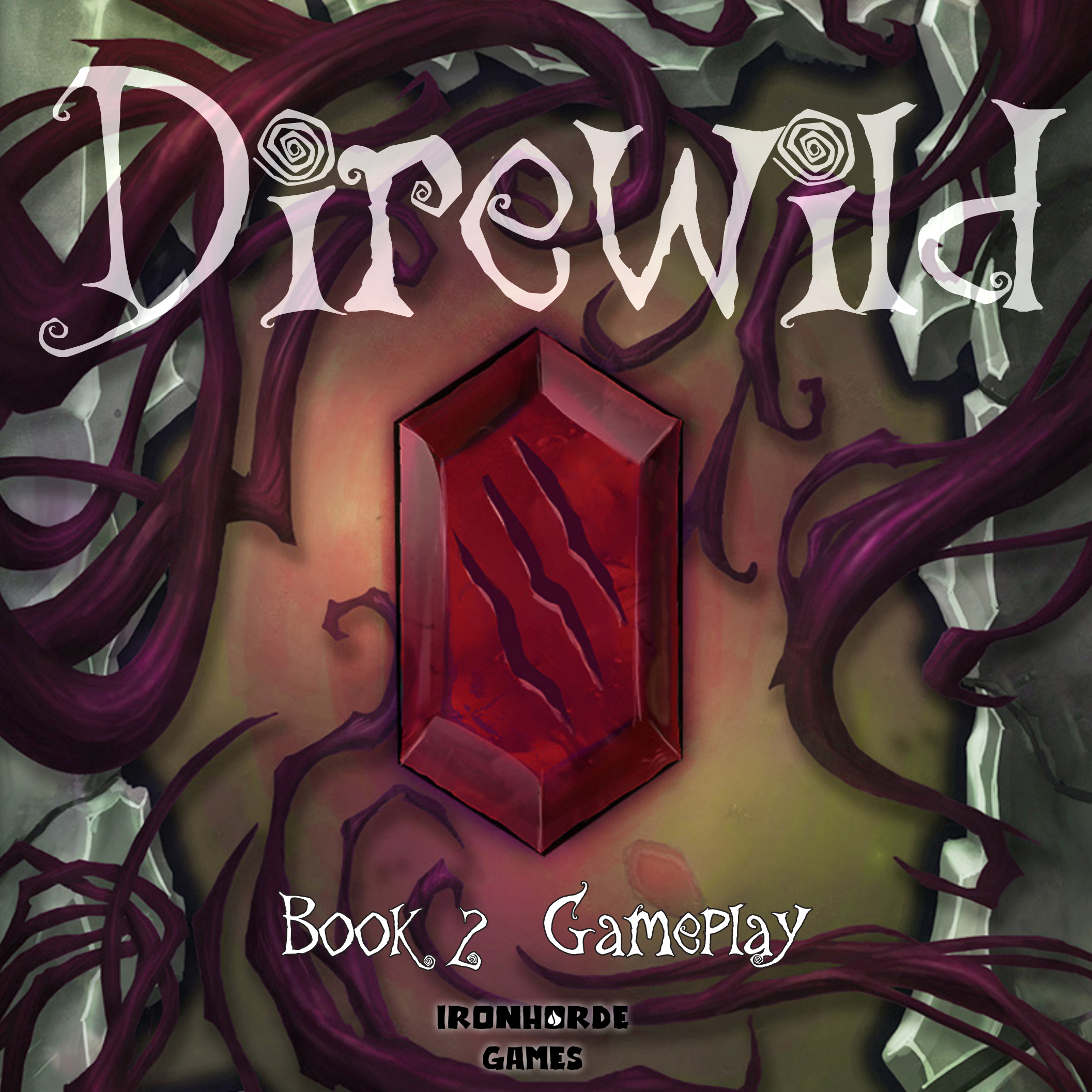


Dirowild



Book 2 Gameplay

**IRONHORDE
GAMES**

Playing the game

Once setup is complete, the players can learn the game as they play. There are 4 phases in each round. Except for the Game Phase, each player finishes the entire phase in turn order before the next phase begins.



Game Phase

Draw 5 cards and pick turn order



Summon Phase

Players complete in turn order



Charm Phase

Players complete in turn order



Adventure Phase

Players complete in turn order



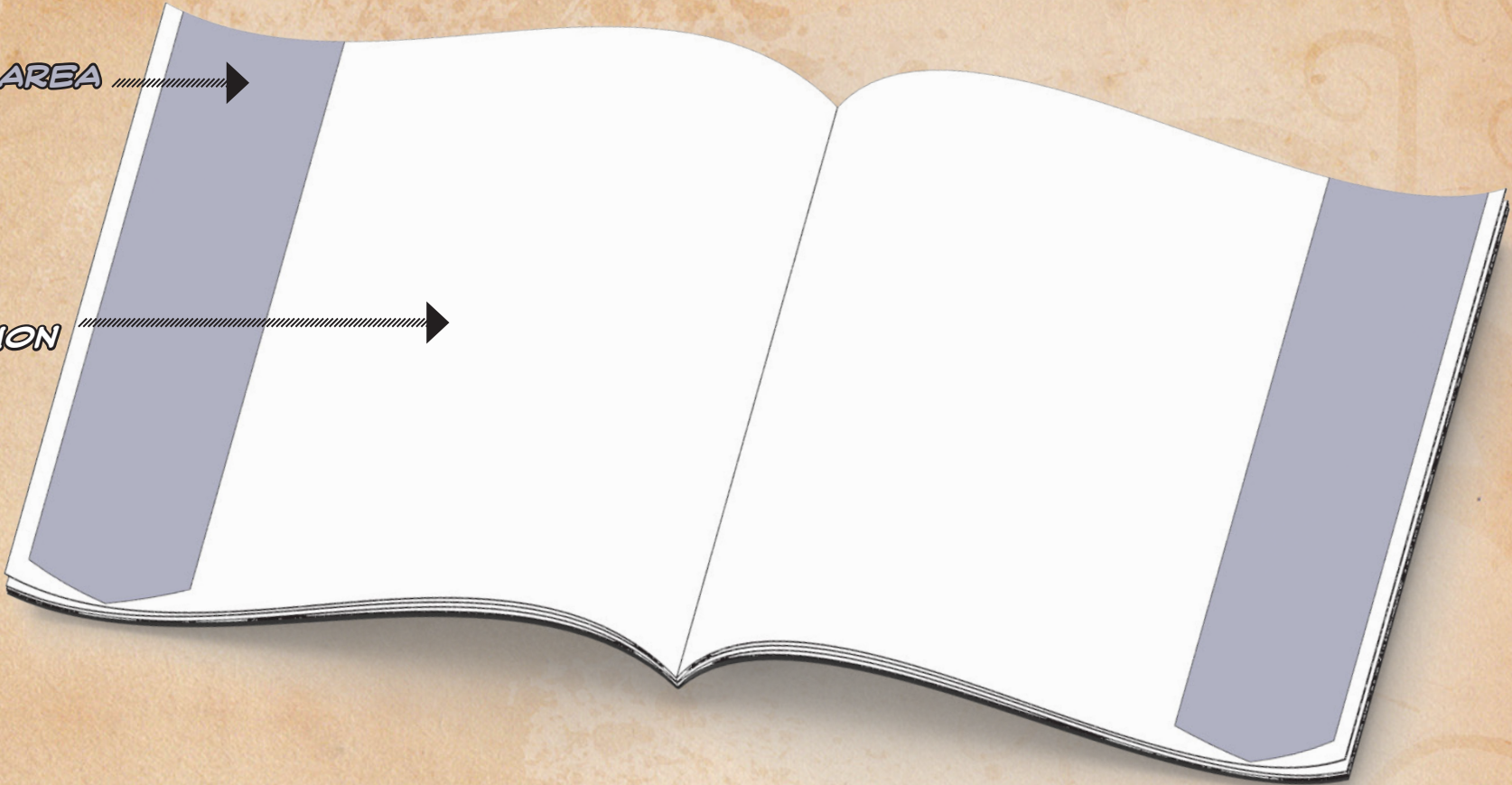
A player's helper card will have each of the phases and their steps as reference



