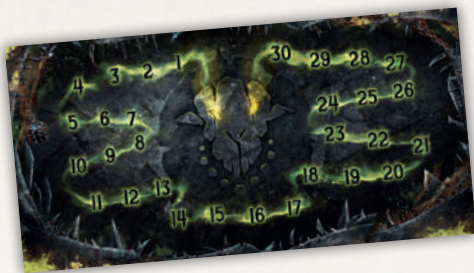
1 Badass Track
1 Badass Token and 1 Badass Limit Token

1 Alert Gauge
and 1 Alert Level Marker

64 Skill Cards

52 Loot Cards 22 Kraft** Cards 22 Kraft*** Cards 20 Relic Cards 22 Enchant Cards

28 Event Cards 20 Patrol Cards 24 Boss Cards

274 Cards

16 Simple / Reinforced / Double Doors Tokens 11 Destroyed Doors / Wall Tokens 5 Smoke Tokens

2 Hero Entry / Exit Tokens 4 Patrol Entry / Exit Tokens (blue, yellow, red)

2 Dead-end Walls Tokens 27 Furniture Tokens

59 Presence Tokens 2 Bell Tokens 36 Damage Tokens 6 Patrol / Bell-ringer Tokens 48 Effect Tokens

218 Tokens

Overview

Introduction

OrcQuest WarPath is a thrilling adventure game where Orcs are the Heroes!

It's time for those who have long been regarded by Humans as mere monsters to become champions of epic destinies and perilous Quests.

The game is played as a Campaign, divided into Chapters, each made up of several Quests. It will be possible to upgrade your group of outstanding Heroes - and their equipment - throughout the Quests.

In this first series of adventures, Orrus the Orc warrior and his fellow companions will have to counter the expansion plans of the Human King, as they endanger the Orc forest.

Tinker weapons, gain new Skills, and launch yourself into battle in the name of Badass, the Orc god of fighting!

Victory and Defeat

Each Quest has its own Victory and Defeat conditions.

Victory

Heroes win if they complete the Main Objectives of the Quest.

This can be a specific Enemy to defeat, tasks to accomplish, special Items to find, or to simply create chaos. Completing the Secondary Objectives is not mandatory, but Badass likes to be entertained and will be grateful.

Defeat

Heroes lose if they all die in combat, if the Alert Level reaches its maximum, or if a Defeat condition of the specific Quest occurs.

WarPath Game Turn

OrcQuest WarPath is played in multiple Turns until the Victory or Defeat conditions are met.

Each Turn is divided into 3 Phases.

1 · Hero Phase

It's time for action!

Each player will be able to activate their Hero. There is no predetermined order.

Each Hero has 2 Action Points to activate Skill Cards to move, explore, and most importantly; to fight. This is the best way to receive rewards and Badass Points representing the satisfaction of your god.

The Badass Points accumulated will allow you to perform feats such as extra Actions.

Your Hero's Activation ends with the drawing of an Event Card, the outcome of which is known only to Badass.

2 · Enemy Phase

This Phase begins with Patrol Activation. They represent, to the Heroes, the danger of being discovered.

Draw as many Patrol Cards as indicated by the Quest. They may cause new Patrols to appear or activate existing Patrols. If a Patrol spots you, don't let it ring the Bell, or you may see more enemy reinforcements arrive.

Once all Patrols have been activated, you can move on to activating the Enemies that you have not yet managed to eradicate. They regroup and activate now.

The behavior of the toughest Enemy affects the rest of the Enemy Group. Peasants, for example, will always obey an Officer and feel much braver with a pair of War Dogs. Depending on the result of the Activation Roll, the Enemy may run away or they may try to slaughter you.

Keep your fingers crossed that you don't meet Badass a little prematurely.

Once the Enemies are activated the Alert Level is updated. The higher it is, the more dangerous the Patrols become.

Warning! If the Alert Level reaches its maximum, it will often mean that the Quest has failed.

3 · End of Turn Phase

Heroes prepare for another game Turn.

You can resurrect a fallen comrade, restore your Skill Cards and gain new ones. You can also reorganize your Inventory, upgrade your equipment and trade items with other Heroes.

GAME BOARD

The Game Tiles used to compose the Game Board are divided into a grid of 10 by 10 squares and are all double-sided. They are identified, by a number and a letter, so that they can be placed according to the Quest Map.
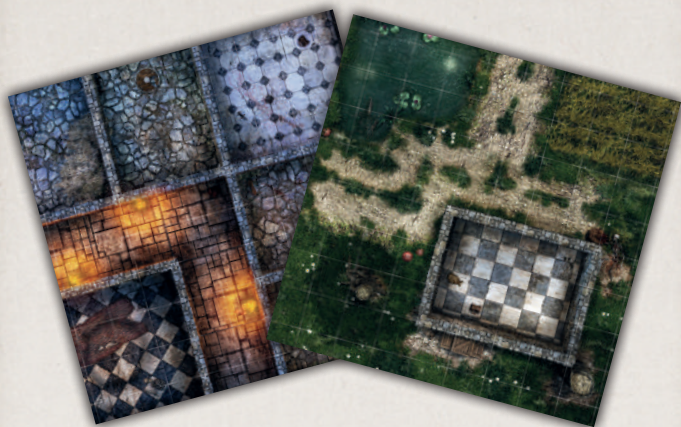
Interior areas consist of rooms and corridors.

Outdoor areas may consist of dirt roads, fields, ponds, trees (with their shadow zone) and rooms.

Blue Patrol Exit
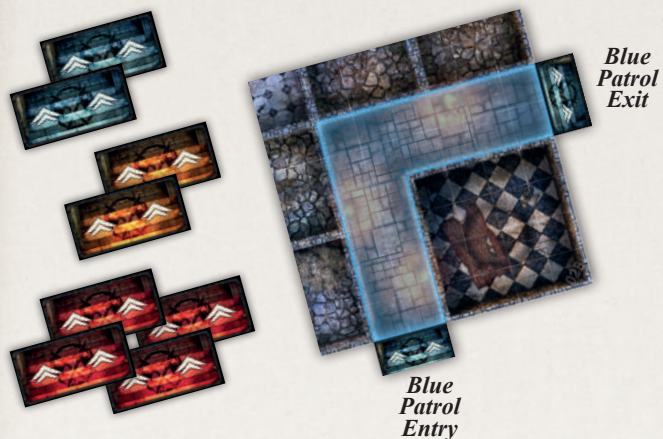
Blue Patrol Entry

The blue and yellow Patrol Entry and Exit Tokens form the Patrol Paths. Red Patrol Entry Tokens are used for reinforcement Entries.

Hero Exit
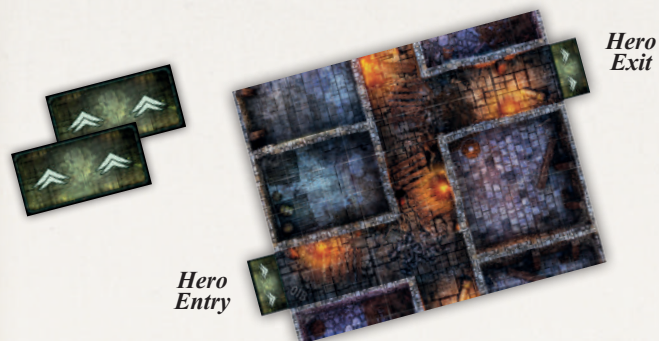
Hero Entry

The Hero Entry and Exit Tokens mark the area where Heroes begin the Quest and the area they must exit; if it is a Victory condition.

SCENERY ELEMENTS

Various elements are added to the Game Board:

• Simple doors (closed, open or destroyed)

• Double doors (closed, open or destroyed)

• Reinforced doors (closed or open)

• Dead-end walls
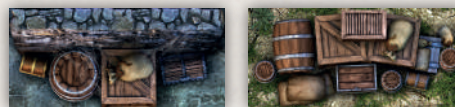
• Destroyed walls (single or double)
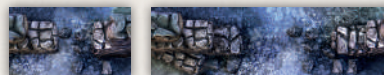
• High furniture (bookcases and cupboards)

• Low furniture (tables, beds, racks, barrels and crates)

• Bells

• Presence Tokens

SETUP

If this is your first time playing, be sure to read the "*First Game*" details in addition to these setup instructions and start with the first Quest of the first Chapter (see p.2 of the Quest Book).

1. **Create the Game Board** by assembling the Game Tiles as indicated by the Quest and positioning the necessary elements: furniture, doors (closed or open), Hero Entry and Exit, Patrol Entry and Exit, Bells, etc.

First Game:
The setup shown here is for the first Quest of the first Chapter, see the illustration for the rest of the setup.

2. **Each player chooses a Hero** and takes:

A. The Hero Sheet

B. The miniature and the Token of the Hero

C. Hero Skill Cards (the starting ones and those learned in previous Quests)

First Game:
Take only the 3 starting Skill Cards without cost in Badass Points on the back.

D. Any owned Loot Cards

First Game:
Take only the starting Stuff indicated on the Hero Sheet.

E. The 2 Hero specific Event Cards

F. Unlockable Skill Cards (cards that have not yet been learned) are placed next to the Hero Sheet so that they can be clearly seen.

The miniatures are placed off the Game Board, near the Hero Entry indicated by the Quest.


> *Gorbag's Advice*
> *In a 4-player game, each player chooses a Hero.*
> *In a 3-player game, each player chooses a Hero.*
> *The fourth is chosen and controlled by all players.*
> *In a 2-player game, each player chooses 2 Heroes.*
> *In a Solo game, the player chooses 4 Heroes.*

3. **Shuffle the selected Heroes' Event Cards into the rest of the Event Cards.** Place the Event deck face down near the Game Board and leave enough space for the discard pile.

4. **Shuffle the Patrol Cards** and place the deck face down next to the Event deck. **Do the same for the Loot Cards.** Leave space for discard piles.

5. **Keep the Kraft and Enchant Cards** face up nearby. **Relic Cards** are set aside.

6. **Create one or more Reserves composed of the Presence Tokens as listed in the Quest,** mixing each one face down. Leave space for a discard area. A Quest usually consists of a Main Reserve used for the spawning of Enemies in all the numbered Rooms. One or more Secondary Reserves are sometimes added to cause specific Enemies to appear in areas represented by letters (A) (B) etc...

First Game:

Form a Main Reserve consisting of 8 Peasant Tokens, 1 Peasant x2 Token and 2 War Dog Tokens. The Secondary Reserve (A), made up of 1 Peasant Token x3 and 2 Chicken Tokens corresponding to the Spawn Zone (A) in green on the setup illustration.

7. **Place the Badass Track** with the Badass Token and Badass Limit Token as they were at the end of the previous Quest.

First Game:

Place the Badass Token on the skull illustration and the Badass Limit Token on the ''30'' of the Badass Track.

8. **Place the Spawn Area** nearby. You will need it to determine the location of the Enemies during Explorations.

9. **Place the Attack, Defense and Badass Dice** close to the Spawn Area.

10. **Place the Alert Gauge** with the Alert Level Marker on 1, unless otherwise specified by the Quest.

First Game:

Set the Alert Level Marker on ''1''.

11. **Place the Enemy Sheets** for the Quest near the Game Board. The Enemy miniatures are placed next to the Enemy Sheets.

If specified by the Quest, place the Enemies present at the beginning of the game on the Game Board, either by respecting their Orientation or by performing an Exploration (see p.20).

First Game:

Store all the Enemy Sheets and their miniatures except those for the Peasant and the War Dog.

12. Keep **Effect, Damage and Patrol Tokens** close at hand.

SHEETS

HERO AND ENEMY SHEETS

These different Sheets indicate the characteristics of the Heroes and the information necessary to manage the Enemies' behaviour.

HERO SHEET

CLASSES
- WARRIOR
- RANGER
- THIEF
- WARLOCK

Class Symbol(s)

Hero's Name

ORRUS
ORC WARRIOR

ME FIRST
If Orrus ends a Movement on a square occupied by a Hero, move that Hero to an adjacent empty square.

· Melee · Smashing ·

STARTING STUFF
SWORD

Race and Class

Innate Passive

Keywords

Starting Stuff

Health Points and their color level

Catch Phrase

Maximum Carrying Capacity
Body, Hands, Inventory

" Fight or Flee! "

ENEMY SHEET

Attacks

Enemy Type

OFFICER

Melee

Ranged
2~5

Defense
· Afflictions

Reaction
Counterattack

Abilities
· Authority
· Support

Activation

Assault + = Flee

Assault + = Flee

2x Assault

Abilities

Activation Die and Behavior

Defense and Immunities

Reaction

Health Points and their color level

Movement Points

Loot Cards reward

Badass Points reward

CHARACTERS AND ORIENTATION

Each Character, whether Hero or Enemy, is represented in the game by a miniature or a Token.

