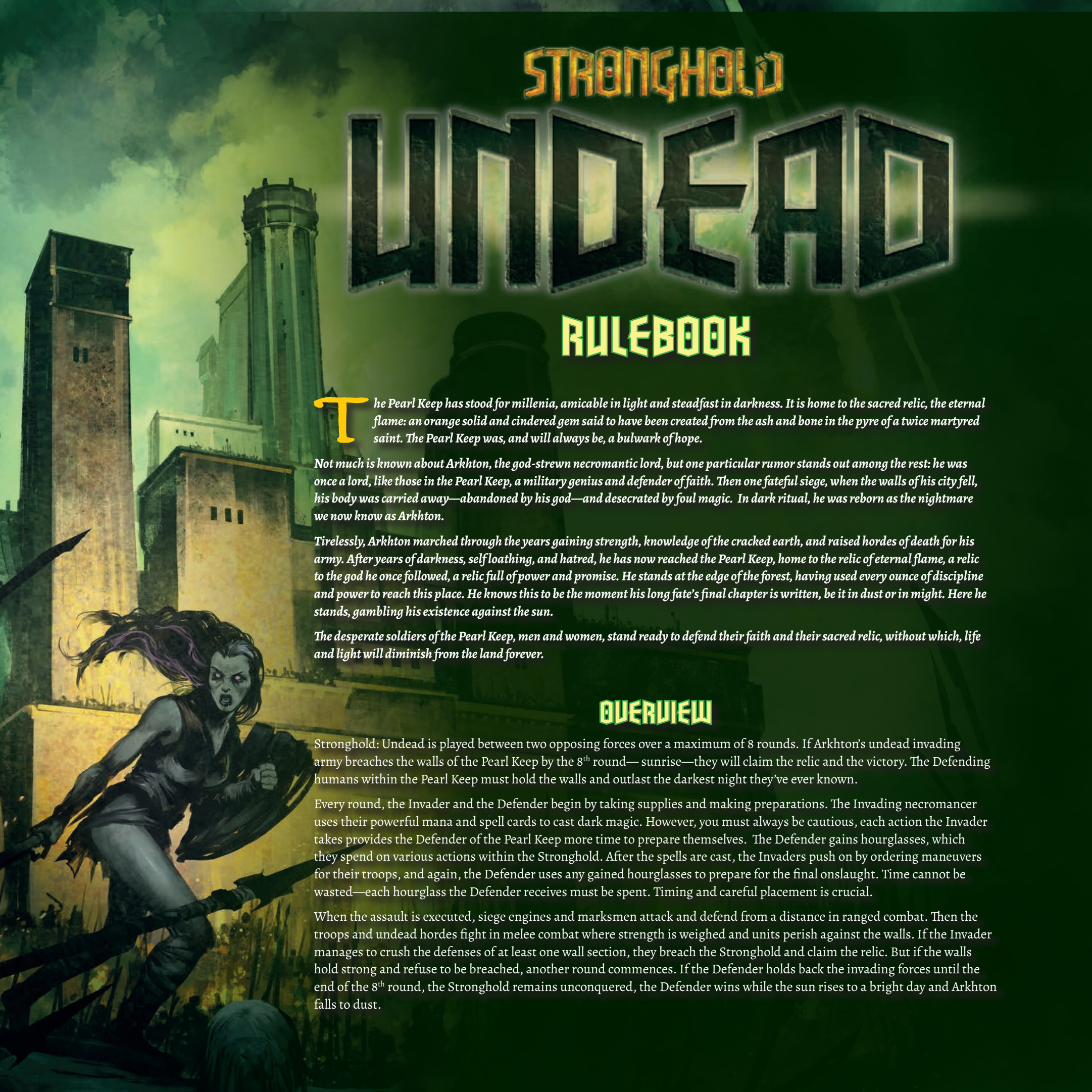




STRONGHOLD UNDEAD

RULEBOOK

The Pearl Keep has stood for millenia, amicable in light and steadfast in darkness. It is home to the sacred relic, the eternal flame: an orange solid and cindered gem said to have been created from the ash and bone in the pyre of a twice martyred saint. The Pearl Keep was, and will always be, a bulwark of hope.

Not much is known about Arkhton, the god-strewn necromantic lord, but one particular rumor stands out among the rest: he was once a lord, like those in the Pearl Keep, a military genius and defender of faith. Then one fateful siege, when the walls of his city fell, his body was carried away—abandoned by his god—and desecrated by foul magic. In dark ritual, he was reborn as the nightmare we now know as Arkhton.

Tirelessly, Arkhton marched through the years gaining strength, knowledge of the cracked earth, and raised hordes of death for his army. After years of darkness, selfloathing, and hatred, he has now reached the Pearl Keep, home to the relic of eternal flame, a relic to the god he once followed, a relic full of power and promise. He stands at the edge of the forest, having used every ounce of discipline and power to reach this place. He knows this to be the moment his long fate's final chapter is written, be it in dust or in might. Here he stands, gambling his existence against the sun.