NOW START THE GAME! AT EACH STEP, SIMPLY READ THE SUMMARY AREA. IF YOU NEED MORE CLARIFICATION, READ THE DETAILED DESCRIPTION AREA!

SUMMARY AREA

DETAILED DESCRIPTION



Game Phase



Move all counters 1

The unit's stamina track adjusts its overall attack (👊). During this step, all hero and enemy stamina counters move 1 space toward 0. For instance, if a hero or enemy has a stamina of +2, it moves to +1. If a hero or enemy has a stamina of 0, it stays at 0.



In this example, this minion would get a -2 to its attack, bringing its total attack to 5. During the move counters step, the minion's stamina track would move up one space to -1 attack.



Reveal Enemy AI card

The 1st player flips the top card in the Enemy AI deck and does all the actions listed in the card, in order from top to bottom.



Below are all the possible actions found in the Enemy AI cards



Move Karn on his Hunting Track!

- If Karn is still on his track and hunting the heroes, move Karn 1 square to the right on his Hunting Track. The players should keep an eye on how close Karn is to finding them!
- If he was already on the last square on his track (the altar), he jumps to his altar on the land board. If a minion or hero is on Karn's altar when he jumps to the land board, Karn moves to the closest unoccupied square next to the altar. Use the combat square (page 4) to break ties (favoring the lowest number)



In this example, Karn is moving to the altar on the land board, but a minion is on his altar space! The combat square (found in the corner of the land board) shows which direction he will go, which is in the 1 direction. If the 1 direction was also occupied, he would move in the 2 direction, and so forth.



- If Karn is already on the land board, disregard this action.



Activate the earliest idle (face down) minion

In this situation, the 1st player has been making too much noise and has attracted the attention of a minion that was idle (face down) beforehand. Great job, 1st player. The leftmost idle minion card is now flipped face up and considered active. Any "when revealed" abilities immediately happen. If the minion's ability targets the hero that revealed them, they target the 1st player.

Enemy turn order

Minions take their actions one at a time in order from left to right on the Minion Track, with Karn always moving last. Thus, the "earliest" minion will be the left most minion. Enemy turn order goes thus: Red Minion, Blue Minion, Green Minion, Black Minion, Karn.



Game Phase



Move counters 1

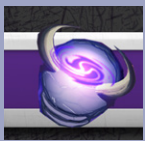
Move all stamina counters 1 square towards 0



Reveal Enemy AI card

The 1st player reveals the card and performs the actions shown

Below are all the possible actions in the Enemy AI cards



Move Karn on his track

Move Karn 1 space to the right on his hunting track. If Karn was on the altar space on his track, he moves to the land board!



Activate an idle minion

1st player activates the earliest idle minion.

Enemies take actions in the following turn order: red, blue, green, black, then Karn

Game Phase



All active enemies gain a rage

All active (face up) enemies have their stamina raised by 1.



Enemy movement

Enemies complete their movement one at a time, in turn order. First determine if that minion is idle (face down) or active (face up) and move them accordingly.

The AI card can reveal a standard movement or a priority movement. Priority movement only changes how active minions move.

Idle minion movement

Idle minions are minions who's cards are face down. They move orthogonally along foot trails by the amount listed on the Enemy AI card. If an idle minion becomes adjacent to a hero at any time, the minion becomes active (face up) and ends their movement.. If a wall is between a minion and a hero, they are not considered adjacent.



Game Phase

All active (face up) enemies gain a rage



All active enemies (enemies who's cards are face up) gain 1 (1 rage), meaning their stamina tracks moves up 1. If there are no active enemies, ignore this effect. Notice that Karn is always face up, so he is always considered active, even when on the hunting track.

Enemy movement

Idle or Active

Starting from the earliest minion, first determine whether they are idle or active. An idle minion is face down, an active minion is face up. Then move that minion the amount shown on the AI card, using the idle movement or active movement rules. Once it has completed its movement, do the same for the next earliest enemy, until all minions and then Karn have moved.

There are two types of movements the AI deck can reveal, standard and priority. Priority movement only changes how active minions move. See next page for priority movement rules for active minions.



In this example, both active and idle minions move 3 spaces



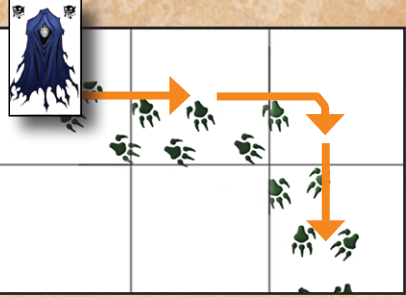
In this example, both active and idle minions move 4 spaces, and ACTIVE minions have a priority to try and attack player 2.

Idle (face down) minion movement

Idle minions are unaware of the heroes' presence and are patrolling the land, following foot paths on the land board by the amount listed on the AI card.

- Idle minions treat priority movement as standard movement.
- All movement is orthogonal.

The direction of the feet on the land board indicates the direction of the movement.



If a minion's move brings them adjacent to a hero, they immediately end their move, becoming active. Flip their minion card to face up and resolve any "when revealed" ability the minion has. An enemy may move through another enemy, as long as they can end their move on an unoccupied space. Enemies can move over and end their turn over treasure and spawn points.

Idle minion passing through another enemy who is adjacent to a hero

If an idle minion can pass completely through another enemy who is adjacent to a hero, the idle minion will become active. The minion ends their movement after they pass through the other enemy.