A Character has an Orientation on the Game Board in the form of a Front Arc and a Rear Arc.

REAR ARC

FRONT ARC

A Character is considered adjacent to another game element (square, miniature, furniture, etc.) if they share a common edge and they are not separated by a wall or a closed door.
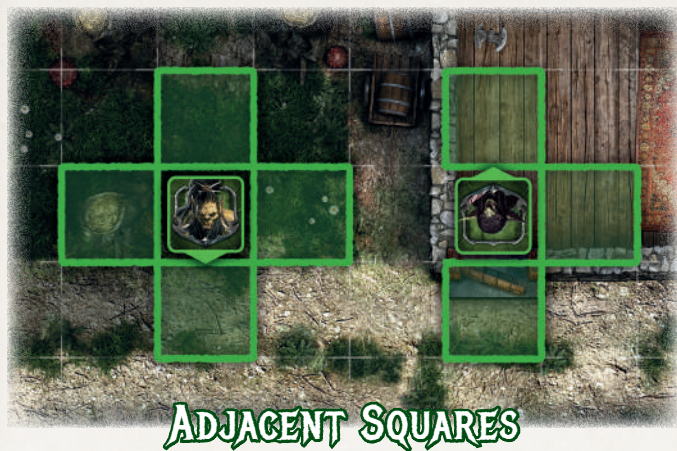
ADJACENT SQUARES

The adjacent square to the front edge of an Enemy is called the Danger Zone.

A Massive Enemy - a miniature who occupies 2x2 squares on the Game Board - has a 2 square wide Danger Zone.

DANGER ZONE

Line of Sight, Line of Fire and Range

The Line of Sight and the Line of Fire are always determined by picturing a line running from the centre of the start square to the centre of the target square.

Line of Sight

The Line of Sight determines whether a Character, a square, or any other Objective is visible to another Character. It is used, for example, to determine whether a Patrol sees a Hero on its route or whether a Magic Attack is possible.

A Character can only have a Line of Sight in its Front Arc. It is considered to be in its own Line of Sight. It cannot see what is in its Rear Arc.

The Line of Sight is blocked by:

- **Walls, dead-end walls and wall corners**
- **Pillars**
- **Closed doors**
- **High furniture**
- **Massive Characters**
- **Smoke Tokens**
- **Edges of the Game Board**

Characters, tree trunks and low furniture do not block Line of Sight.

« Thalla's Line of Sight is not blocked by Mandar, low furniture or a tree trunk, but it is blocked by smoke. »

> ### Beware!
> *At any time, if an Enemy has a Line of Sight to a Hero, to an Alert Enemy, or if it sees an Enemy dying, it becomes alert.*

Line of Fire

The Line of Fire is used to determine whether a Ranged Attack is possible.

> ### Beware!
> *You need Line of Sight to consider a Line of Fire.*

In addition to the elements blocking the Line of Sight, the Line of Fire is blocked by:

- **Characters**
- **Tree trunks**

Low furniture doesn't block the Line of Fire.
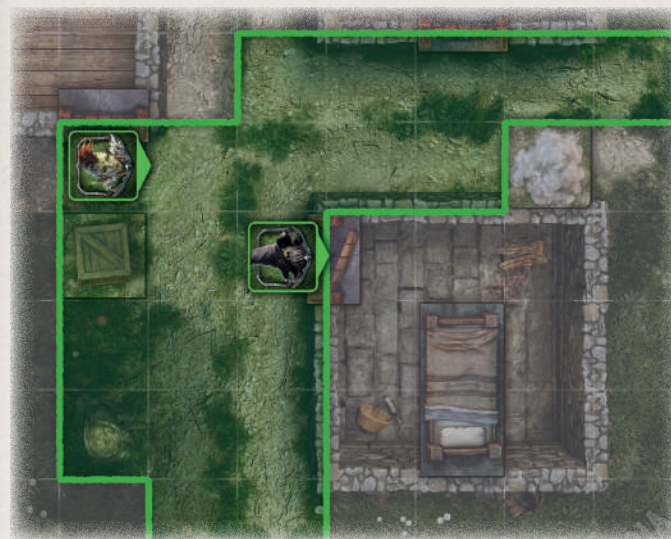
« Thalla's Line of Fire is not blocked by the low furniture, but it is blocked by Mandar and the tree trunk. »

Only the wall corners block Lines of Sight and Fire.

The corners of the other game elements do not block either Line of Sight or Line of Fire.

> ### Beware!
> *The ends of the open door Tokens are considered wall corners.*

Gorbag's Advice
Smoke Token

A Smoke Token does not block the Line of Sight of a Character on it.

Once placed, the Smoke Token remains active until the start of the next Hero Phase.

RANGE

Range corresponds to the shortest path between two squares using diagonals and taking into account the target square.

Squares around a Character are considered Range 1.

RANGE 1

Some Enemy Sheets, Skill Cards and Stuff Cards have a maximum and sometimes a minimum Range. The effects of these cards apply only if the targets are within Range between the minimum and maximum values.
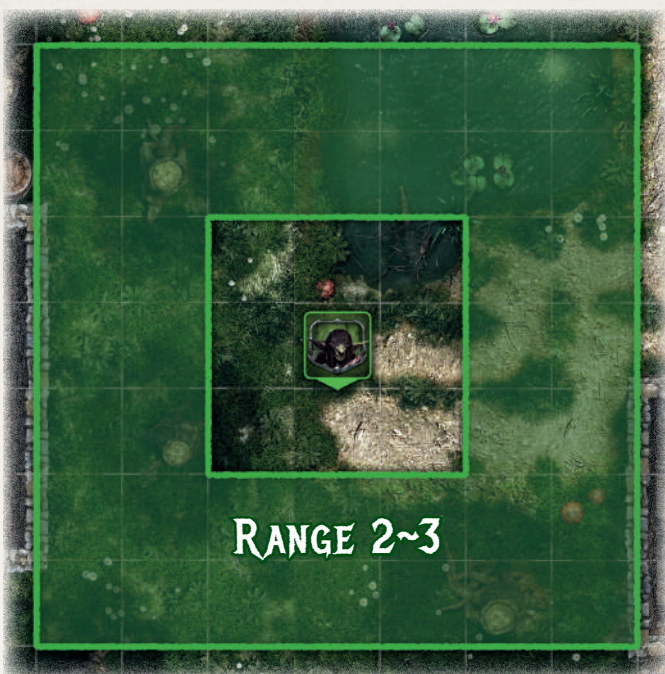
RANGE 2~3

When indicated on an Enemy Sheet or a Stuff Card, the concept of Range is always associated with an Attack type. For example: Melee 1, Magic 2-4 or Ranged 2-6.

« A Bow allows Ranged Attacks on targets at Range 2-6. This means the Range is a minimum of 2 squares and a maximum of 6. »

If an Attack type has no Range, it must be made on an adjacent target.

« The Dagger allows Melee attacks, so only on adjacent squares. The Voulge allows Melee 1 attacks, so at Range 1. »

If the keyword **Area** appears next to a Range value, each Enemy in Range is targeted.

« Mandar's Fire Pulse Skill is an Area Attack that reaches all Enemies at Range 1. »

Hero Phase

In order to implement stealthy, effective and ... brutal tactics, it is important to know how Heroes can be activated. All of this takes place during the Hero Phase.

Hero Activation

There is no notion of player order in OrcQuest WarPath. Players choose the Hero to play first and then the next Hero to play until all Heroes have been activated.

The activated Hero is called the Active Hero.

Each Hero begins with an Innate Passive Skill described on their Hero Sheet. They also have 2 Action Points which they can spend to use their Action Skill Cards during their Activation.

Action Skill Cards have a Main effect and sometimes an Enhanced effect, which has a higher cost. The Hero chooses one of these, pays the cost, applies the effect, and then flips the Skill Card face down. Each Skill Card must be fully resolved before another Skill Card can be used.

The Active Hero may decide to end their Activation at any time, but if they have any unspent Action Points, the points are lost.

A Hero may spend Badass Points to use additional Skill Cards during their or another Hero's Activation (see p.30).

When a Hero ends their Activation, they draw an Event Card, apply its effect and place the Event Card on their Hero Sheet.

When all Heroes have been activated, the Hero Phase is over.

Skill Cards

Each Hero has their own Skill Cards, identified by the character portrait. They allow specific Actions to be performed, Upgrades to be received or to become more powerful.
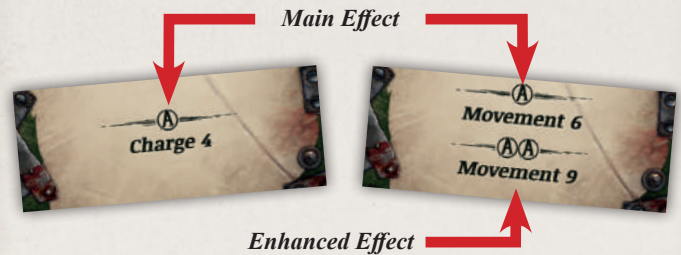
If the Skill Card has no purchase cost in Badass Points (shown on the back), it is a starting Skill Card. The Hero owns this card for free. The remaining Skill Cards will be obtained by spending Badass Points during the End of Turn Phase.

Skill Card

Some cards have only one effect (called Main) while other cards have two (called Main and Enhanced).

As soon as a Skill Card is used for one of its effects, it is turned face down for the rest of the Turn (except for Passive Cards). A Skill Card cannot be used as long as it is face down. It automatically turns face up again during the End of Turn Phase.

Effect Cost of the Skill Cards

Each Skill Card effect has its own cost in Action Points (Ⓐ) and/or in Badass Points (⚫).

In the case where two types of costs appear ((Ⓐ) and (⚫)), you have to spend both: the Action Points plus the required Badass Points.

means that this effect costs 1 Action Point.

means that this effect costs 2 Action Points.

means that this effect costs 1 Badass Point.

means that this effect costs 1 Action Point and 1 Badass Point.

The Badass Point cost of a Skill Card is separate from the Badass Point cost of an extra Action Point (see p.30).

There are four types of Skill Cards: Action Cards, Reaction Cards, Boost Cards and Passive Cards.

ACTION CARDS

Action Cards are used to perform specific Actions during a Hero's Activation.

From the Action Cards, the Hero can choose between Movement, Attack, a combination of both, or other effects such as Ability gains.

Action Cards have a cost in Action Points, and sometimes also in Badass Points.

REACTION CARDS

During the Enemy Phase, Heroes may use the effects of their Reaction Cards, depending on the card's Activation conditions. Each Hero may use only one Reaction Card per Enemy Activation. Reaction Cards may only be used if the Enemy is not in the Hero's Rear Arc.

Reaction Cards cost Badass Points to activate.

« Mek will have to choose from his Reaction Cards if he wants to escape an Enemy Attack. He will either cancel the Attack by dodging or vanish before suffering the Attack. »

BOOST CARDS

Boost Cards can be used **at any time during an Action** to obtain additional effects. Boost Cards cost Badass Points.

« Thalla spends 1 Badass Point in order to make a Range 1 Attack on a daring Enemy. After rolling the Dice, she spends 1 new Badass Point to add Piercing to that Attack, and decrease the Enemy's Defense. »

PASSIVE CARDS

When a Hero gets a Passive Card, it is placed next to the Hero Sheet and remains active. It is never turned face down and its effect is permanent.
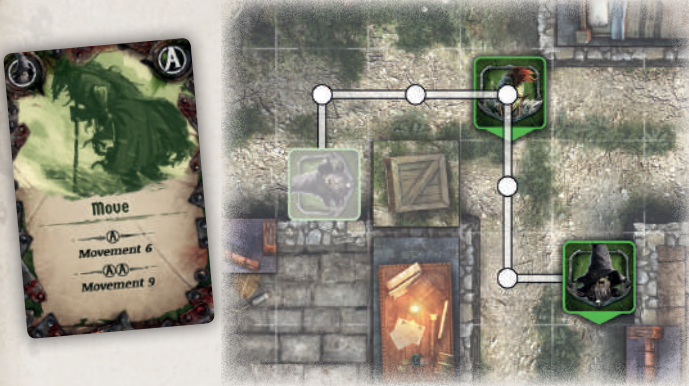
MOVEMENT

MOVEMENT

At the start of each Quest, entry to the Game Board from the Hero Entry Token is free and does not count as an Action.

When a Hero wishes to move, they must use a Skill card giving them Movement points. All Heroes have at least 1 Action Card for movement, with different information and conditions. They may spend some or all of their Movement Points during this Action.