The desperate soldiers of the Pearl Keep, men and women, stand ready to defend their faith and their sacred relic, without which, life and light will diminish from the land forever.

OVERVIEW

Stronghold: Undead is played between two opposing forces over a maximum of 8 rounds. If Arkhton's undead invading army breaches the walls of the Pearl Keep by the 8th round—sunrise—they will claim the relic and the victory. The Defending humans within the Pearl Keep must hold the walls and outlast the darkest night they've ever known.

Every round, the Invader and the Defender begin by taking supplies and making preparations. The Invading necromancer uses their powerful mana and spell cards to cast dark magic. However, you must always be cautious, each action the Invader takes provides the Defender of the Pearl Keep more time to prepare themselves. The Defender gains hourglasses, which they spend on various actions within the Stronghold. After the spells are cast, the Invaders push on by ordering maneuvers for their troops, and again, the Defender uses any gained hourglasses to prepare for the final onslaught. Time cannot be wasted—each hourglass the Defender receives must be spent. Timing and careful placement is crucial.

When the assault is executed, siege engines and marksmen attack and defend from a distance in ranged combat. Then the troops and undead hordes fight in melee combat where strength is weighed and units perish against the walls. If the Invader manages to crush the defenses of at least one wall section, they breach the Stronghold and claim the relic. But if the walls hold strong and refuse to be breached, another round commences. If the Defender holds back the invading forces until the end of the 8th round, the Stronghold remains unconquered, the Defender wins while the sun rises to a bright day and Arkhton falls to dust.

COMPONENTS



KICK STARTER

1 GAME BOARD

THIS RULEBOOK

KICK STARTER

1 ROUND MARKER



KICK STARTER

1 PANIC MARKER



Invader components

INVADER AID SHEET

INVADER AID SHEET

130 INVADER UNITS

KICK STARTER

40 PHANTOM WOODEN CUBES



30 BLUE MANA CRYSTALS



KICK STARTER

65 SKELETON WOODEN CUBES



15 YELLOW ACTIVATION CRYSTALS



KICK STARTER

25 VAMPIRE WOODEN CUBES



12 BONE MARKERS



KICK STARTER

1 UNIT BAG



1 HEAVY RAIN TILE



1 NECRO ARTILLERY TILE



3

GRAVEYARD TILES



3

MARSH TILES



3

GALLOWS FOREST TILES



3

SKELETON ARCHERS TILES



3

MISTS TILES



3

TOTEMS TILES



3

STRIGOI CAVE TILES



3

PATH OF THE DAMNED TILES



3

SPECTRAL BALLISTA TILES



3

BONE THROWER TILES



3

SKULL CATAPULT TILES



3

CURSED BATS TILES



3

WRAITH BARRIER TILES



3

SOLDIER'S NIGHTMARE TILES



3

DEGRADATION TILES



3

POISONOUS CLOUDS TILES



 indicates component and rule changes in the Kickstarter edition. Please refer to the Kickstarter Booklet provided in Kickstarter editions of the game for a further explanation of changes.

COMPONENTS

8 GREEN
SPELL
CARDS



8 BLUE
SPELL
CARDS



8 RED
SPELL
CARDS



36 SIEGE ENGINE
CARDS

10 HIT
CARDS



26 MISS
CARDS



1 ALTAR OF
DEATH
CARD



9 MANA
CARDS



3 REMINDER CARDS

1 SUPPLIES
CARD



1 SPELLS
CARD



1 MANEUVERS
CARD



25 HOURGLASS
WOODEN
PIECES



20 STONE
WALL
WOODEN
PIECES



3 CANNON
TILES



3 CROSSBOW
TILES



3 CROSS
TILES



3 ASPEN
STAKES
TILES



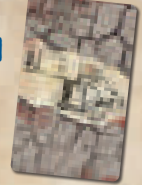
3 HOSPITAL
BED
TILES



12 PANIC
CARDS



6 CANNON
CARDS



3 SKELETON'S
CAULDRON
WOODEN
PIECES



3 WOODEN
WALL
WOODEN
PIECES



3 CONSECRATED
GROUND
TILES



3 INSCRIPTIONS
TILES



3 TRAP
TILES



1 THE SAINT
TILE



1 MALFUNCTION
TILE



3 FOOTBRIDGE
TILES



6 CROSSBOW
CARDS



Defender components

DEFENDER AID SHEET

DEFENDER AID SHEET

45 DEFENDER UNITS

17 MARKSMEN
WOODEN
MEEPLES



4 VETERANS
WOODEN
MEEPLES



20 SOLDIERS
WOODEN
MEEPLES



4 PRIESTS
CARDBOARD
PIECES



NOTE: WITH THE EXCEPTION OF HOURGLASSES , MANA CRYSTALS , AND ACTIVATION CRYSTALS , ALL COMPONENTS ARE LIMITED TO WHAT IS PROVIDED.