In this example, the idle blue minion is moving 4 spaces. First it moves up, then moves on the same space as the red minion. This makes the blue minion adjacent to a hero! It then moves off the red minions space, and ends its move, flipping over to active.

If the minion only had 2 move, however, it would have had to end its move after moving only 1 space, as it would not have enough movement to move through the other minion.



What is adjacent?

A unit is considered adjacent to another unit if they are one square away in a straight line from the unit. Diagonal spaces are not considered adjacent. Additionally, units are not considered adjacent if there is a wall between them. In the example above, the check marks are all the areas considered adjacent to the blue minion.

Game Phase

Active enemy movement - Standard

If an active enemy is already adjacent to a hero, that enemy does not move. If an active enemy is not adjacent to a hero, the enemy moves towards the closest hero, ignoring foot trails. If two heroes are equally close to the enemy, break ties using the combat square, then use the combat square to direct the enemy movement path.

- Enemies cannot target heroes in the staging area. If all heroes are in staging area, active enemies do not move.
- Enemies cannot move through walls or heroes.
- Enemies can move over AND end their turn over any other map feature (treasure, spawns etc.)
- Enemies may move through another enemy, but cannot end their move on the same square.

The Combat Square



Sometimes there will be multiple possible directions an enemy can move. When this happens, consult the Combat Square on the lower left-hand corner of the land board. The enemy will always move in the lowest numerical direction.

For example, if an enemy is moving to the closest hero, and they could go either in the 1 direction or the 3 direction, it will always move in the 1 direction.



In this example, the red minion is active and has a move of 3. It is equally close to both heroes. The minion can move up to get to Jerin, or left or down to reach Luna. Consulting the combat square, the left direction (the "1" direction on the combat square) is the direction the minion takes for its first move. Then the minion moves down towards the blue hero. Once the minion is adjacent, it ends its move.



Active enemy movement - Priority

All active enemies move towards the hero with priority, provided that the enemy can reach that hero. Enemies will even disengage from other adjacent heroes to do so. If that player's hero is not reachable, the enemy will treat the priority movement as if it was standard active movement.

- Enemies cannot target heroes in the staging area. If all heroes are in staging area, active enemies do not move.
- Enemies cannot move through walls or heroes.
- Enemies can move over AND end their turn over any other map feature (treasure, spawns etc.)
- Enemies may move through another enemy, but cannot end their move on the same square.
- If there are multiple paths an enemy can take, use the combat square to break ties



In this example, enemies move 2 with priority to player 1, which is Jerin (purple hero). The active red minion can reach Jerin in 2 spaces, so it disengages from Luna (blue hero) and moves to Jerin. If Jerin was 3 spaces away, and thus not reachable, the red minion would have stayed where it was.

The active blue minion cannot reach Jerin, so it moves using the standard active enemy movement rules.



Karn's presence



Karn's very presence endangers the heroes. If Karn is on the land board with the heroes, return a Fatal Wound back to the wound pile. Remember, if a round ends and there are no Fatal Wounds left, the players lose the game!

Game Phase

Active enemy movement-Standard

If the AI card shows standard movement, active (face up) enemies move from their foot trails and move toward the closest hero, breaking ties using the combat square.

Enemies already adjacent to heroes do not move.

Active enemies cannot target heroes in the staging area. If all heroes are in staging area, active enemies do not move.

Active enemy movement-Priority

If the AI card shows priority movement towards a player and the active (face up) enemy can reach the targeted player's hero, it will move to the specified hero. The enemy will even disengage from other adjacent heroes to do so. If the hero cannot be reached, that active enemy will use standard active movement.

Active enemies cannot target heroes in the staging area. If all heroes are in staging area, active enemies do not move.



Karn's presence

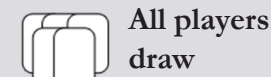
If Karn is on the land board, return a Fatal Wound to the wound pile



Turn order & Draw



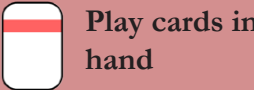
Players choose turn order



All players draw 5 cards

Summon Phase

Each player completes the phase in turn



One by one, the player whose turn it is plays all the cards in their hand. Once a creature card is played, immediately perform its abilities (shown in a red banner). Card order matters!

Once all players have completed this phase, move to the Charm Phase



Select new turn order

Players will now freely choose turn order. Give each player a token representing their chosen turn. Generally, if a player thinks they will have a strong hand, that player might want to go first in order to distract the enemy and make it easier for the other players to successfully attack that enemy. Or maybe they would go first if they want to buy a specific creature in the Wilds.



All Players Draw

All players draw 5 cards. If a player does not have 5 cards in their deck left, they draw as many as possible and then shuffle their discard to create a new (hopefully more powerful!) deck. They then draw the remainder of their hand.

Summon Phase

In turn order, each player completes their entire Summon Phase. This is the phase where players play their creatures from their hand.



Play cards in hand

On a player's turn they must play all of their cards, one at a time. If a creature has a creature ability (shown in a red banner), they immediately perform that action once the card is played. If a creature has no ability, it must still be played. **Once a card is played, it is considered not in hand anymore.** A player must play all the cards in their hand. Once all players have completed this phase, move to the Charm Phase



This is not part of the creature's ability. It is the Charm the creature generates and will be used in the next phase

Magic use:
Some heroes have magic abilities that allow them to optimize or change drawn cards. If you wish, you may check the magic section (page 14) for more

In this example, the hero first played the Redmill Owl, and immediately drew a card. Then, they played their Fogmount Parrot and copied the Redmill Owl's ability, and drew another card! This would not have worked had the player played their cards in the reverse order, as the Parrot would have no ability to copy.

- Some creature abilities may give a hero a wound. This is always from the regular wound pile.
- Some creature's abilities target enemies (poisoning them etc). If an idle minion is targeted, they immediately become active!

Ability Terminology

- “basic” cards: all starting cards are basic cards, these cards have a yellow background.
- “destroy”: permanently put into the destroyed pile on the board. This card is gone for the rest of the game.
- “destroy x cards in wilds”: destroy x cards in The Wilds, one at a time (a new creature will come down between each card destroyed).
- “discard”: put into your discard pile
- “draw” x cards: Take the top x cards of your deck into your hand. If you run out of deck, reshuffle your discard in a new deck and draw
- “Gift”: A gift allows **another** player to discard a card, and then draw a card. The card that is discarded may be a card from their hand or in play (this includes wounds). The player that drew the card must then play and resolve the abilities of the drawn card immediately.
- in “hand”: creatures that a player has drawn that have not been played yet.
- “into play”: these cards go into play in front of the player, and do not go to the players hand. Their abilities resolve as normal.
- “may”: You can choose whether or not to execute this ability.
- “played” card or creature: creatures that have been played and already had their abilities executed
- “reveal” x cards: Look at the top x cards in your deck, but do not draw them. Unless otherwise stated, return them to the deck in the same order. You cannot reveal more cards than there are in your deck, so this does not cause your discard to reshuffle back into a deck.
- X: This targets another creature with a purchase cost of x. Basic cards are considered to have a purchase cost of 0.