« Mandar uses 6 Movement Points to move. »

A Hero may move to an adjacent free square by spending 1 Movement Point. They may cross a square occupied by another Hero but may not end their move on it. They may reorient themselves at any time during their move at no additional cost in Movement Points.

There are several types of Obstacles that cannot be crossed:
- Walls and dead-end walls
- Pillars
- Closed reinforced doors
- Edges of the Game Board

Other Obstacles require a specific Ability or Action:
- Closed doors
- All Furniture
- Tree trunks
- Enemies for Heroes
- Heroes for Enemies

Moving to or through a square occupied by an Objective Token allows it to be collected automatically. This does not cost any additional Movement Points.

Collecting an Objective Token does not end the movement action.

Beware!
If a Hero moves out of the Danger Zone of an Enemy that is not Petrified, Stunned or Terrified, they take 2 Automatic Damage (see below).

Gorbag's Advice
Automatic Damage is Damage suffered by a Character, whatever the color of its Health Points, against which it is not possible to defend.

OPENING OR CLOSING A DOOR

Opening or closing a door costs your Hero 1 Movement Point. The Door Token is then flipped to its open or closed side and an Exploration is performed (see p.20) if necessary.

Opening or closing a door does not end a movement action.

« Mandar uses 1 Movement Point to open the door during his movement action. »

In some Quests, Heroes must open or close reinforced doors.

To do this, they need keys represented by Objective Tokens, which are set by the Quest.

Gorbag's Advice
Some effects or Stuff can influence the movement of Heroes.

Apply these modifiers to your Movement Point total.

MOVING ABILITIES

Characters have Abilities that can affect their movement. These Abilities, indicated on the Hero and Enemy Sheets by keywords, are as follows:

ABILITY: SMASHING

A Character with this Ability may move to a square occupied by furniture. This piece of furniture is destroyed and its Token is removed from the Game Board. A Hero retrieves a Loot Card by destroying a piece of furniture, but it **must be converted into Resources** as with the Rekup (see p.29).
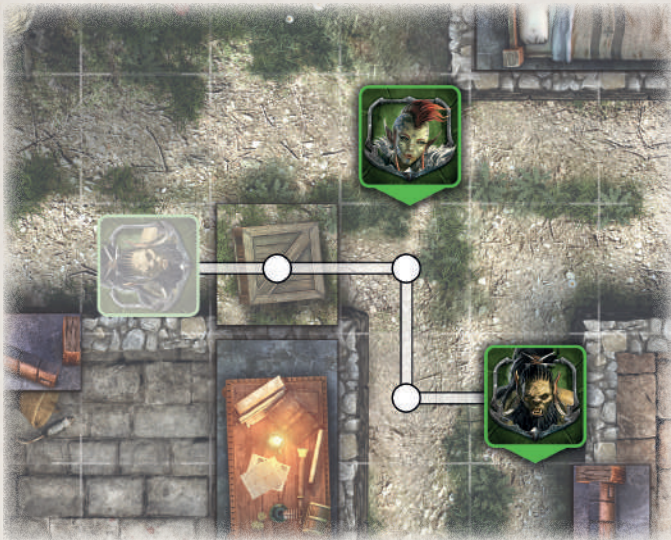
« With the Smashing Ability, Orrus can go over the furniture and destroy it. He uses 4 Movement Points to make this move and recovers Resources from a Loot Card. »

With this Ability, the Character cannot open or close doors. It can, however, smash a closed door by moving through it. The closed door Token is then replaced by a destroyed door Token. A destroyed door can no longer be closed.
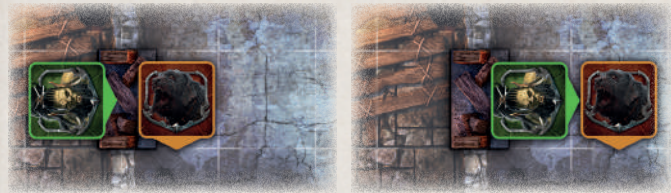
It is not possible to smash a reinforced door. A Hero with the **Smashing** Ability can open a reinforced door if they have the key.

« Orrus smashes the door by moving through it. »

If the Room has not been explored, follow the Exploration rules (see p.20).

After Exploration, if an Enemy is behind the destroyed door, it suffers 1 grey Attack Die (see p.24) and the **Push 1** effect.

« Exploration reveals the presence of a War Dog, behind the door that Orrus has just smashed down. The War Dog suffers 1 grey Attack Die and Push 1. Orrus can continue his move. »

> ### Gorbag's Advice
>
> *A Character suffering **Push 1** is moved 1 square away from the Character responsible for the effect without changing its Orientation. If the Character encounters an element of scenery or cannot be moved, the Character suffers 1 Automatic Damage.*
>
> *If the Character encounters another Character, they each suffer 1 Automatic Damage.*

If the Enemy suffering **Push 1** is blocked by an Obstacle and survives, the Hero's movement ends automatically and any remaining Movement Points are lost. Otherwise, the Hero may continue moving.

« The Exploration reveals the presence of a War Dog followed by a Peasant, the War Dog suffers 1 grey Attack Die. The Push 1 effect is being blocked by the Peasant so each suffers 1 additional Automatic Damage. The War Dog survives the Damage, and Orrus' movement stops there. »

Finally, all the Enemies revealed during this Exploration are reoriented towards the Hero who has just smashed the door.

Moving Abilities

Ability: Agile

A Character with this Ability may move diagonally as long as at least one of the two squares adjacent to the move is free or occupied by an element that does not obstruct its movement.

A Hero may also move to a square occupied by furniture (high or low) or a tree trunk.

A Hero does not take Automatic Damage if one of the two free squares adjacent to its diagonal movement is a Danger Zone.
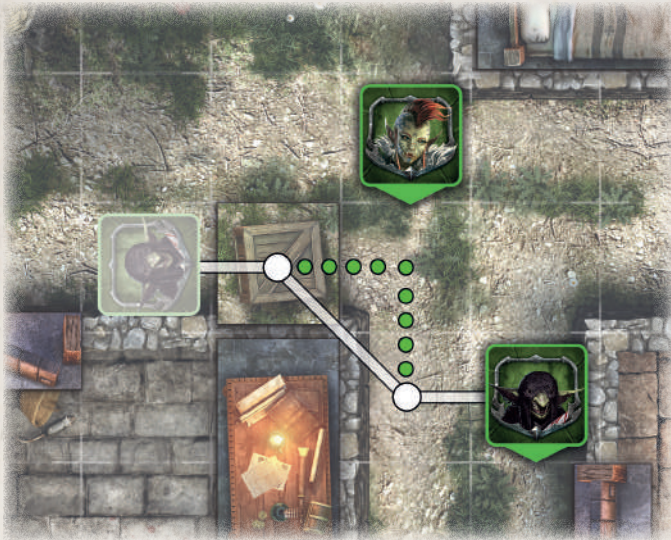
« With the Agile Ability, Mek can pass over furniture and move diagonally. He uses 3 Movement Points to make this move. »
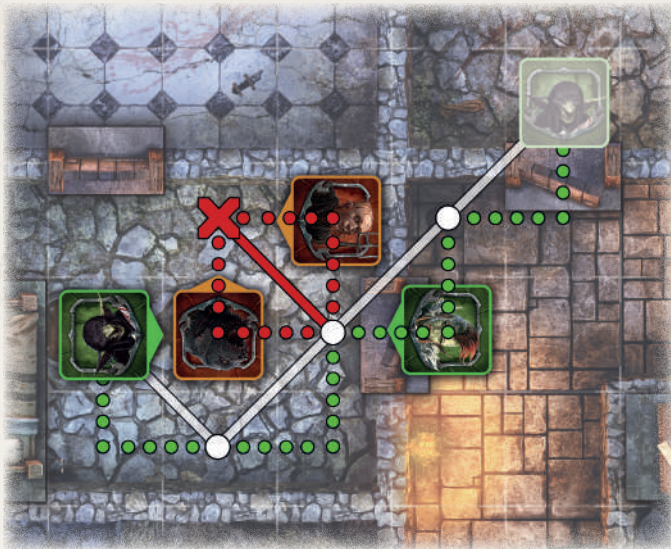
« Thanks to his Agile Ability, Mek spends only 4 Movement Points to get behind an Enemy (instead of 8). However, he cannot pass between the two Enemies because neither of the two adjacent squares is free. »

EFFECTS RELATED TO TYPES OF TERRAIN

Certain types of terrain have an influence on Characters' movements or Abilities.

PONDS

Moves from the Pond squares cost 1 additional Movement Point.

Heroes get *Invisible* by entering a Pond square if they are not in Line of Sight of an Enemy. They immediately lose *Invisible* as soon as they leave this type of terrain.

FIELDS

Characters on this type of terrain gain 1 white Defense Die against Ranged Attacks.

LOW FURNITURE

The Heroes' Line of Fire while on this type of terrain is not blocked by other Characters.

HIGH FURNITURE AND TREE TRUNKS

Heroes on this type of terrain gain 1 white Defense Die against Melee Attacks. Their Line of Sight is not blocked by the high furniture on which they stand, and their Line of Fire is not blocked by other Characters.

SHADOW OF THE TREES

Heroes gain *Invisible* by entering the shadow of a tree if they are not in Line of Sight of an Enemy. They immediately lose *Invisible* as soon as they leave this type of terrain.

EXPLORATION

EXPLORATION

An Exploration is immediately triggered when a Hero:

- opens or smashes the door of an unexplored Room
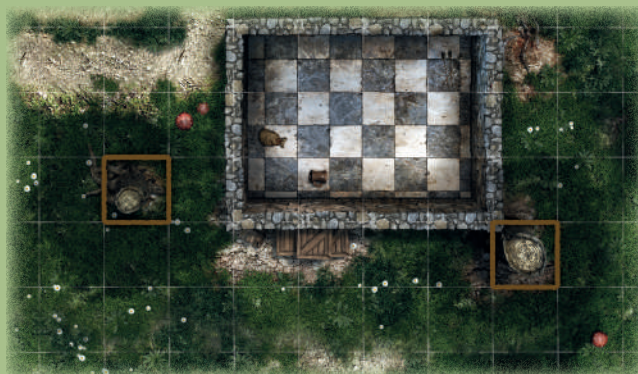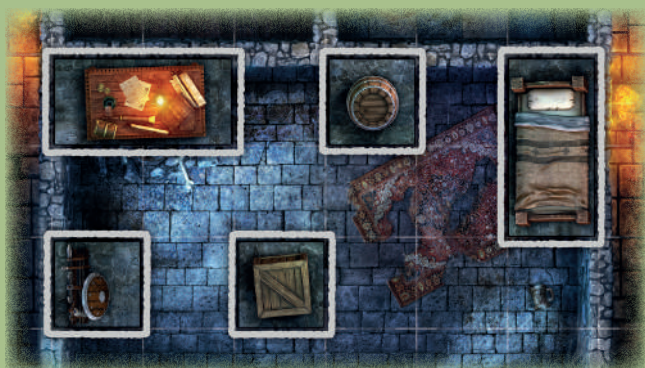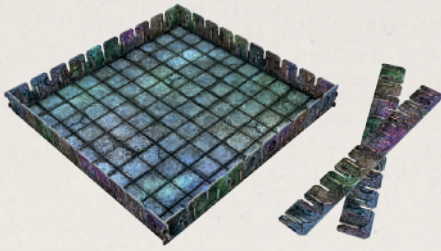- is placed on a square adjacent to a destroyed wall of an unexplored Room
- looks inside an unexplored Room using a Skill Card
- has a Spawn Zone in Line of Sight

Only Badass knows what's waiting for him! Treasures, Enemies, or worse...

> ### Gorbag's Advice
> *If an Alert Enemy on the move opens the door to an unexplored Room or enters Line of Sight of a Spawn Zone, trigger an Exploration.*

To perform an Exploration, take the Spawn Area and position the sliders to represent the Room or Spawn Zone.

When several Rooms are connected by a destroyed wall, they are considered a single Room during Exploration.

Take the number of Dice equal to the number indicated by the Quest. The type of Dice is not important for an Exploration.

Drop the Dice in the Spawn Area. The Dice must be dropped, not rolled, over the Spawn Area so that they can be randomly distributed.

> ### Gorbag's Advice
> *If a Die is on more than one square, place it in the square which it occupies most.*
>
> *If there is a dispute, decide where to place the Dice among these squares.*
>
>

For each Die in the Spawn Area, draw a Presence Token from the corresponding Reserve, according to the area represented in the Quest. There must always be Presence Tokens in the Main Reserve to represent the ongoing threat. If it becomes empty, shuffle the discard pile to re-form the Main Reserve. Secondary Reserves represent particular appearances in defined areas. Therefore, they are not re-formed if they are empty.