IF ALL THE PIECES OF A GIVEN TYPE ARE IN USE, NO MORE ARE AVAILABLE.

THE BOARD

SPACES ON THE BOARD: The spaces on the board are where players may place components such as wooden pieces, tiles, and Units. The components must match the shape of the space in order to be placed, and only a single component may occupy each space at a time. Players cannot change the position or remove tiles already placed on the board.

GATE: The Gate divides the Stronghold into 2 sides. The Wall sections on both sides of the Gate are not adjacent.



SIDES: The Stronghold has 2 sides that are divided by the Gate.



CAMP: The camp is the starting point from which Invader Units start their march toward the Stronghold. If the Camp becomes full and has too many Units, the Defender gains Hourglasses.



LOCATIONS: When a card refers to a Location, it indicates one of the following: Camp, Foregrounds, Ramparts, Wall sections, or Buildings.

FOREGROUNDS: The Foregrounds are staging areas for Invader Units advancing toward the Walls. The Foreground's limit is up to a maximum of 10 Invader Units.



PATHS: Paths connect the Foregrounds, the Ramparts, and the Wall sections that are used by the Invader to move Units. Paths also contain spaces for Defender and Invader tiles.

NOTE: THE INVADER UNITS CANNOT MOVE BACKWARD—THEY MAY ONLY MOVE TOWARD THE WALLS.



RAMPARTS: The Ramparts are the halfway point between the Foregrounds and Wall sections. Each Rampart's limit is up to a maximum of 7 Invader Units. Each Rampart has 2 spaces for tiles and a space for either 1 tile or 1 tile. You cannot have both and on a single Rampart.



NOTE: INVADER UNITS MUST FIRST MOVE FROM THE FOREGROUNDS TO THE RAMPARTS, AND THEN FROM THE RAMPARTS TO THE WALL SECTIONS. WHEN MOVING UNITS FROM RAMPARTS OR FOREGROUNDS, BE SURE THAT THE CAPACITY OF THE LOCATION THEY ARE ENTERING HAS NOT BEEN REACHED. UNITS CAN NEVER ENTER A LOCATION IF IT ALREADY HAS THE MAXIMUM UNITS ALLOWED.

WALL SECTIONS: The Stronghold Walls are divided into sections. This is where the melee between the Invader and Defender Units takes place during the Assault phase.



TOWERS: Each Tower may hold one Construction. The Construction that the Defender may place on Towers are: Cannons, Crossbows, Aspen Stakes, and Crosses.



FOOTBRIDGE SPACE: Each Footbridge space may hold 1 Footbridge.



BUILDINGS:

The Stronghold contains Buildings that provide various actions the Defender may resolve by spending Hourglasses. The Buildings are: the Barracks (I), the Scouts' Quarters (III), The Forge (IV), the Workshop (VI) and the Cathedral (VII). The Stronghold also contains 2 spaces that do not provide actions: the Hospital (II), and the Courtyard (V). (Find more about Buildings on the player Aids).



GOALS

The **INVADER'S GOAL** is to Breach the Stronghold before the end of the 8th round.

Time works against you. Your great strength is slowly fading, and your undead army will turn to dust at sunrise (the end of the eighth round).

The **DEFENDER'S GOAL** is to defend the Stronghold for 8 rounds.

If, after the 8th round's Assault phase, the Invader has not Breached the Stronghold, the undead army turns to dust and you win!



MANA AND HOURGLASSES

Mana  for the Invader, and Hourglasses  for the Defender, represent the resources that are spent to bolster their positions before the Assault.

The Invader spends  to cast spells from their Spell Tome.

Each of the Invader's Spells gives the Defender a chance to counteract in the form of .

The Defender spends  to activate actions in Buildings, move Units, and use Priest Orders.

THE BASICS

UNITS

Units represent the various warriors at your disposal during the siege.

INVADER



PHANTOM: Strength 1

Levitation: Aside from occupying standard spaces, Phantoms may also occupy the special spaces located on the Wall sections. Each Wall section has 3 spaces for Levitating Phantoms .

NOTE:  STRENGTH INCREASES WHEN AFFECTED BY VAMPIRIC AURA (SEE VAMPIRE BELOW).



SKELETON: Strength 2

Magical essence: Skeletons defeated in combat or by other effects are always placed on the Altar of Death card instead of being removed like other Invader Units (Find more about the Altar of Death on page 10).



VAMPIRE: Strength 3

Vampiric aura: When a Vampire is located on the same Wall section as , the Vampire increases the  Strength to 2 (instead of 1). This affects up to 3  on the same Wall section of the Vampire, and applies to all Assault stages.