Turn order and Draw

Charm Phase

In turn order, each player completes their entire Charm Phase, as outlined below. This is the phase where players purchase creatures from the Wilds to make their decks stronger. Any Charm not used by a player at the end of their turn loses it.



Count up Charm

Once all the player's cards have been played, count up all the Charm generated by their creatures. **Do NOT discard these creatures once they have generated Charm, you need them for the Adventure phase!**

The Charm generated by a creature is always located in the area denoted.



In this example, the player has generated 4 Charm. Note that some creatures (and wounds) do not generate Charm!



Spend Charm

A player has 4 ways they may spend their Charm. As long as they have enough Charm, they may do any number of these actions:

- Charm a creature in The Wilds

A player may spend their Charm to make any amount of purchases, as long as they can pay for them. The Charm cost of a card is always in the banner on the upper right of the card. A player may only charm creatures in the Wilds. Once they charm a creature, it is put in their discard. Then replace the empty slot with a face up creature from a creature deck. This can be from the Common Creatures (green background), OR the Advanced Creatures (blue background), as long as the advanced creatures deck is unlocked. The next card in that deck then gets flipped face up.

Example of spending Charm

The cost of a card is always in the banner in the upper right



The player from the last example spends their 4 Charm. First, they buy the Blightwood Bat. It goes into the player's discard pile and the Gearbug lands into the empty slot created by the Bat. (In this example there are 3 players, so the rightmost slot is not available). Then, the card in the Common Creature deck that was below the Gearbug flips face up. The player then chooses to use their remaining 1 Charm to purchase the Redmill Owl, which is in turn replaced by the new face up creature from the Common Creature deck. (Note that if the Advanced Creatures deck was unlocked, the player has the option to replace an empty Wilds slot with either a common or an advanced creature!)

- Swift charm a creature in The Wilds

If a player wishes, they may Swift charm a creature by spending 1 extra Charm over the creature's cost. A Swift charmed creature goes on top of the player's deck, instead of in their discard! In the example above, if the player wished to Swift charm the Bat, they could do so for 4 Charm. That player now has the advantage of knowing they will have the Bat in the next turn and can plan accordingly.

- Destroy a creature in The Wilds

If a player doesn't want any creatures in the Wilds, they may destroy a creature in The Wilds by spending 1 Charm. The player takes a creature in the Wilds and moves it to the Destroyed Card area. Then, fill in the empty slot in The Wilds with a face up card from a creature deck.

- Destroying Locks

Players may choose to spend 1 Charm to destroy a lock card. A player may destroy multiple lock cards, provided they have enough Charm. Once all the locks in a stack have been destroyed, the creatures or ability below becomes accessible for all players! **Stacks of locks must be destroyed in order, going from left to right.** That means all the Advanced Creature locks must be destroyed before the players can begin unlocking Channeling, etc. Destroyed locks go into the Destroyed Card Area. To learn more about these unlockable powers, refer to page 14.

Charm Phase

Each player completes the phase in turn



Count up Charm

Count the Charm generated by a player's creatures.

They do not discard their creatures after they have generated their Charm



Spend Charm

Players may spend their Charm to do any amount of the following:

- Charm a creature
- Swift charm a creature
- Replace a creature in the Wilds
- Destroy lock cards

Unspent Charm is lost

When players charm a creature from The Wilds, immediately replace that creature with the face up creature from a creature deck. The new creature can be from either the Common Creature deck or the Advanced Creature deck, as long as the Advanced Creature deck is unlocked. Then flip the next card from that deck face up.

Charm Phase



- Build a creature**
- From the creatures you just played from your hand, pick a single creature to be the core creature.
 - Then flip any other played creatures upside down and tuck them behind the core creature.
 - You may have duplicate creatures used as augments.
 - These cards form the core creature's augments.
 - Any unused creatures are discarded.

Once all players have completed this phase, move to the Adventure Phase

Note that the core creature's own augment stats do not get used.

Charm Phase



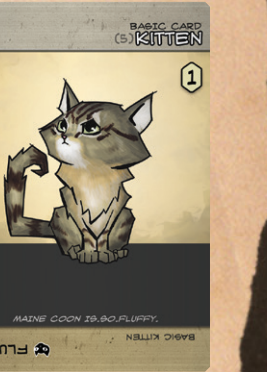
Build a creature

The player picks a single creature from their played cards to be their core creature. This is the only creature that will have its Core Battle Stats used. Any other creatures the player played this turn (including duplicate creatures) may lend its powers to the core creature in the form of augments. Do this by flipping any of the other played creatures upside down, and tucking them behind the core creature. You may choose to discard any cards that you do not wish to use as augments. Once all players have completed this phase, move to the Adventure Phase!

You will notice that creatures have a lot of different symbols. If you need a reminder of what each symbol means, refer to the back of your helper card!

Core Battle Stats

Augment Stats



In this example, the player must choose one of their 5 drawn cards to be their core creature. They then flip any of their other creatures upside down and tuck them behind the core creature, forming augments. Since the kittens do not provide any attack, the player chooses not to use them in the building of their creature. There are several ways to build your resulting creature:

A wild, spiky, mandibled dragonfly

10 BASIC PUPPY WILD

10 INSECT 10 SPIKEY

10 INSECT 10 MANDIBLED



2 1 1 1

LOWES FIDELITY, BUT DOESN'T WANNA BE "THAT GUY" LOBBY LOBBY

This summons a creature with a total of: 7 attack, 1 flight, 1 move, and 1 poison!

A wild, spiky, dual winged ant

10 BASIC PUPPY WILD

10 INSECT 10 SPIKEY

10 INSECT 10 DUAL WINGED



3 2

STRENGTH IN NUMBERS. LOBBY LOBBY

This summons a creature with a total of: 10 attack, 1 poison, 1 move, and 1 knockback!

A wild, dual winged, mandibled caterpillar

10 BASIC PUPPY WILD

10 INSECT 10 DUAL WINGED

10 INSECT 10 MANDIBLED



2

YOU MAY DISCARD THIS CARD TO PUT A B BIRD FROM YOUR DISCARD INTO YOUR HAND CATERPILLAR IS EMOTIONALLY DISTANT. LOBBY LOBBY

This summons a creature with a total of: 7 attack, 1 move, and 1 knockback!