Place the drawn Presence Tokens face down on the corresponding squares in the Room or Spawn Zone being explored.
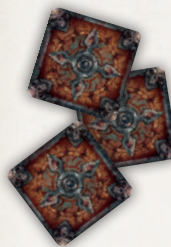
If the Presence Token is an Objective or a Chicken, it remains on the square until a Hero retrieves it.

Gorbag's Advice

If the position of a Presence Token coincides with the position of an Obstacle, place it on one of the nearest empty squares. If more than one location is possible, Players choose which empty square to place the Token on.

Once all Presence Tokens have been placed, flip them over to reveal their contents.

If the Presence Token is an Enemy, replace it with the corresponding miniature, keeping the same Orientation as the Token. If the Presence Token is drawn from the Main Reserve, discard it. If it is drawn from a Secondary Reserve, remove it from the game.

Beware!

At any time during a Quest, if the number of miniatures available is insufficient to perform an Exploration or to create a Patrol (see p.33), the Alert Level is increased by 1.

As long as the Bell is ringing or if the Hero has smashed the door, the revealed Enemies are alerted by the noise and orient themselves towards the Hero who has just performed the Exploration, so that the Hero is in their Front Arc.

If the Presence Token represents a Named Enemy, the corresponding miniature (see Quest Book) is placed on the identified Token. Once the Named Enemy is killed, the Token is removed from the game.

PRESENCE TOKENS

During Exploration, Presence Tokens are used to determine what appears in a Room or a Spawn Zone.

Several different elements can be represented on these Presence Tokens:

Enemy: This indicates the type of Enemy to be placed. The arrow indicates its Orientation.

Enemy x2 or x3: Indicates the type and number of Enemies to be placed. Place the first miniature on the Presence Token's square, then place the other miniature(s) on the nearest empty square(s), keeping the same Orientation.

Special Enemy: In some Quests, this Token represents a Named Enemy.

Chicken: When a Hero moves on a Chicken Token, the Token is removed from the game and the Hero heals 1 Damage. A Chicken does not earn Loot Cards or Badass Points. It does not prevent Enemies from moving and does not block Line of Sight or Line of Fire.

Objective: Depending on the Quest being played, the Objective may represent a specific item to be reached, retrieved, destroyed, devoured, etc. The text of the Quest indicates what to do with this type of Token. When a Hero moves onto an Objective Token, the Token is automatically picked up.

Hero Combat

Hero Combat

Although the Objective is to infiltrate the Enemy lair, the Orcs have their own interpretation of the term. They like to fight, so why deprive them of it?

On their Hero Sheet, each Hero has one or more keywords specifying the different types of Attacks they can perform. There are 3 of them: Melee, Magic and Ranged.

Gorbag's Advice
A Character can reorient itself to attack.

Types of Attacks

Melee

Attack with **Line of Sight** restrictions, usually intended for fighters who like to be in close combat.

The Warrior and Thief classes use this type of Attack.

Magic

Attack with **Line of Sight** restrictions, usually intended for fighters using the mystical arts.

The Warlock class uses this type of attack.

Ranged

Attack with **Line of Fire** restrictions, usually intended for fighters who prefer to stay at a distance. Most Ranged weapons are bulky and require two hands (see p.28).

The Ranger and Thief classes use this type of Attack.

In order to perform an Attack using a Skill Card, the Hero must be equipped with Stuff corresponding to the type of Attack they master.

If the Hero is equipped with two weapons of the same Attack type, they may use them to attack **simultaneously**. The Attack Dice for these two weapons are then rolled at the same time.

Some Stuff has a line of Attack Dice, a line of Defense Dice, or even an effect, preceded by one or more Class symbols.

Only a Hero belonging to one of these Classes may use this line.

Gorbag's Advice
Some weapons have several lines corresponding to several types or ranges of Attacks.

Magic 3~4

Magic 1
Push 1

The Staff allows you to perform a Magic Attack at Range 3-4 with 1 grey Attack Die, or a Magic Attack at Range 1 that will inflict Push 1.
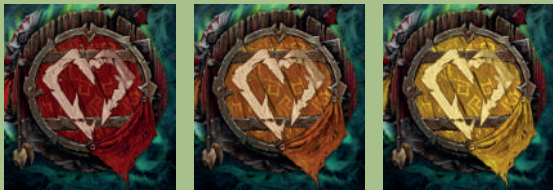
HEALTH POINTS

Heroes and Enemies have a number of Health Points as indicated on their Sheets.

An Orc is more resistant than a peasant but less than a big monster.

This difference is represented by the colour of the Health Points.

Red Health Points are more resistant than Orange, which are more resistant than Yellow.

BADASS DICE
(Green / Blue)

The blue Badass Dice are used by Enemies while the green Badass Dice are used by Heroes.

Badass Dice are used to add extra effects. The symbols will be used to determine if an effect is triggered.

The power that a Character can channel into a single Action is limited and it will never be possible to roll more than 2 Badass Dice for a single Attack or Defense.

During a fight, the Badass Dice are rolled at the same time as the Attack and Defense Dice.

ATTACK DICE
(White/Grey/Black)

Attack Dice are recognizable by the "sword" symbols on their faces. The darker the sword symbols are, the more powerful the Attack results will be.

On these Dice, you will find 3 levels of power:

Weak Attack.
Inflicts 1 Damage to Yellow Health Points.

Medium Attack.
Inflicts 1 Damage to Orange Health Points
or 2 Damage to Yellow Health Points.

Mighty Attack.
Inflicts 1 Damage to Red Health Points
or 2 Damage to Orange Health Points
or 4 Damage to Yellow Health Points.

Beware!
The Dice do not stack: 2 Yellow Attack results do not cause 1 Damage to Orange Health Points and 2 Orange Attack results do not cause 1 Damage to Red Health Points.

DEFENSE DICE
(White/Grey/Black)

Defense Dice are recognizable by the "shield" symbols present on most of their faces. The darker the shield symbols are, the more they will be able to block powerful Attacks.

On these Dice, you will find 3 levels of power:

Weak Defense.
Cancels 1 Yellow Attack result

Medium Defense.
Cancels 1 Orange or Yellow Attack result.

Strong Defense.
Cancels 1 Red, Orange or Yellow Attack result.

Beware!
The Dice do not stack: 2 results of Yellow Defense do not cancel 1 result of Orange Attack and 2 results of Orange Defense do not cancel 1 result of Red Attack.

Resolving Combat

Resolving Combat

1. When engaged in a fight, gather the Hero's Attack Dice pool that matches the type of Attack and the Range, as indicated on their equipped Stuff. Then do the same for the Enemy's Defense Dice pool as indicated on its Enemy Sheet.

The Hero's green Badass Dice, if any, obtained from Enchanted Stuff used for the attack or from certain Relic Cards, are also added.

Attack Dice   **Defense Dice**

« For this Melee Attack, the Hero, equipped with an Enchanted Sword and a Kukri, is given 2 White Dice, 1 Grey Die and 1 Badass Die. For his Defense, the Enemy Soldier has one White and one Grey Die. »

Hero or Enemy Skills may change the number or color of these Dice.
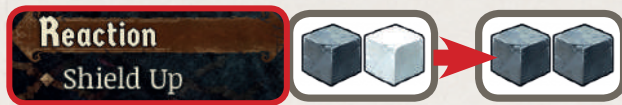
« With his Shield Up Reaction, the Enemy increases the color level of the lowest Defense Die from white to grey. »

Beware!
No more than 3 Attack or Defense Dice of the same color (white, grey or black) and no more than 2 Badass Dice of the same color (green or blue) may be rolled.

2. The Attack, Defense and Badass Dice are rolled **simultaneously**.

3. Apply the effects of the Badass Dice and any attacker Abilities to the results of the Dice (Attack and/or Defense Dice) and then apply the effects of the defender Abilities. Some Characters benefit from immunities that must be taken into account (see p.47).

« Thanks to the result of the Badass Dice, the Hero benefits from the Brutality effect: the Orange result turns Red. »

Beware!
If an Ability allows you to re-roll Dice, it can only be used once per Attack or Defense.

Gorbag's Advice
Regardless of the Ability used, a blank result on a Defense Die is always a failure and may never be increased to a Yellow result. Similarly, a Yellow Die roll can never be reduced to a blank result.

4. Attack and Defense Dice results are associated according to their colors. Results of the same color are cancelled.

« An Orange Defense result blocks an Orange Attack result. »

5. Each remaining Defense result cancels a lower colored Attack result.

« An Orange Defense result blocks a Yellow Attack result. »

6. The results of Attack whose color is weaker than the color of the defender's Health Points are cancelled.
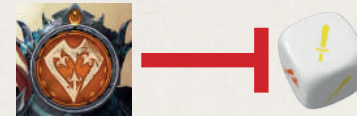
« An Enemy with Orange Health Points cannot be wounded by a Yellow Attack result. »

7. Then apply the Damage from the remaining Attack results. The Damage Tokens are placed next to the Enemy miniature.

« The Soldier has failed to parry a Red Attack result. His Health Points are Orange, so he suffers 2 Damage. »

COMBOS

Some Skill Cards are marked as Combo.

Combos are **free Actions** limited to the Active Hero, which do not cost any Action Points or Badass Points.

A Combo does not allow you to use the Enhanced effect of a Skill Card.

Gorbag's Advice
A Skill Card marked as a Combo can still be used normally, paying the costs in Action Points and/or Badass Points.

There are two levels of Combo:

Combo 1

If the Active Hero has performed two consecutive Actions each inflicting at least 1 Damage, they may use a Combo 1 at no cost.

Combo 2

If the Active Hero succeeds in inflicting at least 1 Damage to an Enemy with a Combo 1, they may use a Combo 2 at no cost.

Gorbag's Advice
Damage done to different targets also count towards the Damage count for Combos.

After using the effect of a Combo, turn the card face down for the rest of the Turn.

« (1) Orrus uses his first Action Point and 1 Badass Point to perform a Lightning Attack on a Soldier and wounds him. (2) His 2nd Action Point allows him to attack another Soldier within range who also suffers Damage. (3) Combat frenzy allows him a free Combo 1 Action which he uses to charge and injure a Knight. (4) He can then follow up with a Combo 2 Action (Main effect only), trying to finish the Knight off with a Mighty Attack and make Badass proud! »

Enemy Reaction

Of course, the Enemies aren't going to sit back and watch you hit them.

Each Enemy has a specific Reaction when attacked, which is indicated on its Enemy Sheet.

The Enemy's Reaction occurs immediately after the complete resolution of the first Attack used against it. The Enemy may only perform **one Reaction per Hero Phase**.

In any case, if an Enemy is attacked by a Hero in its Rear Arc, its only Reaction is to turn around; « It was caught by surprise ».

Otherwise, it turns to the Hero who attacked it and performs its Reaction.

An attacked Enemy may only use a Reaction if it survives.

Beware!
An Enemy in a Petrified, Stunned or Terrified state cannot perform a Reaction.

When an Enemy's Reaction triggers a combat, it is that Enemy's turn to roll its Attack Dice, the type and quantity of which are listed on its Enemy Sheet.

The type of Attack used is determined by the Reaction.

« An Officer will Counterattack with a Ranged or Melee Attack, depending on where the attacker is. »

If the Enemy Reaction is not possible (For exemple: a Melee Counterattack after a Hero has attacked at Range), it is cancelled and lost for that Turn.

« A Guard may not make a Reaction after being attacked at Range. »

The targeted Hero takes the Defense Dice from all of their equipped Stuff, adding any green Badass Dice obtained from Enchant or Relic Cards.

All of these Dice are rolled at once.

After Combat Resolution has been completed (see Resolving Combat p.24), the remaining Attack results are inflicted in the form of Damage Tokens on the Hero Sheet.

DEATH OF AN ENEMY

When an Enemy receives Damage equal to or greater than its Health Points, it is defeated and its miniature is removed from the Game Board.

The Hero who has removed the last Health Point wins the Loot Cards and the Badass Points indicated on the Enemy Sheet.

Gorbag's Advice

If an Enemy, who is at full health, is killed in a single Attack (a single roll of the Dice), the Heroes get 1 additional Badass Point.

LOOT

LOOT

When Orcs embark on a Quest, they are not afraid to start with minimal equipment because they know that they will always find Loot along the way to improve it.

A Loot Card can be obtained in a number of ways: as a reward for killing an Enemy, for destroying furniture or completing Quest Objectives.

LOOT CARD

Level

Loot Symbol

Item Name

Location

Effects

Weight

Rekup Resources

Kraft Plan

LOOT CARDS

Location: The location where the card must be equipped in order to be used.

In Hand:
Weapons and Shields equipped.