DEFENDER



MARKSMAN: Strength 1

Volley: In the Assault phase, during the Marksman's Volley step of Ranged Combat, all Marksmen located on Wall sections—who are not currently engaged in Melee Combat—may fire at .



SOLDIER: Strength 2

No unique abilities.



VETERANS: Strength 3

No unique abilities.

DEFENDER NON-UNIT PIECES

WALL: Strength 1



No unique abilities. Additional Wall pieces may be built in the Workshop (VI).

PRIESTS



PRIEST: Strength 2

Priests help defend the Stronghold. They have 1 dedicated space on each Wall section, cannot be destroyed, and therefore do not prevent Invader Units from Breaching the Wall. Priests have the special ability, Phantom Banish, and are also capable of resolving Priest Orders each round.

Phantom Banish: In the Assault phase, during the 1st step of Melee Combat, each Priest automatically repels 1  from their Wall section. The Invader chooses and moves the  to a Rampart of their choice.

PRIEST ORDERS:

Each Priest may perform one Priest Order per round to aid the defense. Each Order costs 1  and may be used during any Defender phase. Once an Order is performed, the Priest cannot move, or perform another Order for the remainder of the round. Place the spent  near the Priest to indicate they cannot act again this round.

ORDERS:

Vampire Repel: A Priest located on a Wall section may repel a single Vampire  from their Wall section. The Invader chooses and moves that  into a Rampart of their choice.

Speech: The Panic level is decreased by 1. If Speech is performed at the Courtyard (V), each Cross that has been built will decrease Panic by an additional 1.



SETUP

KICK
STARTER

1. Place the Board in the center of the table, and place all Mana and Activation Crystals, Hourglass pieces, and Bone Markers nearby.
2. Situate the Game board so that the Defender is sitting behind the Stronghold, and the Invader is sitting behind the Camp and Foregrounds.
3. Place the Round marker on the space marked "I" on the Round track.
4. Place the Panic marker on the space marked "O" on the Panic track.

INVADER SETUP

5. Create your supply by placing all Invader tiles near the board.
6. Place the following on each Foreground space:
 - 1 Phantom
 - 3 Skeletons
 - 1 Vampire

KICK
STARTER

7. Place your remaining Units into the Unit bag and place it in your supply area. These Units are considered part of your supply.
8. Place the Supplies card on the bottom left of the board.
9. Create the Mana deck by shuffling all Mana cards and placing them to the right of the Supplies card.
10. Place the Altar of Death card to the right of the Mana deck.
11. Place the Spell Casting card to the right of the Altar of Death.
12. Take the Spell cards and divide them into three separate decks according to their colors.
 - Create the Spell Tome by taking all the Green Spell cards,

and shuffling them. Then draw 6 and place them face up to the right of the Altar of Death (randomly). The remaining Green Spell cards are placed back to box—they will not be used this game.

- Create the Necromancer's Library by shuffling and drawing 6 Blue Spells and 6 Red Spells and then placing them into a single deck face down. Place the Necromancer's Library to the right of the last Green Spell card. The remaining Blue and Red Spell cards are placed back to box—they will not be used this game.

13. Place the Maneuvers card to the right of the Necromancer's Library.
14. Place the Siege Engine Hit and Miss cards near the board.

SPELL TIERS

Green Spell cards are helpful at the beginning of the game, Blue Spell cards are recommended for use in the mid-game, while Red Spell cards are best for the final stages of the game.

SPELL VARIETY

A random selection of Spell cards enhances the diversity of the game and may require extra Stronghold experience from the Invader.

DEFENDER SETUP

15. Place all the Defender tiles onto the matching spaces on your Buildings within the Stronghold. These are considered part of your supply.
16. Place the following on each Wall section:
 - 1 Marksman
 - 1 Soldier
 - 1 Stone Wall
 - 1 Priest

- 1 Marksman
- 1 Soldier
- 1 Stone Wall
- 1 Priest

17. Place on the Barracks (I):

- 1 Marksman
- 1 Soldier

18. Place all remaining Defender Units near the board. They are considered part of your supply.

19. Create the Cannon deck by shuffling all Cannon cards and placing them near the board.

20. Create the Crossbow deck by shuffling all Crossbow cards, and placing them near the board.

21. Create the Panic deck by shuffling all Panic cards and placing them near the Board.

NOTE: STARTING SPACES ONLY INDICATE INITIAL UNITS FOR THE DEFENDER AND HAVE NO EFFECT ON UNITS AFTER SETUP. LATER IN THE GAME, THE SPACES MAY CONTAIN ANY TYPE OF DEFENDER UNITS.



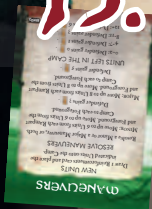
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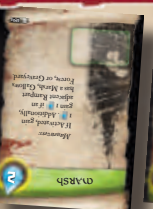
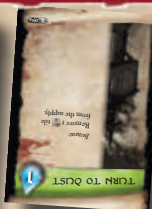


SETUP

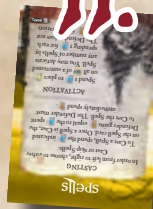
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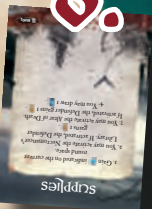
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19.