A dual winged, spiky, mandibled puppy

10 BASIC PUPPY WILD

10 INSECT 10 DUAL WINGED

10 INSECT 10 MANDIBLED



1

HUSKY IS DEATH INCARNATE. LOBBY LOBBY

This summons a creature with a total of: 6 attack, 1 move, 1 knockback, and 1 poison!

Note that the core creature's own augment stats do not get used.

Adventure Phase

In turn order, each player completes their entire Adventure Phase. This is the phase where heroes and their summoned creatures move about the land board, picking up treasure and battling enemies.



Count movement

A hero has a base move of 3. A hero does not have to spend all of their move. If a hero's creature generates extra move, that is added to the hero's move. A hero may exert themselves to move extra at a cost of 1 move per stamina loss. For instance, a hero with 0 stamina could move 3 extra spaces, but then have -3 stamina. They cannot move extra if their stamina is bottomed out (meaning they are already at -3 stamina).

Movement rules

Heroes, like enemies, cannot move diagonally. Heroes also cannot move through enemies, but they can move through other heroes as long as they do not end their move on an occupied square. A hero may move through any part of the land board EXCEPT through walls. A hero's move path may have them pass adjacent to an enemy with no consequence, as long as they do not END their movement adjacent to an enemy.

Moving from the staging area

The entire staging area is considered adjacent to any of the connecting 4 squares on the land board (the entrance squares). During setup, ensure that the land board is oriented properly so that the entrance squares line up with the staging area (Book 1 pg5)



These 4 squares are all considered adjacent to the staging area

Looting Treasure

If a hero ENDS their turn over a treasure token, they may remove that token from the board and draw a treasure card! Treasure stays out in front of the player that looted it. To use a treasure, destroy it and gain the action listed on the card. Treasure can be used at any time unless denoted otherwise on the card, and does NOT get shuffled into that hero's deck. To read more about Treasure, refer to page 14



Ending movement adjacent to an enemy

If a hero ends his movement next to an enemy, they are considered in combat and must battle. Idle minions will flip to active immediately. Resolve any "when revealed" abilities the minion may have. Try not to end your movement adjacent to 2 enemies, because you can only battle one! The other will automatically win against you in battle.

Beginning movement next to an adjacent enemy

If a hero begins their movement next to an adjacent enemy and they wish to move, they must disengage in order to move.

Disengaging

To disengage from an enemy (or even multiple enemies), a player must return 1 Fatal Wound back to the wound pile. This is usually preferable to staying and losing battle and getting that Fatal Wound into the player's discard pile instead!

Example of hero movement

This creature gives the hero +1 move

10 BASIC PUPPY WILD

10 INSECT 10 DUAL WINGED

10 INSECT 10 MANDIBLED

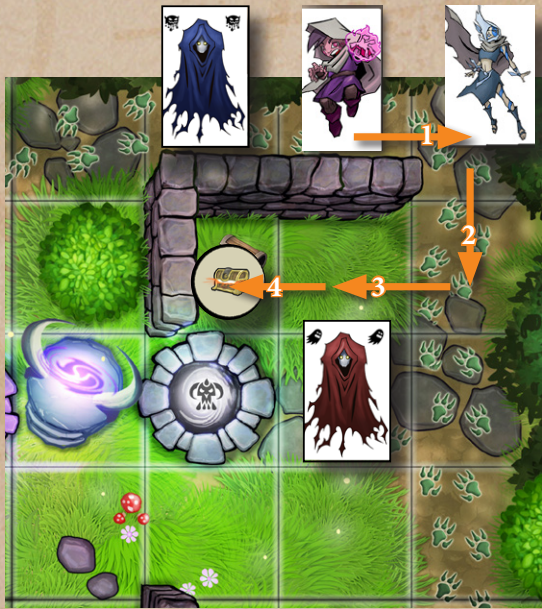
10 INSECT 10 SPIKEY

10 INSECT 10 BASIC CARD (PUPPY)



1

HUSKY IS DEATH INCARNATE. LOBBY LOBBY



In this example, Jerin has a base move of 3 plus the 1 move given by their creature, giving him a total of 4 move. The player decides it's not worth the risk to currently fight the blue minion and wants to disengage from it. The hero first removes a Fatal Wound and returns it to the wound pile. Then he moves up to 4 spaces. He moves through Luna and then past the red minion. Even though the hero's move brought it temporarily adjacent to the red minion, there is no penalty since the hero kept moving. Finally, the hero ends his move over a treasure token. He removes the token and draws a treasure card from the treasure deck!

Adventure Phase

Each player completes the phase in turn



Hero Movement

- Heroes have a base move of 3.
- Their creature can add to this.
- Heroes cannot move diagonally.
- Heroes can spend a stamina to move 1 extra space.
- The 4 entrance squares on the land board are all considered adjacent to the staging area.
- If a hero ends their turn on a treasure token, they remove that token from the board and draw a treasure card!
- If the hero ends their turn adjacent to an enemy, they must battle that enemy!
- If a Hero starts their turn adjacent to an enemy and wants to move away, they must disengage.
- To disengage, a hero must return a Fatal Wound back to the wound pile.

Adventure Phase



Battle:
Picking a
fight

Eligible targets for battle

Pick the enemy you are going to battle.

- If you don't have flight, you must battle an enemy that is adjacent to you.
- If you do have flight, you may choose to battle a minion that is within your flight range.
- Any adjacent enemies that do not get battled automatically win battle against the hero.



Flight range is dictated by the amount of spaces between the hero and the enemy. *For Example: If the hero has 2 flight and there are at most 2 squares between the hero and the enemy, the hero may battle that enemy.*

Activating idle minions

If attacking an idle minion with flight, they become active

“Before battle” and dice roll

Any “before battle” effects must be activated before dice are rolled



Battle:
Picking a
fight

Eligible targets for a battle

Adjacent enemies

After a hero's movement is over, adjacent enemies are considered engaged to that hero. The hero may only battle one of those enemies, and any adjacent enemies not battled will automatically win battle against the hero. Don't get surrounded!



Enemies at range (Fighting with flight)

If a hero or their creature has flight, they may battle a non-adjacent enemy within their flight range. Unless the enemy specifically states that it can attack flying heroes, there is no penalty (i.e. taking Fatal Wounds and suffering enemy Hit Effects) to losing a battle while flying!

Flight Range

A hero's flight range is the amount of spaces between the hero and their enemy. The hero may choose their flight path, measuring it similarly to movement. Flying attacks may not go diagonally, but may pass over other heroes, enemies, and even walls.

Example of flight range



In this example, the hero has a total of 2 flight given by their creature. They have 2 choices:

- *The hero may battle the adjacent red minion. The hero cannot use the advantages of flight.*
- *The hero may battle the blue minion, as it is 2 squares away, despite having to go over a wall. Keep in mind the hero can only battle one minion a turn, so the hero will automatically lose battle against the red minion.*

Activating idle minions

If the minion a player is about to battle was idle (most likely because the hero is attacking with flying) they immediately become active.

