Power description
Hero boards

Each hero has a unique power.
It is possible for a hero to lose the use of their power:
- **Temporarily** when a Grasp of Evil figure is placed on their Hero board.
  They regain the use of their power once the Grasp of Evil figure is removed.
- **Permanently** when a Hero comes back into play wounded.

Elmer & Chestnut

Elmer is a courageous and jovial halfling. He is always accompanied by his faithful mount, Chestnut.

During his Hero phase, Elmer benefits from an extra movement.

He can take the movement for himself (before or after his action), or grant the benefit to another hero (who is then immediately moved).

Teagaan

Teagaan is a mystic from the Gleaming Order. His sacred mantras repel the evil influence of the Baleful Queen.

During his Hero phase, Teagaan can forego his movement to remove a Grasp of Evil figure in play. This figure can be removed from a Bastion tile, a Horde card, or a Hero board.

Mylfaar

Mylfaar is a half-elven bard. With the help of her lute, she enchants the monsters using her melodies.

During her Hero phase, Mylfaar can, **only once per turn**, place her Enchantment token onto any Horde card in play, or move it from one card to another. A Monster (or Warlord) under the effect of the enchantment has its resistance reduced by 1 during combat, no matter which hero is facing it. When the Horde card targeted by the enchantment is discarded, the token is recovered by Mylfaar.

Clarification: If Mylfaar loses her power while the enchantment is in play, it remains in play.

Feng-Li

Feng-Li is an arcane warrior. Her magic allows her to slightly modify the flow of time and turn battles to her advantage.

During her Hero phase, Feng-Li can reroll some or all of her Combat dice once, either during a combat or during the activation of a Bastion tile.

She can also reroll the Corruption die once.

Clarification: The second result is always kept.

Note: The reroll is also possible if Li-Feng rolls the Corruption die for a neutral board.

Arne & Soko

Arne is a human falconer. Thanks to Soko, his majestic raptor, he can acquire equipment without having to move.

During his Hero phase, Arne takes 1 Equipment token of his choice from among those available in the reserve and adds it to his personal reserve.

Kazgin

Kazgin enjoys an uncommon strength. He's also resilient to the corruption spread by the hordes of the Baleful Queen.

During his Hero Phase, when Kazgin performs a Combat action, he rolls a fourth die (the gray die). In addition, he never suffers negative exit effects from Horde cards he combats.

Sindara

Sindara is a peerless paladin. Loved by the crowds, she can always count on the support of the population, even in the thick of battle.

During her Hero phase, Sindara can both use the action of the Bastion tile AND enter Combat, **in the order of her choice**, BEFORE or AFTER her movement.

Clarification: If Sindara activates the Tavern Bastion tile on herself, the extra movement can be performed before a combat.

Twindalli

With her two crossbows with sharp quarrels, Twindalli is a fearsome threat from atop the ramparts

During her Hero phase, Twindalli can combat up to 2 Horde cards placed orthogonally from her position in the Bastion. These Horde cards can be adjacent to Twindalli or not. Rules for ranged combat are the same as those for standard combat. If more than 2 Monsters can be chosen, Twindalli must declare which 2 Monsters she is facing in combat before rolling the dice.

Clarification: Twindalli attacks with a ranged weapon, she is therefore the only one able to enter combat from the central Bastion tile.

BASTION TILES

Trebuchet

No doubt the finest piece of weaponry in the Bastion, this engine is a considerable support for the heroes, hindering the most fearsome of foes.

Its activation allows the active player to place the Net figure on an effect of a Monster card. That effect is cancelled for as long as the Net figure covers it.

Clarifications:

- *The Net figure only cancels a single effect of the Monster card.*
- *If a Grasp of Evil figure is present on the card, that figure doesn't move as long as the Net cancels that effect.*

Clarification: The action of this tile cannot target a Warlord.

Strategist's Tower

From atop their tower, the strategists maneuver their troops and watch the advance of the enemy.