20.

21.

BASIC STRATEGIES

INVADER:

As the Invader, you are attempting to Breach the Walls of the Stronghold before the end of the 8th round.

Mana:

As the Invader, you will be using your Mana to Cast Spells, but your Mana is limited. The source of your Mana is the night and earth itself, but as the rounds pass the sun begins to rise and Mana becomes harder and harder to come by. If you are wasteful with your Mana, and spend it without careful deliberation, the sun will find you unprepared, and your undead army will turn to dust.

The ways in which you will gain Mana are:

 **Supplies phase:** During the Supplies phase you will gain a basic amount of Mana depending upon the round tracker. This Mana will eventually become depleted in later rounds and you will have to choose to spend Mana instead of gain it, or else the Defender will gain extra Hourglasses, which is never good for you.

 **Mana cards:** Every Round you may choose to draw a Mana card. These cards will give you extra Mana, but beware, they may also provide Hourglasses, or even Units to the Defender.

 **Altar of Death:** If you have Skeletons on the Altar of Death you may trade them in for Mana. Throughout the game, anytime your Skeletons are defeated they will be placed on the Altar of Death, and for every 2 that are on the Altar of Death you may trade them in for a Mana. Sacrificing, or placing many of your Skeletons in places where they will die is a practical strategy that will help keep your Mana flowing from round to round.

 **Marsh:** The Marsh is a Ground tile that you may place and Activate in order to gain Mana each round. These are great ways to gain a little bit of extra Mana, but using them costs you both Mana and spaces, as well as the Hourglasses the Defender will gain when you summon and Activate them.

Spells:

Your Spells are the means to your victory, and in order to Cast them you will need Mana, but be careful, the Mana you spend will provide the Defender with Hourglasses in which to use against you. You will have many Spells to choose from, as well as the capability to rearrange, add, or take away Spells each round.

Remember, the Green Spells are your basic Spells that lay the groundwork to your advance against the Stronghold, the Blue Spells are your medium level Spells that can help you boost your midgame strategies, and Red Spells are great for the end game and your capability to Breach the Walls. Your Spells do not have to be used in this order, perhaps you will run into a situation where you see using a Red Spell in the 3rd round could Breach the Walls—don't be afraid to take chances and experiment.

Maneuvers:

Your Maneuvers are how you actually march your Units toward the Stronghold. Your Units move from Ramparts to Walls, then from Foregrounds to Ramparts, and finally from the Camp to the Foregrounds. This element of the game is where you can take advantage of weaknesses, and be creative in bombarding the Defender. But it is also a critical moment that might provide the Defender a significant amount of Hourglasses. Be careful, this is when tides may easily turn.

Panic:

Panic is marvelous. You want the Defender to Panic as much as possible. Do not forget about making your opponent Panic at the thought of you storming their walls, it is a subtle, yet incredibly useful tool.

DEFENDER:

As the Defender, you are attempting to protect the Stronghold for 8 rounds.

Hourglasses:

As the Defender, you utilize the time provided to you in the form of Hourglasses. These Hourglasses are your lifeblood, and without careful use of them the Stronghold will surely fall.

You may spend Hourglasses for the following:

-  Moving Units and Priests
-  Defender actions
-  Priest Orders

You may divide and spend Hourglasses between any number and type of actions, Unit movements, and Priest Orders.

Movement:

You may spend 1  to move any Unit or Priest to an available space at a Location in the following ways:

-  From a Wall section to an adjacent Wall section.
-  From any Wall section to the Courtyard (V) or the Barracks (I), and vice-versa.
-  From the Barracks (I) to the Courtyard (V) and vice-versa.

Each Location has a limited capacity for Units (indicated by the number in the space) and Priests (1 per Wall section). You may not move a Unit to a Location if it would exceed the capacity of the Location. The only Location that does not have a Unit limit is the Courtyard (V). You may have any number of your Units and Priests in the Courtyard (V) at anytime.

Some Locations do not have the capability to hold Units. You cannot move Units to the Forge (IV), the Workshop (VI), the Scouts' Quarters (III), the Hospital (II), or the Cathedral (VII).

Swapping Units is a special movement that allows you to move 2 Units. To Swap Units, spend 1  to swap a Unit with another Unit on an adjacent Wall Sections, in the Courtyard (V), or in the Barracks (I).

BASIC STRATEGIES

Swapping Units is the only way 2 Units may move using a single ⌚.

REMEMBER:

- You may move and swap any number of Units each round (as long as you have the ⌚ to spend).
- An individual Unit may move multiple times.
- Spent ⌚ are placed into the supply.
- Wall sections divided by the Gate are not adjacent.
- You may have any number of Units and Priests in the Courtyard (V).