“Before battle” and dice rolls

Rolling a die represents the hero's own attack power in battle. Any point before this roll is considered “before battle”. Any effects that must happen “before battle” will not be able to be used after the die is rolled.

Magic use:

Most heroes have magic abilities that allow them to alter a hero's attack. These are the most common types of magic abilities. If you wish, you may check the magic section (page 14) for more.

Adventure Phase

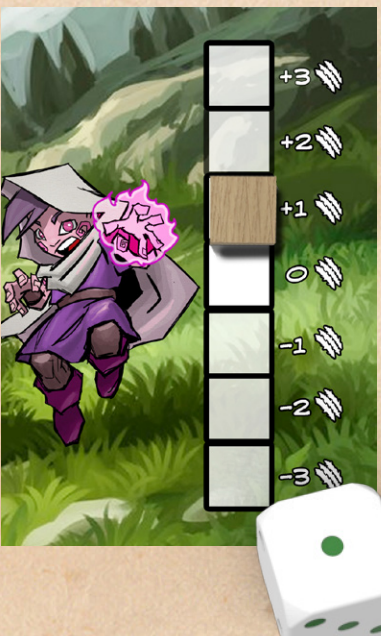
Adventure Phase



Battle:
Determine winner

Determine attack values

- Add up the enemy's attack value. That is the enemy's printed attack value plus any attack modifiers on their stamina track.
- Add up the hero's attack value. This is the attack of the hero (the d3 roll) and the strength of their creature, plus any attack modifiers on their stamina track.
- Whoever has the highest number attack wins battle. **If there is a tie, the enemy wins.**



VS



The player is now battling the green minion from the previous example. The green minion is an Inkling. It has 7 attack and 0 on its stamina counter. The hero's creature gives him 5 attack (as well as 1 move, 2 flight and 2 knockback). The hero has +1 on his stamina counter so that increases the hero's total attack to 6. The player then rolls a d3, and rolls a 1, adding it to the hero's total attack. The final attack values are:

Hero
Creature (5) + stamina (1) + d3(1) = 7 attack

Minion
Attack (7) + stamina (0) = 7 attack

VS

Ties go to the enemy, so the hero has lost battle.



Adventure Phase



Battle:
Determine
winner

Determine attack values

Enemy total:
Enemy attack +stamina

VS

Hero total:
Hero's creature +stamina
+die roll

Highest value wins, enemies
win in ties.



Adventure Phase



Battle:
Resolution

Enemy gets distracted

Regardless of who won the battle, the enemy gets distracted, which means you lower the enemy stamina down 1 space, but never below -1 attack.

Battle Result: Win!

If a hero wins, the following things happen in order:

- The hero performs any Hit Effects (see next page)
- The enemy takes 1 damage (in the form of an inactive magic gem) of the victorious hero's color. If you are fighting Karn, damage is dealt differently, see page 13
- Inflict a critical hit if a hero wins by 5 attack more than the enemy's attack. A critical hit puts an additional damage on the minion in the form of uncharged magic of any hero's color.
- The enemy performs any "when damaged" counterattacks
- If a minion has as much damage as it has hit points, it is destroyed

Battle Result: Lose

If the hero loses and is not attacking with flight. Or if the minion can attack enemies with flight, the following things happen in order:

- The enemy deals its Hit Effects to the hero.
- The enemy deals 1Fatal Wound into the hero's discard



Battle:
Resolution

Enemy gets distracted

Regardless of if the hero wins or loses battle, the enemy they battled becomes distracted by the fight. Distracted enemies lose 1 stamina on their track, but cannot be distracted past -1 attack.

Battle Result: Win! Do the following in order:

- **Apply Hit Effects:** Apply the hero's (and their creature's) Hit Effects to the enemy. Hit Effects are in a field of green. See next page for more.
- **Deal Damage:** Deal 1 damage to the losing enemy. This is done by putting 1 inactive magic gem of the hero's color on the minion's card. This gem now represents 1 damage to the enemy. If that player has no inactive gems, they must use active gems. That player should stop hoarding their magic! If you are fighting Karn, damage is dealt differently - refer to page 13.

- **Critical Hit:** Once a hero wins, check if they perform a CRITICAL HIT. A critical hit is performed if the hero's total attack is 5 over the enemy's total attack value. A critical hit does an extra damage to the enemy, which **can be of any player's color!**

- **Minion Counterattack:** If a minion has any "when damaged" counterattacks, they perform them now. If the minion was hit with a critical hit, it performs its "when damaged" counterattack against each hero who's color was placed as damage.



An example of a "when damaged" counterattack found on a minion card

- **Minion Defeated:** If the minion has as much damage as it has hit points, it is destroyed. A minion cannot have more damage than hit points. Destroyed enemies have all their damage returned to their owners as active magic! The minion card is placed in the Destroyed pile, and its standee removed from the land board

Example of win result



VS



In this example, the hero has a total of 9 attack. (5 from his creature, +1 from stamina, + 3 from the die) That is more than the minion's 7 attack, so the hero wins!

- First, the minion gets distracted (move minion stamina down 1)
- Then the hero deals its Hit Effects, which is 2 knockback to the minion (see the Hit Effects section on the next page to see this in action).
- Finally, the hero does their damage to the minion.

Battle Result: Lose. Do the following in order:

- **Apply Hit Effects:** The enemy deals its Hit Effects (if any) to the hero. Hit Effects are icons in a field of green. See next page for more.
- **Deal Damage:** The enemy deals 1 Fatal Wound to the hero's discard, (or a regular wound if there are no more Fatal Wounds)

If the hero is attacking with flying, and the minion doesn't have any wording on their card that says they can attack flying heroes, the minion does NOT deal damage or perform Hit Effects on the losing hero.

Example of lose result



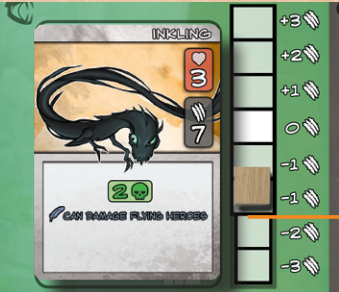
VS



In this example, the hero has a total of 7 attack (5 from his creature, +1 from stamina, + 1 from the die) That is not more than the minion's 7 attack, so the minion wins.

- First, the minion gets distracted (move minion stamina down 1)
- Then the minion deals its Hit Effects, which is 2 poison, which lowers the hero's stamina by 2.
- Finally, the minion inflicts a **Fatal Wound** to the hero. The wound goes in the hero's discard pile

Adventure Phase



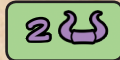
This is the lowest an enemy can be distracted. To lower their stamina further, either poison or knockback can be used.