In Hand (Bulky Stuff):
No other Stuff can be equipped in Hand.

On Body:
Equipped Armor.

In Inventory:
Non-equipped Stuff, Resources, Potions.

Weight: Weight of a Loot Card when in the Inventory or equipping a Hero.

Rekup Resources: The amount and type of Resources obtained when you Rekup a Loot Card (see p.29).

Kraft Plan: Resources required to upgrade the Stuff during the End of Turn Phase (see p.40).

STUFF

This can be armor, weapons or shields to attack, defend, or sometimes both.

Stuff may be equipped or placed in the Inventory.

RESOURCES

This can be wood 🪵, metal 🪙, leather 🟫 or gold 🟡 that can be used for Kraft to improve weapons, armor or shields.

Stuff transformed with the help of the Rekup is considered as a Resource.

Resources are stored directly in the Inventory.

POTIONS

These are single-use cards.

Potions may be used at any time during the Hero Phase and do not cost Action Points.

Apply the specified effect and discard the Potion Card.

Potions may be used immediately or placed in the Inventory.

RELIC CARDS

Some Quest Objectives can be completed to obtain Relic Cards.

These Relic Cards can be unique magical equipment that offer a bonus to Heroes or Fragments of Power, used for Enchant (see p.41).

In addition to their hand and body slots, Heroes can also equip themselves with special Relic Cards called Artifacts. A Hero may add **only one active Artifact** to his equipment. Unused Artifacts are placed in the Inventory.

Some Artifacts offer passive upgrades to Heroes.

Others can be used as Skills to trigger powerful spells.To use these Artifacts, you must pay the cost in Action Points and/or Badass Points and then flip them face down until the End of Turn Phase.

Beware!

Fragments of Power are not considered Resources but are Relics that are not affected by Abilities or Events, eg. Mandar's "Bazaar!" card.

EQUIPMENT LIMIT AND CARRYING CAPACITY

Of course, the Orcs only have two hands (for those who can count so far), so they can equip a maximum of two Stuff in the Hands slot.

They may be strong, but they can only wear one piece of armor in the Body slot.

Their limited understanding of the magical arcana does not allow them to have more than one active Artifact equipped.

Mandar and Orrus are not built the same, the first goblin to come along would notice that. Mandar looks like an old stick ready to break while Orrus looks like an Orc god made flesh!

Heroes have 3 maximum Carrying Capacity that indicate what they can and cannot carry on the Body, Hands and in their Inventory. These values represent the maximum total weight your beloved Orcs can carry. An Orc has a tendency to be a bit of a hoarder!

These values are shown on the Hero Sheet.

The maximum values for Hand and Body carrying capacity may not be exceeded.

Heroes have different Inventory carrying capacities depending on their constitution. A Hero's Inventory is not limited by the number of Loot and Relic Cards it contains, but by the sum of the weight of its cards.

The Hero may not use any more Movement Points if the total weight of their Inventory is greater than the maximum value indicated on their Hero Sheet.

A Hero may discard Loot Cards, or Rekup, at any time.

Any Loot Card discarded is permanently lost.

REKUP

Rekup is used to convert Stuff into useful Resources for Kraft (see p.40) and make space in a Hero's Inventory.

To use Rekup on Stuff, tilt the card to the right so that the obtained Resources are horizontal.

Rekup is permanent, the Stuff is then no longer usable.

Each card resulting from the Rekup has a weight of 1 and is stored in the Inventory.

It is possible to Rekup at any time.

It is possible to Rekup on Relic Cards in order to obtain Fragments of Power used for Enchant.

It is not possible to Rekup on the only weapon possessed by a Hero. An Orc is never unarmed!

Badass Track

Badass Track

Badass, the Orc god of healthy brutality, is one of the Orc deities. He enables them to perform prodigious feats. Green Skins also use this incredible energy to learn new Skills, or to perform additional Actions in the middle of combat.

The interest that Badass has in you is represented in-game by the Badass Track.

The Badass Track allows you to follow the progress of Badass Points during a Quest, whether they are won or lost.

The Badass Token is used to indicate how many Badass Points Heroes have available to them.

The Badass Token can never fall below the 0 represented by the central skull illustration, nor can it exceed the Badass Limit Token (but it can be located on the same number).

The Badass Limit Token is used to indicate the maximum amount of Badass Points available. In particular, it is used each time a Hero is resurrected.

The Badass Limit can never exceed 30 and can never fall below 10.

Gaining Badass Points

Badass likes to see good fights and Orcs kicking the crap out of anyone and everyone - even their own kind! He always rewards martial feats of the Green Skins with generosity.

Each Enemy Sheet shows the amount of Badass Points earned by the Heroes if the Enemy is defeated.

The Badass Points earned by defeating Named Enemies and Bosses are indicated by the Quest.

If an Enemy loses all of his Health Points in a single Attack, the Heroes gain 1 additional Badass Point. If the Enemy had already lost Health Points previously, this does not apply.

> ### Gorbag's Advice
> Some Event Cards or Quest Objectives can also gain or lose Badass Points.

Using Badass Points

Badass Points can be used for several things:

- Gain extra Action Points during your Hero's Activation or during the Activation of another Hero.
- Use a Skill Card that requires the spending of Badass Points (see p.14).
- Purchase new Skill Cards in the End of Turn Phase (see p.39).
- Restore the Badass Limit on the Badass Track - only at the end of a Quest (see p.42).

Extra Action Points

It is possible to spend Badass Points to gain one or more extra Action Points at any time during the Hero Phase.

A Hero may perform an extra Action at any time **during his or another Hero's Activation**.

The use of extra Action Points is the same as the use of basic Action Points.

> ### Gorbag's Advice
> The Skill Card must be available face up.
> It is flipped face down when used.

Each extra Action Point costs 1 more Badass Point than the previous one.

The first extra Action Point costs 1 Badass Point, the second costs 2 Badass Points, the third costs 3 Badass Points, and so on.

The only limit to the number of extra Action Points that can be purchased during the Hero Phase is the number of Badass Points available. The cost in Badass Points of the extra Action Points is reset at the end of each Hero Phase.

If a Hero wishes to use an Action Card that costs 2 Action Points but only has 1 Action Point left, they may pay for the second Action Point in extra Action Points.

If a Hero wishes to use an Action Card costing 2 Action Points with extra Action Points, they must pay each extra Action Point separately.

« For her Activation, (1) Thalla spends her first Action Point to perform a Hit and Run. (2) She wants to follow up with an enhanced Action. She therefore spends her second Action Point and buys an extra Action Point for 1 Badass Point. (3) Thalla has failed to kill the Enemy, so Mandar decides to cast a Weakening on this rather tough target. He buys a second extra Action Point for 2 Badass Points and must also spend the 3 Badass Points from his Action. (4) Mek throws himself at the weakened target to finish it off by buying a third extra Action Point for 3 Badass Points. »

Gorbag's Advice
A Combo does not cost any Badass or Action Points.

EVENTS

No matter what the Players do, Orcs are unpredictable. To represent this, they finish their Activation by drawing an Event Card. The effects on the Event Card should be applied immediately if possible, then the card is placed on the relevant Hero Sheet.

EVENT CARD

Event Symbol →
Hero's Portrait ←
Card Name →
Effect →

Nervous Breakdown

On ⚔ Orrus inflicts 1 Automatic Damage to an adjacent Hero

"Aaargh! I'm so angry right now! Take this, you idiot!"

When an Event Card is dedicated to a specific Hero their portrait will appear in the top right-hand corner of the card. Apply the effects of the card to that Hero, even if it is at the end of another Hero's Activation.

Once all Heroes have completed their Activation, the Hero Phase is complete. The Enemy Phase may now begin.

Oops!

The Hero moves 2 squares ahead Alert Level +1 if the Hero hits an Obstacle

"Where'd that come from?"

Unwanted Attention!

Alert Level +1

"I didn't drop the armor, the Goblin did!"

Enemy Phase

Enemy Phase

If the Quest includes Patrols, the Enemy Phase always begins with the management of these Patrols, whose composition and behavior depends on the Alert Gauge. The Enemy Phase then moves on to the Activation of alert Enemy Groups.

Alert Gauge

The Alert Gauge consists of 15 Alert Levels divided into 3 colors: Yellow, Orange and Red (Low, Medium and High Alert).

In each Quest, these colors define the number and composition of Patrols.

If Heroes get spotted by a Patrol and don't get rid of their enemies quickly enough, the Alert Level may increase.

Beware!
At any time, if the Alert Level exceeds 15, Heroes will be overwhelmed by Enemies and the Quest is lost!

At the start of each Quest, the Alert Level Marker is set to 1, unless the description of the Quest indicates otherwise.

Increasing the Alert Level

- Alert Level immediately changes to the next higher color if the Bell is rung.
- Alert Level increases by 1 as long as the Bell-ringer is on the Bell square at the end of the Enemy Phase.
- Alert Level increases by 1 if at least one Alerted Enemy survives the end of the Enemy Phase.
- Alert Level may increase due to some Event Cards.
- Alert Level may increase under certain Quest conditions.

Decreasing the Alert Level

- Alert Level may decrease due to some Event Cards.
- Alert Level may decrease under certain Quest conditions.
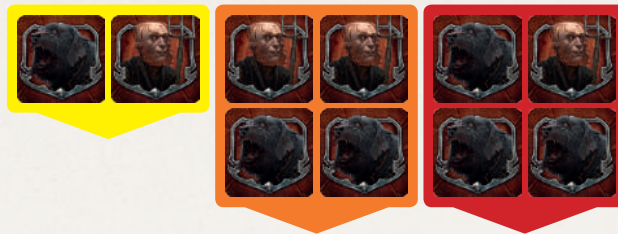
Patrol Management

Orcs who trespass on Human lands must use caution and efficiency to eliminate their enemies. With sentries on patrol, it only takes one false step to be quickly spotted and cause reinforcements to arrive. The situation could become tense and the Quest could fail or worse...

Patrols are sets of Enemies moving across the Game Board along a predefined path.

They are only present in Quests that indicate this by specifying their composition, formation and maximum number in the game according to the color of the Alert Level.

« On the Blue Patrol path, only one Patrol is allowed. At the Yellow Alert Level, it will be composed of one War Dog and one Peasant. At the Orange Alert Level, it will be two War Dogs and two Peasants. Finally, at the Red Alert Level, three War Dogs and a Peasant will appear. »

The Patrol Entry and Patrol Exit Tokens define the different Patrol paths.

Blue Bell

Blue Patrol Exit

Blue Patrol Entry

Patrols are managed using the Patrol Card deck.

These cards are used to define the appearance and behavior of Patrols.

When Patrol management begins, draw one card per Patrol in game and perform their behavior. The most advanced Patrol on the Patrol path performs its behavior first.

If the maximum number of Patrols in game has not been reached, then draw one card per Patrol Entry.

If the Patrol Appearance symbol is present, make a Patrol appear, and assign a Patrol Token to it. Otherwise, nothing happens, and no new Patrols enter through that entry for that Turn.

Beware!
If a Patrol, or an Enemy Group, blocks, even partially, the Patrol Entry, there is no new appearance.

PATROL CARD

Patrol Symbol

Appearance Symbol

Card Name

Behavior

Who goes there?

The Patrol moves 3 squares towards the nearest Hero

"Hey, guys! Did you hear that?"

Appearance Symbol: When a card is drawn for a Patrol Entry, with this symbol, a Patrol appears.

Behavior: When a card is drawn for a Patrol in game, it defines the behavior of that Patrol for that Turn only.
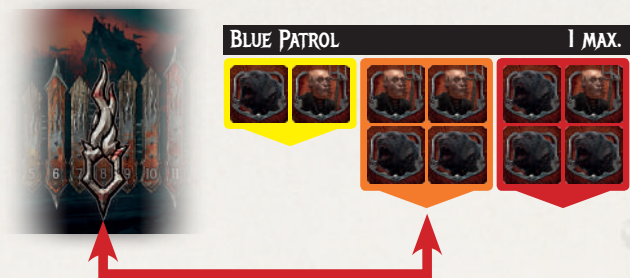
Gorbag's Advice
Some Patrol Cards voluntarily give Players a choice in the selection of the Enemy to isolate from the rest of the Patrol in order to make these situations more natural.

A PATROL APPEARS

To make a Patrol appear, refer to the color of the Alert Level.

BLUE PATROL   1 MAX.

« If the maximum number of blue Patrols in game has not been reached, a Patrol Card is drawn. If the Appearance Symbol is visible on the card, a new Patrol enters the game. Since the Alert Level is Orange, two War Dogs followed by two Peasants will appear. »

Patrols

When a Patrol appears, it places itself on the first squares of the Patrol Path, and does not move until its next Activation. It is assigned a Patrol Token.