Example: The Defender has 2 ⌚. They choose to spend 1 ⌚ to swap 1 from the Wall section and 1 in the Barracks (I), and then another ⌚ is spent to move a to an adjacent Wall section.

Defender ACTIONS:

There are many actions you may resolve within the Stronghold. Each Building has a number of available actions with 1 to 3 empty Hourglass spaces (⌚). When you spend ⌚, they are placed on ⌚, and once you have placed the sufficient number of ⌚ to fill each space on the action, it is resolved. The ⌚ on resolved actions remain on the spaces until the Cleanup phase.

(Find more about Defender actions on the player Aids.)

There are 4 types of actions:

⌚ CONSTRUCTION ACTIONS:

These actions allow you to place a tile on any available dedicated space on the board. Constructed pieces last for the rest of the game, unless otherwise stated.

⌚ TEMPORARY ACTIONS:

These actions only last for the current round.

⌚ INSTANT ACTIONS:

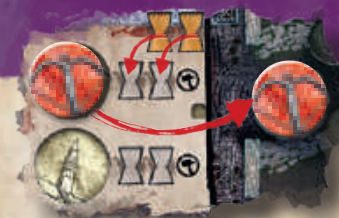
These actions are one time effects.

⌚ REPEATABLE INSTANT ACTIONS:

These actions are found in the Barracks (I), and may be used any number of times during the round. When a ⌚ is placed on the last required space, resolve the action and immediately discard all ⌚ from it—you may now place more ⌚ on the newly available space.

NOTE: REMEMBER YOU MAY ONLY PLACE TILES ON EMPTY, AVAILABLE MATCHING SPACES ON THE BOARD. YOU CANNOT REMOVE OR REPLACE TILES FROM SPACES ONCE THEY HAVE BEEN PLACED, UNLESS OTHERWISE STATED.

IMPORTANT: You do not need to fill each ⌚ during a single round. Actions that require multiple ⌚ to resolve may be built up over a number of phases or even rounds.



Example 1: The Defender receives 2 ⌚ and immediately places them on the Crossbow Construction action. Since the Defender has placed all the required ⌚ on this action, they immediately resolve it by placing a Crossbow tile on an empty Tower space of their choosing.



Example 2: The Defender receives 2 ⌚ and immediately places them on the Exorcism Instant action. Since the Defender has placed all the required ⌚ on this action, they resolve it immediately by Transforming 1 into a .



Example 3: During the Supplies phase, the Defender receives 1 ⌚ and immediately places it on 1 of the 2 ⌚ of the Saint. Since the Defender has not placed all the required ⌚ on this action, it does not resolve. During the following phase, the Defender receives another ⌚ and places it on the 2nd ⌚ of the Saint, which fulfills the required ⌚, so they resolve it by placing the Saint tile on a Rampart of their choice.

⌚ BONE MARKERS

If there is a Bone marker on ⌚, the Defender must spend 1 ⌚ to remove the before they are able to place an ⌚ on this space.

If there is a Bone marker on the Footbridge space, consider the Wall sections on either side of the as nonadjacent. The Defender must spend 1 ⌚ to remove the before they are able to move Units between these sections.

👁 PANIC:

Panic is a debilitating and awful tool that the Invader will use to defeat you. You must remain vigilant in regards to the Panic level, and use your Priests and Cross tiles to relieve Panic. You might even consider lowering the Panic level below 0 to make it more difficult for the Invader to cause you to draw Panic cards. Better safe than sorry.



GAMEPLAY

Stronghold: Undead is played over a series of up to 8 rounds. Each round is divided into 5 phases that must be played in order:

- PHASE 1: SUPPLIES
- PHASE 2: SPELLS
- PHASE 3: MANEUVERS
- PHASE 4: ASSAULT
- PHASE 5: CLEANUP

During the Supplies, Spells, and Maneuvers phases, the Invader and Defender prepare Constructions, use powerful effects, and move their Units. Then, during the Assault phase, they engage with each other using their prepared assets. If at the end of the Assault phase, the Invader was not able to Breach the Stronghold, players proceed to the Cleanup phase. If, after the 8th round's Assault phase, the Invader has still not Breached the Stronghold, the Defender wins.

PHASE 1: SUPPLIES

During the Supplies phase, players prepare by completing the following in order:

- 1: GATHER RESOURCES
- 2: MANA CARDS
- 3: ALTAR OF DEATH
- 4: NECROMANCER'S LIBRARY
- 5: SPEND HOURGLASSES

1: GATHER RESOURCES



At the beginning of the round, the Invader gains the number of Mana Crystals shown on the space beneath the Round marker. In later rounds, as the morning approaches, the Invader gains less and less Mana and must eventually choose to lose Mana. If the shown on

the round track is a negative value, the Invader must lose that much Mana, but if they choose not to, the Defender gains 1 for each kept. The Invader then chooses to spend some, all, or none of the Mana.