Its activation allows the active player to move up to 2 Horde cards in play simultaneously, from their current space to any other free space.

Clarification: It's possible to swap the position of 2 Horde cards.

Market

Long stalls and solid racks are made available by the artisans of the Bastion.

Its activation allows the active player to roll two Combat dice and take the Equipment tokens corresponding to the sides rolled, if available. A white side allows the player to take an Equipment token of the color of the player's choice.

Tavern

This establishment offers tasty beverages and a peaceful corner to forget for a moment the tumult of battle.

Its activation allows the active player to grant the hero of their choice (themselves included) 1 Life token and 1 movement.

Clarification: The movement is always optional.

Standard

A strategic location in the Bastion, the Standard allows military choices to be communicated to the archers located on the ramparts.

Its activation allows the active player to place a Standard token taken from the reserve on the Standard figure (or change the token already there). All Monsters and Warlords of the color of the current Standard token have their resistance reduced by 1. This reduction benefits all heroes in all combats.

Divine Fountain

This unique source of water of the Bastion is blessed, with faithful coming to it to pray each day and push back the malevolent influence of the Baleful Queen.

Its activation allows the active player to remove 2 Grasp of Evil figures and return them to the reserve.

These can be removed:

- from a Bastion tile (the tile's action is then once again available for the heroes).
- from a Horde card (its ability however continues to be applied).
- from a Hero board (the hero can once again use their power).

Dispensary

The wounded follow one another and the Bastion has a healing and recovery establishment both organized and efficient.

Its activation allows the active player to perform only ONE of the following effects, of their choice:

- Give, from the reserve, 1 available Equipment token to any player (including themselves).
- Heal a taken-out Hero. That Hero returns to play wounded (on the Dispensary tile) with 3 Life tokens and a Call to Arms token. These wounds are not without consequence and the Hero can no longer use their power: their Hero board is flipped to the "Wounded" side.

Tomb of the Ancient Kings

To stand against the Baleful Queen, the heroes can ask the ancestors fallen on the walls of the Bastion for help. But they must be able to pay the price...

Its activation allows the active player to lose 1 Life token and eliminate one Monster card in play.

Any exit effect the Monster may have is not applied (it was not defeated by the Heroes).

Clarification: The action of this tile cannot target a Warlord.

Dwarven Quarry

Against the hordes crashing against the Bastion, the Heroes can count on the ingeniousness of the dwarven sappers to trap the areas around the ramparts.

Its activation allows the active player to place the Trap figure in a free space **on their Horde board** (and on their board only).

When a Monster card is placed on a space which contains the Trap figure, that card is sent directly to the discard (the trap is activated and the Monster is eliminated). The trap is then returned to the Dwarven Quarry tile. In that situation, no effect of the Monster card is applied (it was not defeated by the heroes).

Clarification: If no spaces are available on their Horde board, the active player cannot activate this Bastion tile.

Clarification: The trap cannot target a Warlord. If a Warlord enters play on a space occupied by the Trap figure, that figure is returned to the Dwarven Quarry tile and the Warlord card takes its place.

When a Bastion tile is in the Grasp of Evil, the Heroes cannot use its action (except via the use of a Call to Arms token).

They can, however, be located on such a tile..

Reminder: If, at any point, 3 Bastion tiles are in the Grasp of Evil, the game is lost.

HORDE CARDS

There are 4 types of effects on the Horde cards:
entrance effects (located on the left), recurring effects (located in the center), continuous effects (located in the center, ∞ icon), and exit effects (located on the right).

Important: For neutral boards, each effect must be suffered by a player. For the effect, only a player who has at least one round token can suffer the effect.

This effect is resolved in one of 2 ways:

- If there's no Grasp of Evil figure on this Horde card – the active player places one on the card. 1
- If a Grasp of Evil figure is on this Horde card – the active player moves it to the first Bastion tile facing it without a Grasp of Evil figure on it. 2

Clarification: As long as a Horde card with this recurring effect is in play, these two phases are applied on alternate turns of the Horde board.