Adventure Phase



Battle:
Hit Effects

Hit Effects are moves that a hero/hero's creature or enemy can do if they win in battle. These moves are shown in a field of green and are generally poison or knockback.



An example of a 2 knockback Hit Effect



An example of a 1 poison Hit Effect



Knockback

A Hit Effect that pushes the other unit 1 space per knockback, directly away from the direction of the attack.

- If the pushed unit hits a wall or edge of the land board, it loses 2 stamina.
- If the pushed unit hits another unit (enemy or hero) both lose 2 stamina. The unit being run into doesn't move.
- Sometimes a hero will take **DB** or **DB** . They will roll either a d3 or d6 and take that many points of knockback

Example of knockback



In this example, the hero has won battle. First, the minion gets distracted. Then, the hero's 2 knockback generated by their creature pushes the minion directly away from the direction of the hero's attack. The minion can only travel 1 space before it slams into the edge of the land board. Because it ran into something, the unit loses 2 stamina!



+



Flight + Knockback

A player can use flight in conjunction with knockback to direct their hero's attack path and hit an enemy at range in a direction that will lead them into a wall, or better yet, another enemy!

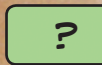
Knockback into and out of battles

If a hero loses battle and gets knocked back into another minion, the hero must then battle that minion. Since the hero may only battle once, that minion immediately gets distracted, deals its Hit Effects, and deals a Fatal Wounds to the hero. Alternatively, a hero that is surrounded by more than one minion can "escape" the second battle if it loses the first and the minion knocks it away from the other minion.



Poison

- Poison decreases a unit's stamina by 1 for every point of poison. Pretty simple. Poison is more reliable than knockback because the hero doesn't have to push an enemy into something in order for it to take effect.
- Sometimes a hero will take **DB** or **DB** . They will roll either a d3 or d6 and take that many points of poison.



Some minions have unique Hit Effects:

- Slagmar deals an extra wound, but it is **not a Fatal Wound**
- Chuddle eats heroes. To represent this, put the hero on the Chuddle card. While eaten, the hero may not use magic and takes 1 additional regular wound at the end of their turn, but may otherwise play normally. When the Chuddle is defeated, the eaten hero returns to the board on the space the Chuddle occupied. Any additional eaten heroes that are also released are placed adjacent to the first released hero in whatever location they wish.



Discard cards

Once battle is complete, the player puts all cards played this turn into their discard pile

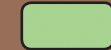
Once all players have completed this phase, check for end conditions!

Adventure Phase



Battle:
Hit Effects

Any effect inside a field of green:



Hit Effects activate when the owner wins battle.



Knockback

Knockback pushes a unit back x spaces, where x is the knockback value. If the knocked back unit hits a wall, edge of the board, or unit, they lose 2 stamina



Poison

Poison lowers a unit's stamina by x amount, where x is its value.



Unique Hit Effects

Some minions have unique Hit Effects.



Discard cards

Discards cards played

End Conditions

Ch1 and 2:

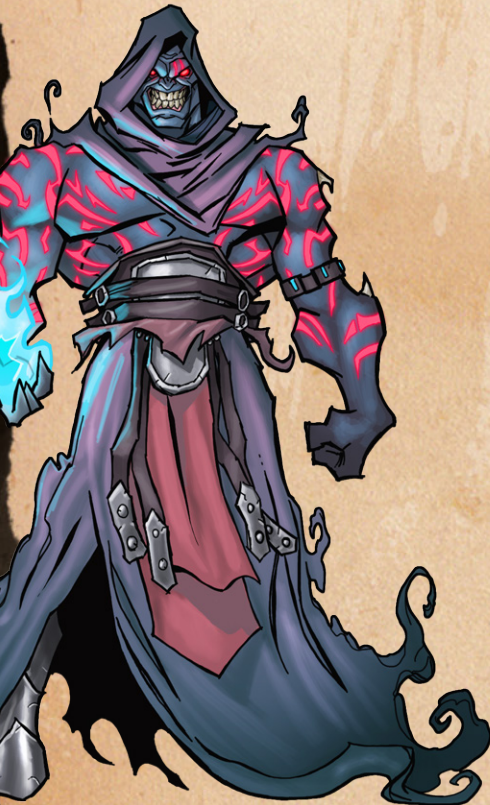
- Heroes win the chapter if all minions are defeated
- Heroes lose if the Fatal Wound stack is empty
- If heroes neither win nor lose, play another round

Final Dungeon:

- Heroes win if Karn is defeated
- Heroes lose if Fatal Wound stack is empty
- If heroes neither win nor lose, play another round

Karn

Defeating Karn is the heroes’ final goal, and the only way to free the Direwild. When the heroes are fighting his minions, Karn is actively hunting the heroes, looking to destroy them before they can pose a threat. The heroes’ journey eventually ends at Karn’s dungeon where they desperately attempt to defeat the all-powerful dark animist.



Karn is not a minion (page 2):

Karn cannot be the target of an action that specifically targets a minion. Karn can be targeted if the action targets an “enemy”.

Karn’s hunting track (page 2):

Every turn, Karn moves 1 on his track, starting from the left, until he reaches the altar. The turn after he reaches the altar on the hunting track, he appears onto the altar on the land board. Once this happens, players may ignore the Enemy AI card prompt to move Karn 1 on his track.

Karn’s movement

Karn is always considered active (face up). When the heroes face Karn in his dungeon, Karn will not move if the heroes are all in the staging area.

The presence of Karn (page 4):

Anytime Karn is on a land board with the heroes, he is slowly draining their will and life essence. This is represented by Karn taking a Fatal Wound from the pile and returning it to the regular wound pile.

Battling Karn

Battling Karn is exactly like battling any of his minions, with the exception of how Karn takes damage:

- Damaging Karn:
If a hero wins battle, instead of dealing damage with inactive magic, damage is represented by discarding Karn cards into the Karn discard area on the board. The amount of cards discarded is the hero’s total attack minus Karn’s total attack. Karn cannot be critically hit.
For example, if a hero has a total attack of 17, and Karn has a total attack of 14, you would discard 3 Karn cards.
After determining the amount of cards to remove, remember to distract Karn and apply Hit Effects. Then discard the appropriate amount of Karn cards, and perform Karn’s counterattack
- Karn’s counterattack
After Karn cards are discarded he flips the top **discarded** Karn card over and reveals a vicious counterattack. Once the counterattack is complete, destroy that card (do not leave it in the Karn discard area).