The effects of Patrol Cards do not apply to Patrols entering the game.

Beware!
Each Turn, only one Patrol may appear per Patrol Path.

Too Few Enemies

At any time during a Quest, if the number of Enemy miniatures available is not sufficient to create a Patrol or an Exploration, the Alert Level is increased by 1.

A Hero in front of an Entrance

If one or more Heroes are present on the first 4 squares in front of the Patrol Entry, they suffer **Push 1** and 1 Automatic Damage as many times as necessary for the Patrol to be completely on the Game Tile.

« The appearance of the Patrol pushes back our two Heroes. Orrus suffers 2 Automatic Damage and Mek suffers 1. »

Patrol Movement

A Patrol always moves by following the Patrol Path from the Patrol Entry Token to the Patrol Exit Token.

The Patrol's movement is indicated on the Patrol Card. All Enemies in the Patrol move together.

When a Patrol faces a turn, it maintains its formation. Its movement and orientation is relative to the Enemy that can cover the most distance on the Patrol's Path.

« The Patrol must move 4 squares. This War Dog is the member of the Patrol who can cover the most distance. The whole Patrol moves according to that Enemy. »

If a Patrol goes out of its path as a result of a Patrol Card's effect, it tries to get back on its path the next Turn unless another effect prevents it from doing so.

Gorbag's Advice
If a Patrol opens a door due to the effect of a Patrol Card, an Exploration is performed.

As soon as a Patrol member exits the Board through the Patrol Exit, remove the entire Patrol.

PATROL MODIFICATION

An Enemy separated from the rest of the Patrol is no longer part of it. He remains in place and does nothing until he is alerted or merged with another Patrol. If a Patrol Card requires an Enemy member to be separated, always choose an Enemy from the rear of the Patrol.

« One member of the Patrol decides to stand guard and no longer follow the rest of the Patrol. One of the two Peasants in the rear is chosen to perform this task and separates from the Patrol. »

When a Patrol runs into another Patrol, or an unalerted Enemy, while moving, they merge into one Patrol.

New members are placed at the front of the Patrol, which can cause a shift in formation. The Patrol then finishes its movement.

« A Guard, previously separated from his Patrol, is joined by the next Patrol. He merges with this new Patrol. »

Only one Patrol Token is kept and only one Patrol Card will be drawn the next time the Patrol is managed.

As soon as a Patrol loses or gains a member as a result of a merge or the effect of a card, it is considered as modified.

ALERT PATROL AND THE BELL-RINGER

As soon as a Patrol has a Line of Sight to a Hero, an Alert Enemy or a dying Enemy, its movement ends immediately and it becomes Alert.

« The Patrol catches Mek around a corner in a corridor. It becomes alert. »

When a Patrol is Alert, its Patrol Token is flipped over to its ringer side and assigned to the Character in the group closest to the Bell. This Character is called the Bell-ringer. Its goal is to reach the Bell.

The Bell-ringer is always considered an Alert Enemy.

« One of the Peasants closest to the Bell is designated to be the Bell-ringer. It will have but one goal in his short life: to ring this Bell. »

A Bell is always associated with a Patrol Path by its color. If there are multiple Patrol Paths in a Quest, the Blue Patrol Bell-ringer rings the Blue Bell and the Yellow Patrol Bell-ringer rings the Yellow Bell.

Beware!
The Bell-ringer cannot be a War Dog!

If only War Dogs remain in a Patrol that becomes Alert, then no Enemy becomes a Bell-ringer.

The Bell-ringer moves the maximum of its Movement Points shown on its Enemy Sheet, **at the end of each Patrol management**.

The Bell-ringer does not have to stay on the Patrol path; it may enter open doors, explored Rooms or travel any other path if that shortens its movement. It cannot open any doors by itself.

The Bell-ringer may not perform any other Action other than running to the Bell and ringing it. **It may not Attack or make a Reaction**.

The remaining Enemies in the Patrol become an Alert Enemy Group and are no longer counted toward the number of Patrols in the game.

The Bell

When a Bell-ringer reaches the square of the Bell Token, the bell is rung and the following occurs:

1. The Alert Level changes to the next higher color.

2. Each free Patrol Entry and Patrol Exit spawns a Patrol whose composition matches the new Alert Level.

3. Patrol and Bell-ringer Tokens are discarded as all Patrols in play become Alert Enemy Groups.

4. From that point on, no more Patrols will come into game until the end of the Quest.

Beware!
As long as the Bell-ringer is on the Bell Token, the Alert Level increases by 1 at the end of each Enemy Phase.

Named Enemies

In some Quests, it is possible to encounter more powerful Enemies.

These Enemies have their own Enemy Sheets and the conditions for appearing are indicated by the Quest.

Once defeated, the Named Enemies offer special rewards that can be retrieved by the Hero who dealt the finishing blow.

Enemy Groups

At each new Enemy Phase, after Patrol Management, if one or more Enemies are Alert, proceed to Enemy Group Management.

An Enemy Group represents close Enemies who interact together.

To set up these Enemy Groups, the following rules apply:

- Within a Room, all Enemies form a single Enemy Group, regardless of the size of the Room.

- Outdoors or in corridors, Enemies **at Range 2 of each other** form an Enemy Group.

- When forming these groups, the Enemies should be distributed as evenly as possible so that, if possible, they will not be left alone.

- All Enemies in a group with at least one Alert Enemy become Alert.

- In some situations, if an Enemy is equally spaced between two groups, it will go to the group with the higher Activation Die first. If this is not enough, players should make the decision, keeping in mind that the universe is not meant to be kind to Heroes, especially if they are green-skinned.

« Outdoors, the farthest Peasant (1) finds itself alone because it is more than 2 squares away from the War Dog (2). Inside, all the Enemies in the Room form an Enemy Group (3). 3 Enemy Groups are thus constituted for this Phase. »

Enemy Groups are activated one after the other, **starting with the group closest to the Heroes.**

ACTIVATION ROLL FOR THE GROUP

If an Enemy Group has never had Line of Sight to a Hero or does not know their position from another Enemy Group, it does not make an Activation Roll and instead turns towards what alerted it.

« A lone War Dog, who did not see Thalla coming, is shot with an arrow. A Guard witnesses the killing and warns other nearby Enemies. They then form a group of Alert Enemies who do not make an Activation Roll and simply turn towards the corpse of the War Dog. »

If an Enemy Group has already had Line of Sight to a Hero, or knows their position from another Enemy Group in Line of Sight, it rolls for Activation.

« The Enemy Group with Line of Sight to Thalla may communicate the information to the other group to alert them. Both Enemy Groups roll for Activation. »

Beware!
At any time during Enemy Group Management, if an additional Enemy or Enemy Group becomes alert, it will be activated during this Phase.
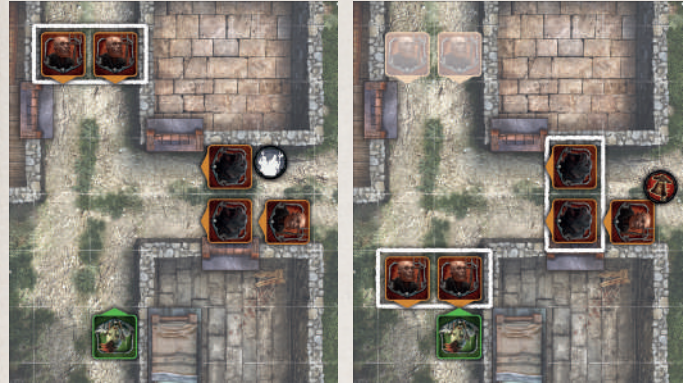
« The Alert Peasants are charging Thalla. During their movement, they alert the Patrol on the right. The War Dogs form a new Enemy Group to Activate during this Phase, while the Peasant becomes a Bell-ringer and will make its move at the end of the next Patrol Phase. »

To make the Activation Roll for an Enemy Group (one roll for the entire group), always use an Attack Die.

The color of that Die is indicated on the Enemy Sheets.

The most powerful Activation Die (⬛ > 🔲 > ⬜) of all the Enemies in the group determines the behavior of the entire group.

« The behavior of an Enemy Group of Guards and Peasants is determined by the grey Die of the Guards, which is more powerful than the white Die of the Peasants. »

Enemy Activation

The color of the result determines the behavior of each Enemy according to the Activation section of their Enemy Sheet.

« The grey Activation Die indicates a Yellow result. The Guards Assault while the Peasants Flee. »

Beware!
The Die roll is modified by the Alert Level. In Orange Alert Level it will be at least Orange, and in Red Alert Level it will always be Red.

Gorbag's Advice
The various Enemy Abilities may affect their Line of Sight and Line of Fire, Movement, or Activation order (see Ability List p.48).

Enemy Activation Order

Within an Enemy Group, after making the Activation Roll, Enemies activate in the following order:

1. Enemies whose Activation Roll result is *Flee*
2. Enemies that can attack (Melee / Distance / Magic) without moving
3. Enemies that must move to perform an attack

Beware!
*Some Abilities, such as **Authority**, can influence the order of Enemy Activation.*

The full Activation of an Enemy (Move + Attack if possible) is performed before moving on to the Activation of another Enemy.

Enemy Combat

If an Enemy's Activation allows it to move, it may use all of the Movement Points as shown on its Enemy Sheet.

« An Officer can move up to 4 squares. »

If an Enemy can make an Attack on more than one Hero at Range (Movement Point + Attack Range), its target choice is in the following order of priority:

1. the Hero with the fewest Health Points
2. the Hero with the weakest Health Point color
   (🛡 < 🛡 < ❤)
3. the nearest Hero

Beware!
*An Enemy with **Melee** Attack will always choose a Hero on an adjacent square first.*

Once the Enemy has chosen its target, it engages in combat.

The Attack Dice on the Enemy Sheet and the Hero's Defense Dice are collected and rolled as described in Resolving Combat (see p.24).

Gorbag's Advice
Some Enemies may add blue Badass Dice to their Attack based on their Activation result to trigger an additional effect.

« An Officer has a duty to lead by example, but it is not uncommon for an Officer to retreat quickly after an assault. On a Yellow or Orange Activation result, it must add a Badass Dice to its Attack Dice to see if it keeps its cool. »

HERO REACTION

Amongst their Skill Cards, Heroes have Reaction Cards that can only be used during the Enemy Phase. Each Hero may use only one Reaction per Enemy Activation. They may not use them if the Enemy is in their Rear Arc, nor may they reorient themselves to use them.

As with the use of a Skill Card (see p.14) when a Reaction Card is used, it is flipped face down and becomes unusable until the card is reactivated in the End of Turn Phase.

If a Hero performs a Reaction before being attacked and the attacker no longer has sufficient Range or Line of Sight to carry out the Attack, it is cancelled and lost for that Turn.

Beware!
If at least one Alert Enemy is still alive at the end of the Enemy Phase, the Alert Level is increased by 1. If a Bell-ringer is on the Bell square, the Alert Level is also increased by 1.

DEATH OF A HERO

During a Quest, if a Hero loses their last Health Point, they die.

Their miniature is removed from the game and replaced by their Dead Hero Token.

A Dead Hero Token does not block Line of Sight or Line of Fire, however it is impossible to finish your move on the square it occupies.

« Who hasn't dreamed of being able to get closer to Badass? »

END OF TURN PHASE

After the Hero Phase and Enemy Phase are complete, a time of rest is marked with the End of Turn Phase, where Heroes restore their Skill Cards and discard their Event Cards to continue their adventure.

Fallen Heroes may also be resurrected. In addition, if all Heroes are alive and worthy of receiving the power of Badass, it is possible for them to learn new Skills.

Finally, they can throw, organize, and upgrade their Stuff.

RESTORING CARDS

All Skill Cards used by Heroes are restored in the End of Turn Phase. A restored Skill Card is flipped face up.

Event Cards placed on the Hero Sheet during the Turn are discarded.

RESURRECTING A HERO

Death is not permanent among the Orcs. They are very resilient, even after suffering severe injuries. If the god Badass has been satisfied with the violent life of one of his favorites, he may grant them a chance to achieve new feats.

During a Quest, the god Badass can resurrect Heroes, however, this comes at a cost.

In the End of Turn Phase, resurrecting a Hero reduces the Badass Limit by 10 Badass Points. The new limit is effective immediately. The number of Badass Points may not exceed the new Badass Limit.

Gorbag's Advice
It is impossible to resurrect more than two Heroes during a Quest because the Badass Limit cannot go below 10.

When a Hero is resurrected, their Dead Hero Token is replaced by their miniature and they remove any Damage Tokens from their Hero Sheet.