1

2

The active player must draw a Horde card and put it into play following the placement rules.

The active player loses 1 Life token.

The player must lose 1 round token (Equipment or Call to Arms) in their possession.

Clarification: If the player doesn't have a round token, they lose nothing.

The active player must roll the Corruption die and suffer its effect.

The active player places a Grasp of Evil figure on their Hero board, they lose the use of the power. They recover it once the figure is removed.

The players each lose 1 round token (Equipment or Call to Arms).

Clarification: If a player has no round tokens, they lose nothing.

The players each place a Grasp of Evil figure on their Hero boards. They all lose the use of their powers. Each player recovers it once the figure is removed.

The players each lose their next movement.

Clarification: Each player lays down their Hero figure on the tile where it currently is: standing it back up <u>must</u> replace the next movement of each player.

Beneficial Exit Effects

The active player can take an Equipment token of their choice from the reserve, from among those available.

The active player can take a Life token from the reserve, if available.

The active player can take a Call to Arms token from the reserve, if available.

The active player can remove a Grasp of Evil figure located on a Bastion tile, a Horde card, or a Hero board, and return it to the reserve.

The active player can take 1 Life token and 1 Call to Arms token from the reserve, if available.

Continuous Effects ∞

Players cannot benefit from white sides of Combat dice to fight **<u>this Monster</u>**. They have no effect against it

The players place a Combat die on the Horde card, that die can no longer be used for a Combat action.

Clarification: The die locked this way remains available during the activation of the Market Bastion tile.

The players cannot use Equipment tokens in Combat for as long as this Monster remains in play.

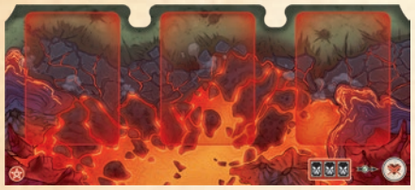
The players place the corresponding counter on the Horde card as a reminder.

Clarification: Getting tokens from the reserve remains possible.

HORDE BOARDS

The effect of a Horde board is triggered at the beginning of the Horde phase of a player or of a neutral board, when that board is filled (3 Horde cards occupy its spaces).

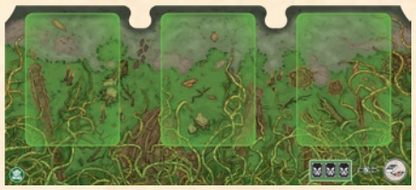
Red board



The active player loses 1 Life token.

If this is a neutral board, one of the players must suffer and lose 1 Life token.

Green board



The player discards the last Horde card located at the bottom of the deck.

Note: If a Warlord card would be discarded this way, the game is immediately lost.

If this is a neutral board, any player discards the last Horde card located at the bottom of the deck.

Yellow board

The active player must roll the Corruption die and suffer the result.

Clarification: If the side is rolled, the active player must place a Grasp of Evil figure on one of the 3 Bastion tiles (of their choice) from among those facing the yellow board.

If this is a neutral board, one of the players must roll the Corruption die and suffer the result.

Blue board

The active player loses their next movement. They lay their Hero figure on the tile where it currently is: standing it back up **must** replace their next movement.

If this is a neutral board, one of the players must suffer and lose their next movement.

CORRUPTION DIE

Many Monsters (and Warlords) force the players to roll the Corruption die and suffer its effects.

If a Monster with this effect comes from a neutral board, one of the players must roll the die and suffer its effect.

No effect.

The active player must discard 1 round token (Equipment or Call to Arms) in their possession.

Clarification: If the player doesn't have any round tokens, they lose nothing.

The active player loses 1 Life token.

The active player must draw one Horde card and put it into play according to the placement rules.

The active player must discard 1 round token (Equipment or Call to Arms) in their possession and loses 1 Life token.

Clarification: If the player doesn't have any round tokens, they only lose a Life token

A Grasp of Evil figure must be placed on the first Bastion tile without a Grasp of Evil figure on it facing the card which caused the Corruption die roll.