Each round the Defender gains 2 Hourglasses (except for round 1 in which they gain 10).

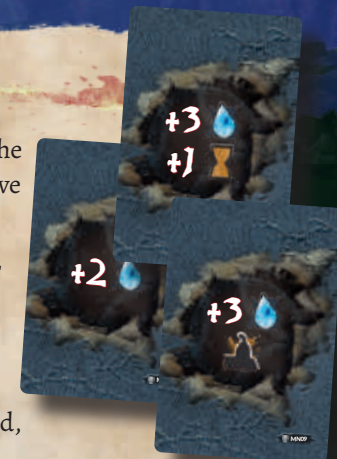
Example: The Invader has 7. The amount of for this round is -4, but the Invader chooses to only lose 3, and keep 4. The Defender then gains 3 (2 for their basic supply each round, plus 1 for the 1 that the Invader chose to keep).

2. MANA CARDS

Now the Invader may choose to draw a single card from the Mana deck. Mana cards provide 1 to 3, but may also give the Defender extra or Units.

If the Mana card that is drawn shows Units, the Defender places them from the Defender's supply to the Courtyard (V). If it shows the Defender gains the number of indicated by the card.

Once all the effects from the Mana card have been resolved, remove the card from the game.



3. ALTAR OF DEATH

The Invader may spend any number of from the Altar of Death to gain: for every 2 spent from the Altar of Death, gain 1. Spent are placed in the Defeated pile.

If the Altar of Death is activated, the Defender gains 1.



4. NECROMANCER'S LIBRARY

The Invader may exchange any number of Spell cards from the Spell Tome (Spell cards placed face up during the setup) with those in the Necromancer's Library (Spell cards placed in a face down pile to the right of the Green Spell cards during the setup). The Necromancer's Library may be browsed at any time by any player.

The Invader must first choose which of the Spell Tome cards to remove from the game, and then replace them with any Spell cards from the Necromancer's Library. Then the Invader chooses in which order to arrange all Spell cards in the Spell Tome. The Invader may choose to use the Necromancer's Library just to change the order of Spells without replacing or removing Spells from the Spell Tome.

BEFORE



AFTER



GAMEPLAY

Example: The Invader chooses to activate the Necromancer's Library. They remove the Spells: Graveyard and Marshes from their Spell Tome and they take the Spells: Heavy Rain and Degradation from the Necromancer's Library. Then they may freely rearrange the placement of Spells in their Tome.

If the Necromancer's Library is activated the Defender gains 1 ⚡.

5: SPEND HOURGLASSES

After the Invader has collected all of their ⚡ and chosen whether or not to activate the Necromancer's Library, the Defender must spend all gained ⚡.

PHASE 2: SPELLS

During this phase the Necromancer begins to use their dark powers. The Defender will also gain ⚡ to prepare for the Assault in phase 4.

The Spells phase consists of 2 parts:

1. CASTING
2. ACTIVATION

First, new Spells will be Cast, and the Defender gains ⚡ equal to the Mana cost. Once all Spells are Cast, the Invader chooses to Activate Spells, which does not provide the Defender with ⚡.

1. CASTING

The Invader chooses to either Cast or skip each Spell from the Spell Tome in order, from left to right. After the Spell is Cast or skipped, rotate the card 45 degrees to the right to indicate it's exhausted. To Cast a Spell the Invader must spend the ⚡ shown on the upper right corner of the card.

If a Spell is Cast, the Defender gains ⚡ equal to the ⚡ costs of the Cast Spell, then immediately spends them (find more about spending ⚡ on page 8).

The Invader is not required to spend all their ⚡, and saved ⚡ may be spent in later rounds.

SPELL CARDS

There are 2 types of Spells:

Immediate: If the Spell card does not have a tile outline on it, immediately resolve its effect.

Tile: If the Spell card has the outline of a tile on it, then immediately summon it by placing the matching tile on an available space corresponding to the shape of the tile. The text on the Spell card indicates which phase the Spell's tile resolves, as well as the effect of the tile. If a tile has ⚡ it must be Activated in order to be resolved. ⚡ around the Mana cost indicates that tiles from this Spell require Activation.

NOTE 1: YOU MAY ONLY PLACE TILES ON EMPTY MATCHING SPACES ON THE BOARD. YOU CANNOT REMOVE OR REPLACE TILES FROM THE BOARD UNLESS OTHERWISE STATED.

If a Spell states to place a Unit or transform a Unit, take the required Unit from the Defeated pile, or if it is empty, from the Unit bag.

If the Invader Casts a Spell to place a tile with an Activation ⚡, immediately place an Activation crystal ⚡ on the ⚡ of that tile. During each Cleanup phase, the Invader must discard all ⚡ from tiles, and in order to Activate them again, the Invader must use ⚡ (more about Activation on the following page).