Gorbag's Advice
Mandar has a Skill Card for resurrecting a dead Hero. This Action can be used during the Hero Phase and does not reduce the Badass Limit.

If one or more Heroes are not resurrected during the Quest, they will be resurrected automatically and free of charge at the End of Quest.

The Badass Limit can be restored at the End of Quest (see p.42) by spending Badass Points.

LEARNING NEW SKILLS

During the End of Turn Phase, **if all Heroes are alive**, they may spend Badass Points to obtain new Skill Cards.

The group of Players agrees on the Badass Point value of the Skill Card to be purchased (10, 20, or 30, as indicated

on the back of the Skill Cards). This value cannot exceed the number of Badass Points available.

Once the Badass Points have been spent, each Hero selects a Skill Card of the corresponding cost from among their Skill Cards to be unlocked and places it with the rest of their cards in play.

« Our Heroes decide to spend 20 Badass Points to acquire a new Skill. Each player chooses a Skill Card worth 20 from their unlockable Skill Cards. »

Beware!
Only a Hero whose portrait appears in the upper left corner of the Skill Card, and on the back of the card, can buy and use this card.

ORGANIZE YOUR STUFF

Each Hero can organize their Stuff between their different locations while respecting the rules of Equipment Limit and Carrying Capacity (see p.29).

Heroes may also use Rekup to reduce the weight in their Inventory.

THROWING LOOT

Heroes can throw each other Loot (Resources, Weapons, etc...), Kraft and Relic Cards.

They need a **Line of Fire** to their ally to be able to "throw" something at them.

If the Heroes are at Range 1-2, it is safe to do so.

However, at Range 3-5, the receiving Hero suffers 1 white Attack Die. At Range 6-8 the receiving Hero suffers 1 grey Attack Die.

Heroes may not throw Loot beyond Range 8.

Despite the possible damage associated with the "throw", it always succeeds.

« Mek throws a crossbow to Thalla who is 7 squares away. She must roll 1 grey Attack Die upon catching the crossbow and cross her fingers that it is not loaded. »

KRAFT

The natural ability of Orcs to use Resources to modify their equipment is called Kraft. It is a divine gift from Badass.

Some Stuff has a level represented as stars, ranging from 1 to 3.

Levels 1 and 2 can be upgraded with Kraft.

The Resources needed to upgrade Stuff with Kraft are indicated in the bottom left corner of the card by the Kraft Plan.
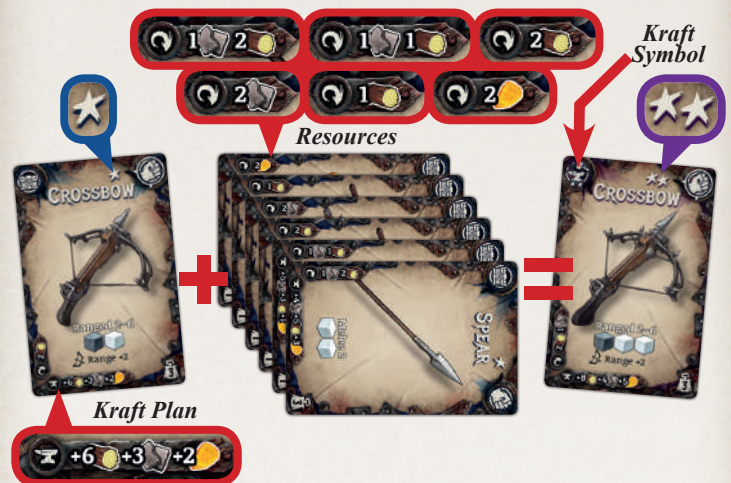
« Thalla decides to upgrade this crossbow with the Resources she was able to get from Loot or Rekup. 1 Metal not used during Kraft will be lost. »

The deck of Kraft Cards can be freely consulted at any time.

Rekup can be used during Kraft to convert Stuff into missing Resources.

If the Hero has the required Resources, they can Kraft at any time during their Activation or during the End of Turn Phase.

The Stuff Card to be upgraded and the Resources used are discarded, and the Hero receives the higher level Stuff Card.

In case of a Level 3 Kraft, the used Level 2 card returns to the Kraft deck.

ENCHANT

During their Quests, Heroes will have the opportunity to retrieve Fragments of Power embodying the destructive power of the god Badass. These Fragments can be transformed into enchantments with various effects that can be applied to weapons or armor.

ENCHANT CARD

Enchant Name
Enhanced Enchant Name
Effect
Enhanced Effect
Objective
Enchant Symbol

During the End of Turn Phase, a Hero with a Fragment of Power in their Inventory may exchange it for an Enchant Card of their choice.

The Enchant deck can be freely consulted at any time.

The used Fragment of Power goes back to the Relic Card deck.

Place the Stuff you wish to Enchant on the right half of the Enchant Card. The active part is the visible portion of the Enchant Card.

When a Hero uses Enchanted Stuff to attack or defend, a green Badass Die is added to the pool of Dice. If the Badass Die roll matches the symbol on the Enchant Card, its effect is triggered.

ENHANCED ENCHANT

If the player achieves the objective indicated on the Enchant Card, the enchantment can be enhanced by spending an additional Fragment of Power.

The player then places the Stuff Card on the left half of the Enchant Card making the right half active. The Enchant is then permanently enhanced.

DOUBLE ENCHANT

Once the first Enchant is enhanced, a player who has retrieved another Fragment of Power may decide to add a second Enchant to a Stuff Card. This allows them to add another green Badass Die to their rolls.

A Stuff may have a maximum of two Enchant Cards. The second equipped Enchant cannot be enhanced.

End of Quest

When a Hero uses Stuff with two Enchant Cards to attack or defend, they add two Badass Dice to the pool of Dice.

A Badass Die roll can only be applied to one Enchant Card.

Gorbag's Advice

A Hero using two Stuff with two Enchant Cards each may not roll more than two Badass Dice. This does, however, increase the chances of activating their Enchant Cards. They may assign the results of the Badass Dice to any of the Enchant Cards.

Kraft of Enchanted Stuff

Enchanted Stuff can be improved with Kraft and still keep its Enchant Cards.

Rekup of Enchanted Stuff

When a Hero decides to Rekup Enchanted Stuff, the equipped Enchant Cards return to the Enchant deck. The Hero retrieves only one Fragment of Power per Enchant Card (even if an enhanced Enchant required 2 Fragments of Power).

Congratulations! You survived! I mean, well...some of you.

If you finish the Quest with dead Heroes, they are resurrected for free without penalty to the Badass Limit.

All Heroes are fully healed; Damage and Effect Tokens are removed.

If the Badass Limit has been changed as a result of a resurrection during the Quest, the debt to the god Badass must now be paid back.

The Badass Limit must be increased to the maximum using the available Badass Points.

Each Badass Point spent will increase the Badass Limit by 1.

« Our Heroes finish their Quest with 12 Badass Points and a Badass Limit that has been lowered to 20 by the resurrection of a Hero. In order to repay their debt to the Badass god, they spend 10 Points to raise the limit. They will start their next Quest with 2 Badass Points and a Badass Limit of 30. »

It is now possible to exchange Loot without risking Damage from a failed throw.

Heroes can also reorganize their Inventory and equipment, make Rekup, Kraft and Enchant.

If you have any Badass Points available, you may purchase new Skill Cards as indicated in the End of Turn Phase (see p.39) or save them for the next Quest.

Heroes keep all of the cards acquired during Quests.

If you have additional Heroes from the various expansions, you can add them to your team.

If these new Heroes take the place of Heroes who have already progressed in the Campaign, they must be upgraded as follows:

1. The new Hero will get their original Stuff and Skill Cards.

2. The old Hero's Equipment and Inventory are kept within the Carrying Capacity allowed by the new Hero. If the new Hero's Carrying Capacity limit does not allow them to carry all of the equipment, they can Rekup, Kraft or trade with other Heroes. Otherwise the excess Loot is discarded.

3. If the old Hero has Skills Cards learned during the Campaign, the new Hero must choose the same number of Skills Cards, at the same cost in Badass Points, from their Skills Cards available.

4. Remove the old Hero's specific Event Cards and replace them with the new Hero's Event Cards.

Bosses

Fighting Soldiers, Guards or other minions is fun for two minutes, but fighting a Boss is much more exciting!

To play a Boss, ready the following:

- The Boss miniature (A)
- The Boss Sheet (B)
- Boss Cards, which come in several different types. Generally, Activation Cards (C) or Reaction Cards (D).

Boss Setup

A Boss can appear in different ways. It is the Quest that determines how they appear.

Boss Activation

Activation Cards are placed face up next to the Boss Sheet, representing different parts of the body or equipment used in combat. Each Activation Card has its own Health Points and sometimes even immunities.

Bonus effects for Activation Cards may be added according to the conditions indicated by the white symbols at the bottom of the card. These white symbols, specific to each Boss, are described in the Boss' description.

Bosses

Wings

Melee 1

Area

🗡 + Push 2

🗡🗡 + Brutality

6   10

*« For a "Skull" Activation result, the Cockatrix may move 6 squares and perform an Area Attack with her wings. However, if one or two Activation Cards are already destroyed, that Attack benefits from the **Push 2** and **Brutality** effects, respectively. The more the Cockatrix is wounded, the angrier she becomes! »*

Book

Magic 1

Area
+ Push 2

4   8
Alterations

« The Magic Book of Lothar has Red Health Points (instead of Orange) as long as the Talisman Card, with the "Lightning" symbol, is active and not destroyed. »

Boss' Activation conditions are described in the Boss' description and on their Boss Sheet.

Gorbag's Advice
The Boss is considered a Named Enemy and is never part of an Enemy Group. They have their own Activation system.

Injuring a Boss

A Boss can have several Health Reserves spread across their Boss Sheet and Activation Cards.

Beware!
Some Bosses have their Health Points protected by their Activation Cards. You must first destroy those Activation Cards before you can reach the Boss and hope to kill them.

« Lothar the Enchanter's Health Points are protected by his Activation Cards. Before you can hope to injure him, you have to destroy all three Activation Cards. »

When a Hero attacks, they must first choose which part of the Boss to target and then resolve their Attack.

When an Activation Card's Health reaches 0, the card is destroyed and flipped over. Some effects may be triggered (e.g., the Cockatrix suffers 3 Automatic Damage when one of her Activation Cards is destroyed). These effects are listed on the back of the card and detailed in the Boss' description.

« The Heroes have managed to destroy the Activation Card corresponding to the Cockatrix's Wings, causing her to take 3 Damage on her Boss Sheet and lose her Flight Ability. One more push and we'll be roasting poultry for dinner tonight! »

Gorbag's Advice
As soon as an Activation Card is flipped over, any excess Damage is ignored. It cannot be transferred to another Activation Card or to the Boss.

If the Activation Die roll results in a destroyed Activation Card, the Boss moves and makes a basic Attack as indicated on their Boss Sheet (See Enemy Combat, p.38).

BOSS REACTION CARDS

At the beginning of the game, the Boss' Reaction Cards are shuffled and placed face down next to their Boss Sheet.

Boss' Reaction conditions are described in the Boss' description and on their Boss Sheet.

The Hero who triggered the Reaction Card applies the effect immediately.

Depending on the Boss, the effects may vary. These can be an Attack, the arrival of new Enemies, a Passive Effect inflicted, or other unpleasentness.

As soon as a Reaction Card is played, discard it face-up next to the Reaction Card deck. When the last Reaction Card has been played, all Reaction Cards are shuffled and placed face down again next to the Boss Sheet.

Some Reaction Cards are linked to the Boss Activation Cards.

If a Player draws a Reaction Card linked to an Activation Card that is destroyed, the Reaction Card is placed in the discard pile without being played.

« Since the Cockatrix's "Shell" Reaction Card is linked to her Wings, if the Wings have been destroyed, the Reaction has no effect. »

BOSS DEFEATED!

When a Boss has received as many Damage Tokens on their Boss Sheet as they have Health Points, or a Quest condition has been fulfilled, the Boss is defeated and their miniature is removed from the Game Board.

Collect the Badass Points shown on the Boss Sheet and share the rewards listed in the Quest.

MASSIVE CHARACTERS

A Character with the *Massive* Ability occupies 4 squares.

They can move through passages one square wide by placing the center of their miniature in the middle of the square. If they finish their move in the middle of a square, they can't perform any actions other than moving.

*« The Cockatrix is a **Massive** Character, but, as long as she has the **Flight** Ability, she can fly through occupied squares. Her Wings will have to be destroyed to pin her to the ground »*

A *Massive* Character blocks all Line of Sight and Line of Fire, except for those Characters positioned on a tree trunk or high furniture.