Regeneration and Defeating Karn

If enough damage has been done to Karn that a “Regenerate” card has been revealed, that means that your attack was enough to defeat Karn, but his dark arts has allowed him to regenerate. Represent this by destroying the top Regenerate card and putting all Karn cards from the Karn discard back on top of the Karn space. If the hero had Karn cards they could still remove with their attack, they are not counted. After regenerating, Karn resets his stamina. Note that Karn does not have a counterattack this turn as there are no discarded Karn cards

If you discard all the Karn cards and there are no more Regenerate cards, you have defeated Karn and have won the game!

Karn’s acolytes

There are relatively weak minions in Karn’s dungeon that have no foot trails and thus do not move when idle. As such, heroes can choose to ignore them and go straight for Karn. Be aware however, that Karn’s counterattacks can get stronger with the amount of minions (active or idle) still on the board, so keeping these acolytes alive can fuel Karn’s powers! These acolytes differ from regular minions as they have only 2 hit points.



End Conditions

If players are on Chapter 1 or Chapter 2:

- If the minions have not all been destroyed and there are still Fatal Wounds in the wound deck, play another round!
- If all the minions have been destroyed, the heroes **win the level**. Even if Karn is on the board, or there are no more Fatal Wounds, the heroes are victorious and proceed with their quest. They may immediately play the next chapter or save their game for later (see book 1, page 9)
- If the minions have not all been destroyed and there are no more Fatal Wounds in the Fatal Wound deck, the **heroes are defeated and the game is lost**.
- If you managed to completely defeat Karn, you have **won the entire game**. How did you manage that??

If players are at the Final Dungeon:

- If Karn is defeated, the game **is won!** (Acolyte minions do not matter)
- If Karn is still alive but there are Fatal Wounds left in the pile, begin another round
- If Karn is still alive but there no Fatal Wounds left in the pile, the heroes are defeated and the game is lost.

Magic



Magic is what heroes use to boost attacks, optimize their draw, and lower enemy stamina. Every hero has a passive ability that is always on, and is not considered their magic ability. **Magic abilities can cost either 1 or 2 active magic to perform, depending on the ability.**

How to get active magic:

When a hero damages a minion, they place their inactive magic on the minion to represent damage. When the minion is defeated, the inactive magic comes back to the hero as active magic. Treasure can also give heroes active magic. A hero can only have a max of 6 active magic at any given time. They may still damage enemies, but they must use their active magic as damage.

Timing on magic uses:

- Magic can be used at any time, unless stated otherwise. A hero’s magic can (and usually should) be used to help another hero!
- If a hero’s magic ability says “use before battle” that means it must be used before a hero’s die is rolled.
- If a hero’s magic ability allows for the drawing of cards:
 - A drawn creature may only use its abilities if it can be played during the owner’s turn in the Summon Phase.
 - A drawn creature may only generate Charm if it is played before or during the owner’s “Spend Charm” turn in the Charm Phase.

Magic on idle enemies:

Any time magic abilities are used on an idle minion, that minion becomes active!

Specific hero magic clarifications:

- **Bloodmaker** -The passive ability only works with creatures purchased from the Wilds
- **Groundbreaker** -If either Tog or Kachar take a wound while using their magic abilities, they gain rage
- **Featherheart**- Magic that allows a player to draw cards must be used before a player plays their cards in the Summon Phase if that player wishes to use any abilities of the drawn creature. If the magic is used during the Charm phase, it will be too late for the creature’s ability to work.
- **Shadowleaf, Esma** -If you blink and either hero is adjacent to an enemy, they do not take a disengagement penalty.
- **Stormbringer** - You start the game with a d3 die in battle, which limits the magic abilities of both characters to +3 attack. Once you have unlocked the Veteran Hero Power (use of a d6 instead of a d3) your magic ability enhances to +6 attack! The attack boost generated by these spells only last a duration a player’s Adventure Phase.
- **Stormbringer, Syl** - When removing cards from the Wilds during Tempest, you must take all 3 cards from a single Wild’s deck. First, set aside the face up card and reveal 3 cards. Once you have returned the cards to either the top or bottom of the deck, replace the face up card.
- **Stormbringer, Jerin** - You cannot recast Wild Inferno in the same battle if it was canceled

Treasure



- Treasure is immediately gained when a hero ENDS their turn over a treasure token. The token is removed from the land board and that hero draws a treasure card. Enemies may end their turn on treasure tokens.
- Treasure can also be gained from certain creature abilities.
- Treasures, unlike creature cards and wounds, do NOT get put into the discard but remain out in front of their owner until they are used and destroyed.
- If treasure is used to alter the state of idle minions, they become active.
- Treasure may be used at any time, unless stated on the treasure.
- There is no limit to how many treasures a hero can have.
- Treasures are a one time only effect. It is destroyed when used and then added to the Destroyed card pile.
- Most beneficial treasures allow you to target any hero when used.
- If a treasure allows for the drawing of cards, any abilities of the drawn creature will only activate if the card can be played during that player’s Summon Phase. Charm can be gained by the drawn card only if the card was played before or during that player’s “Spend Charm” turn.
- Treasure Monsters must be battled immediately when drawn. First you roll to see the Treasure Monster’s attack. Then you must battle it with your current creature. When you battle it, you may not battle again this turn. Treasure Monsters do not give magic when defeated, but do give treasure.
- For specific treasure card clarifications, see Bk1 pg 11

During the Charm Phase, a player may spend Charm to destroy locks in the LEFTMOST lock stack. This means the first lock stack players must destroy are the locks to the Advanced Creatures deck. When all the locks are destroyed in a stack, that ability is opened to all players immediately.

- When the **Advanced Creatures Deck** is unlocked, immediately flip the top card face up. Whenever an open slot becomes available in the Wilds, the player may now populate that slot with either cards from the Common Creatures deck or the Advanced Creatures deck!
- The **Channeling** ability allows a player that chose not to battle this turn the benefit of returning one of the creatures they played this turn to the top of their deck.
- The **Heightened Reflexes** ability gives a player the option of taking a wound to reroll any “1” they rolled! This applies to dice rolls outside of combat as well. If there are no wound cards left in the wound pile, you may not use this ability.
- The **Veteran** ability represents the hero’s experience and mastery in combat. It allows all heroes to now use a d6 instead of their standard d3 in battle.

Unlocked Hero Powers



Wounds



Wound cards in a player’s deck are effectively dead cards. They normally have no effect when drawn, and are discarded after the Charm Phase is over. They are not considered basic cards or creature cards. Wounds are considered cards and thus may be destroyed by abilities that destroy cards. Fatal Wounds function the same as regular wounds once they are in a player’s deck.

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Thank you

Lori Obeyesekere, Conlan Mcnamee, Mike Astle, Jacob Mathews, Walter Bowne, Van Blumreich, David Horn, Amanda Kachar, Jerin Thenayan, Matt Walleart, David Peppel, Jamey Stegmaier, James Mathe, Kos Petoussis, and anyone who has ever playtested this game over the years.