Effects

Effects and Immunities

Various effects may be applied to Characters during a Quest.

If the effect is not related to the result of a Badass Die, it will be applied automatically even if the Action did not inflict any Damage.

The same effect cannot be applied more than once to the same Character.

There are 3 categories of effects over time: Afflictions, Alterations and Enhancements. If a Character suffers an effect over time, the corresponding Token is placed next to the miniature or on their Hero Sheet.

Afflictions

Bleed

The Character suffers 1 Automatic Damage if it moves or is moved by the effect of a Skill.

The Token is automatically removed if the Character does not move during an entire Activation.

Burn

Burn 1: The Character suffers 1 Automatic Damage on Activation. The Token is then removed.

Burn 2: The Character suffers 2 Automatic Damage on Activation. The Token is then flipped to side 1.

The Token is automatically removed if the Character moves to a water square.

Poison

The Character suffers 1 Automatic Damage on each Activation.

The Token is automatically removed if the Character is healed by a Skill or Potion.

Alterations

Cursed

The Hero may not use Badass Points in the Hero Phase or the Enemy Phase.

The Token is automatically removed if the Hero becomes **Blessed**.

Disoriented

The Character rolls a Badass Dice before its next Action.

On 💀 the Action is cancelled and lost. The Token is then removed, regardless of the result.

Entangled

Entangled 1: The Character may not move or be moved until the end of its next Activation. The Token is then removed.

Entangled 2: The Character may not move or be moved until the end of its next Activation. The Token is then flipped to side 1.

An **Entangled** Character cannot **Dodge**.

If an **Entangled** Character suffers **Push X**, it suffers 1 Automatic Damage.

Petrified

Petrified 1: The Character passes on its next Activation but cannot be targeted or take any Damage. The Token is then removed.

Petrified 2: The Character passes on its next Activation but cannot be targeted or take any Damage. The Token is then flipped to side 1.

A **Petrified** Enemy also loses its Danger Zone.

Stunned

Stunned 1: The Character may not attack, defend, or perform a Reaction until the end of its next Activation. The Token is then removed.

Stunned 2: The Character may not attack, defend, or perform a Reaction until the end of its next Activation. The Token is then flipped to side 1.

A **Stunned** Enemy also loses its Danger Zone.

Terrified

The Character may not attack the Character that **Terrified** it until the end of its Activation. The Token is then removed.

A **Terrified** Enemy also loses its Danger Zone.

Weakened

The Character's Health Points change from Red to Orange or from Orange to Yellow. The Token is automatically removed after the next Attack suffered by the Character or if it becomes *Fortified*.

ENHANCEMENTS

Blessed

The Hero gains 2 additional Badass Points when they kill an Enemy by removing all of its Health Points in a single Attack. The Token is then removed.

The Token is automatically removed if the Hero becomes *Cursed*.

Enraged

Enraged 1: Once per Attack until the end of the Turn, the Character may re-roll any number of Dice. The Token is then removed.

Enraged 2: Once per Attack until the end of the Turn, the Character may re-roll any number of Dice. The Token is then flipped to side 1.

Fortified

The Character's Health Points change from Yellow to Orange or Orange to Red.

The Token is automatically removed after the next Attack suffered by the Character or if it becomes *Weakened*.

Gorbag's Advice

There are also immunities which can apply to a particular effect or to an entire category.

A Character with one or more immunities completely ignores the corresponding effects.

These immunities can be found on the Hero Sheets in the Keywords section; on the Enemy and Boss Sheets in the Defense section, and on the Boss Activation Cards.

MANDAR
HOBGOBLIN WARLOCK

Immune : Alterations

OFFICER

Defense
♦ Afflictions

Talisman

Alterations

Glossary

List of Abilities and other effects

> ### Gorbag's Advice
> *Only one effect can be applied per Die.*
> *For example, if Orrus has two Brutality effects during an Attack, each must be applied to a different Die (a Yellow result cannot be increased to Red).*

Accuracy X: Re-roll up to X Attack Dice.

Agile: (see p.18) The Character may move diagonally as long as at least one of the two squares adjacent to the move is free or occupied by an element that does not obstruct its movement.

A Hero may also move to a square occupied by a furniture or tree trunk.

A Hero does not suffer any Automatic Damage if one of the two free squares adjacent to their diagonal movement is a Danger Zone.

Assault: The Enemy can move, then carry out its strongest Attack if possible.

Atrocity X: Re-roll up to X Enemy Defense Dice.

Authority: The Enemy is always first in the Enemy Activation order.

Brutality: Increase the result of an Attack Die. A Yellow Attack result becomes Orange and an Orange Attack result becomes Red.

Charge X: The Character moves up to X squares in a straight line. The destination square must not be occupied unless another Ability allows it. If it has moved at least 1 square, it may reorient and Attack an adjacent target.

Counterattack: If possible, the Character performs a free Attack against the attacker without moving.

Cowardice: The Enemy uses its Movement Points to move away from the nearest Hero and performs an Attack on that Hero at the maximum of its Range. It may open doors to move away from Heroes.

Cruelty X: Add X Red Attack results.

Crush: Remove the lowest Defense result.

Defender: After an Enemy has been attacked, another Enemy with **Defender** Ability can make a free Attack against the attacking Hero if they are within Range.

Dodge: After suffering an Enemy Attack, the Hero ignores the Damage then moves 1 square ignoring the Danger Zone.

If an Enemy dodges, the Enemy ignores the Damage from a Hero's Action then retreats one square.

Dual: Triggered if a Hero equips and attacks with two Weapons of the same name (e.g. 2 Dagger cards).

The **Dual** effect is not cumulative, which means that the bonus only applies to one of the 2 Weapons and not to each of them.

It is the **Dual** effect of the weapon with the best Kraft level that is taken into account for the bonus.

Explosion: When Attacking, the highest Attack result obtained is inflicted on all other Enemies at Range 1.

Ferocity: Double the result of an Attack Die roll.

Flair: Reveal Invisible Characters up to 3 squares away. The Ability does not work through walls and closed doors.

Flee: The Enemy turns its back to the Heroes and uses as many of its Movement Points as possible to move away. A fleeing Enemy can open doors.

Flight: The Character may move ignoring any Obstacles and movement penalties associated with terrain types. Only walls, closed doors and pillars block its movement. The destination square must not be occupied unless another Ability allows it.

Impediment: The Hero who enters the Danger Zone of an Enemy with **Impediment** suffers **Entangled 1**.

Indestructible X: Add X Red Defense results.

Invisible: The Hero becomes **Untargetable** and does not alert the Enemies when they enter their Line of Sight. If the Hero attacks, enters an Enemy's Danger Zone or is within **Flair** Range, they lose the **Invisible** Ability.

An **Invisible** Hero may pass through doors without opening them, but they risk being spotted. However, an Exploration must still be performed before passing through the door. If an Enemy appears just behind the door, it turns towards the Hero regardless of its original Orientation and opens the door. The Hero loses **Invisible** and automatically ends their movement. An invisible Hero cannot Smash as part of their movement.

Jump X: The Character jumps up to X squares directly to a square in Line of Sight, ignoring any Obstacles and movement penalties associated with terrain types. Only walls, closed doors and pillars block its movement. The destination square must not be occupied unless another Ability allows it.

Life Steal: Inflict 1 Automatic Damage to the targeted Character then heal the Life Stealer 1 Damage.

Lightning X: Inflict the same amount of Damage to X Enemies up to 2 squares away.

Each new target of **Lightning X** rolls a Badass Die making it possible to reactivate the Ability.

Lightning X can only deal Damage to a target once per Hero Attack.

Me First: When the Character ends its Movement on a square occupied by an ally, it takes its place. The ally is then moved to an adjacent empty square. If that ally leaves a Danger Zone, it does not suffer any Automatic Damage.

Phalanx: The other members of the Enemy Group gain 1 white Defense Die when attacked. This Ability is not cumulative.

Piercing: Decrease the result of a Defense Die or cancel **Toughness**. An Orange Defense result becomes Yellow and a Red Defense result becomes Orange. A Yellow result remains Yellow and is not removed.

Polymorph: Transform the targeted un-Named and non-Massive Character into a Chicken until its next Activation. If a Hero moves to a Chicken square, they kill it and heal 1 Damage. An Enemy killed in this manner does not give any Loot Cards or Badass Points.

Projection X: A Hero moves an un-Named and non-Massive Character or a piece of furniture, in Line of Sight, up to X squares and chooses its final orientation.

A Character that is projected suffers 1 Automatic Damage if it hits an Obstacle. If the Character hits another Character, they both suffer 1 Automatic Damage.

Projected furniture is destroyed, and its Token removed from the Game Board, if it hits an Obstacle. A Loot Card is recovered in this way, but is automatically converted into Resources as in Rekup. If the furniture hits a Character, the Character suffers 1 Automatic Damage.

Pursuit X: The Enemy moves up to X squares towards the attacking Hero and Attacks them if the Range is sufficient. If another Hero blocks the move, that Hero becomes the target of the Attack.

Push X: The Character is moved X squares away from the Character responsible for the effect without changing its Orientation. If the Pushed Character encounters an Obstacle or cannot move, it suffers 1 Automatic Damage.

If the Pushed Character encounters another Character, they both suffer 1 Automatic Damage.

Resistance 🛡 **ou** 🛡: Add an Orange or Red Defense result.

Resurrection: Resurrect a dead Hero in Line of Sight with all of their Health Points without reducing the Badass Limit.

Riposte ⬜ / ⬛ / ⬛ : When a Character with **Riposte** is attacked, it automatically strikes its attacker in return, inflicting 1 ⬜/⬛/⬛ Attack Die.

GLOSSARY

Shield Bash: If the defender is still alive, Defense results that cancel lower color Melee Attacks, or unused Defense results, are converted to the same color Attack results against the Attacker.

Shield Up: Before rolling the Dice, increase the color level of the lowest Defense Die. A white Die becomes grey and a grey Die becomes black.

Skewered: The Results of an Attack inflicting Damage to a Character are also applied to the Character one square behind, in the same axis as the attacker and defender.

Slaughter ⚔ ou ⚔: Add an Orange or Red Attack result.

Smashing: (see p.17) The Character may move to a square occupied by furniture. This furniture is destroyed and the Token is removed from the Game Board. A Hero retrieves a Loot Card by destroying a piece of furniture, but it must be converted into Resources as with Rekup.
With this Ability the Character cannot open or close doors. It can, however, smash a closed door. It is not possible to Smash a reinforced door.
A Hero with the **Smashing** Ability can open a reinforced door if they have the key.

Smoke Bomb: Before suffering an Attack, the Character places a Smoke Token on its square, gains **Invisible** and then moves 3 squares. If it leaves a Danger Zone, it does not suffer any Automatic Damage.

Support: Adjacent Allied Characters do not block Ranged Attacks.

Teleport X: After suffering an Enemy Attack, the Hero ignores the Damage then randomly teleports. If they leave a Danger Zone, they do not suffer Automatic Damage.
Take the Spawn Area and place the sliders so that they represent an area of X by X squares with the center representing the Character using that Ability. Drop a Die as in Exploration, representing the destination of the Character.

If the Die lands on an occupied square or inside an unexplored Room, the teleport is a failure and the Character remains on its starting square.

Tenacity X : Re-roll up to X Defense Dice.

Threat: Remove the lowest Attack result.

Toughness: Increase the result of a Defense Die. A Yellow Defense result becomes Orange and an Orange Defense result becomes Red.

Untargetable: The Character cannot be targeted by Attacks or Skills. However, it can still be affected by the effects of an Area attack.

CREDITS

AUTH'ORCS
YOANN BUGNY / THOMAS MAUFROID

GAME DESIGN'ORC
ARTHUR MICHIGAN

ILLUSTRAT'ORCS
DANIEL ZROM / ALEXANDER BRICK / ANTAL KENINGER
CARLOS AMARAL / LOÏC MUZY / HELGE C. BALZER

GRAPHIC DESIGN'ORCS
LUDOVIC LEGRAND / OLIVIER TROCKLÉ

SCULPT'ORCS
GAËL GOUMON / FAUSTO GUTIERREZ / VICTOR HUGO

PROJECT MANAG'ORC
ADNANE BADI

EDITORIAL DIRECT'ORC
GILLES PLANTIN

PRODUCTION MANAG'ORC
NICOLAS AUBRY (SYNERGY GAMES)

COMMUNICAT'ORCS
MAHYAR / FRANHOISS

REVIS'ORCS
AARON / KASPATOU / STURM/ VINCENT

COLLABORAT'ORCS
AXEL / BARNABÉ / DAVID / ELIO / FRED / HUGO
JEAN-MICHEL / JÉREM / NICO / STÉPHANE

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