Example: When Casting Spells, the Invader must start with the leftmost card. They choose to skip Spectral Gust, and rotate it 45 degrees then move on to the next Spell, Mists, which they want to Cast. To Cast Mists they spend 2 ⚡, and since it is a Tile type, they place the Mists tile on a Rampart with an available matching tile space, and then place ⚡ on it because tiles that require Activation are always initially Activated when summoned. They then rotate the Mists Spell card 45 degrees. Since 2 ⚡ was spent by the Invader to Cast Mists, the Defender gains 2 ⚡ and immediately places them on the Crossbow Construct action. Since the Defender has now placed the required ⚡ on this action, they resolve it by placing a Crossbow tile on an empty Tower. The Invader then continues to the next Spell in their Tome, Bone Thrower.

GAMEPLAY

2: ACTIVATIONS

After the Invader finishes Casting Spells, they may now Activate already placed non-Activated tiles. To Activate tiles with , the Invader must spend 1  to Activate all tiles summoned from the same Spell. The Invader may Activate any number of tiles on the board (always paying 1  for each Activation of the same Spell tiles). Once the type is chosen and  is spent, place an  on each tile summoned from the same Spell you chose to Activate.

An Activated tile is indicated by the  on the  space of the tile.

Even though all tiles with  enter the board with  on them, these  will be removed during the Cleanup phase.

The Defender does not gain any  for Invader Activations .



Example: There are 3 Mists on the board. The Invader spends 1  to Activate all the Mists tiles on the board—1 was placed during Casting so it already has a , but the other 2 gain . During future rounds, the Invader may Activate all 3 tiles by spending 1 .

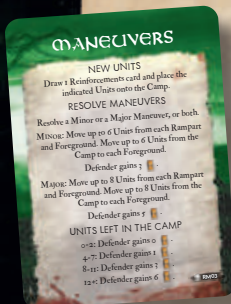
Phase 3: Maneuvers

During this phase, the Invader moves toward the Stronghold in preparation for the upcoming Assault.

KICK STARTER

First, the Invader draws 14 random Unit cubes from the Unit bag and places them on the Camp.

Then, the Invader chooses which type of maneuver they want to perform: Minor maneuver, Major maneuver, or both. Both maneuvers move Invader Units toward the Stronghold, following paths and respecting Location capacities.



Minor maneuver: This maneuver allows the Invader to move up to 6 Units from **EACH** Rampart, then up to 6 Units from **EACH** Foreground. Then they may move up to 6 Units from the Camp to **EACH** Foreground (12 Units total from Camp to Foregrounds).

Resolving a Minor maneuver gains the Defender 3 .

Major maneuver: This maneuver allows the Invader to move up to 8 Units from **EACH** Rampart, then up to 8 Units from **EACH** Foreground. Then they may move up to 8 Units from the Camp to **EACH** Foreground (16 Units total from Camp to Foregrounds).

Resolving a Major maneuver gains the Defender 5 .

Units must move in the following order:

1. From each Rampart to any number of Wall sections connected by Paths.
2. From each Foreground to any number of Ramparts connected by Paths.
3. From the Camp to the Foregrounds. This may be done once for each Foreground.

The Invader must abide by the following rules:

-  The Invader may never resolve more than 1 Minor and 1 Major maneuver per round, but they may resolve the maneuvers in any order.
-  The Invader must resolve at least 1 maneuver each round.
-  The Units may only move forward, toward the Stronghold, and along the Paths on the board, which means Units at Wall sections can never choose to withdraw.
-  Units may only move if there is enough space in the Location for them (indicated by the number near the Location).
-  Units may divide and move from 1 Location to any number of other Locations connected by Paths.

IMPORTANT: When a card effect states “Location” it indicates one of the following: Camp, Foregrounds, Ramparts, Wall sections (note that Invader units cannot enter the Buildings).

NOTE: THE PATHS ON THE BOTTOM RIGHT SIDE OF THE STRONGHOLD (DEFENDER'S PERSPECTIVE) REQUIRE UNITS TO MOVE THROUGH A RAMPART BEFORE REACHING THE OUTERMOST RAMPART. TO REACH THE OUTERMOST RAMPART, INVADER UNITS MOVE IN THE FOLLOWING ORDER: IF NECESSARY TO CLEAR SPACE IN THE OUTERMOST RAMPART, UNITS MOVE FROM THE OUTERMOST RAMPART TO A CONNECTED WALL SECTION, THEN NEW UNITS COMING FROM A PREVIOUS RAMPART MAY MOVE TO THE OUTERMOST RAMPART.

In addition to the  that the Defender gains from the Invader's maneuvers, the Defender gains extra  if the Invader chooses to leave Units on the Camp according to the following:

Invader Units on the Camp:	Defender gains 
0-3	0
4-7	1
8-11	3
12 or more	6

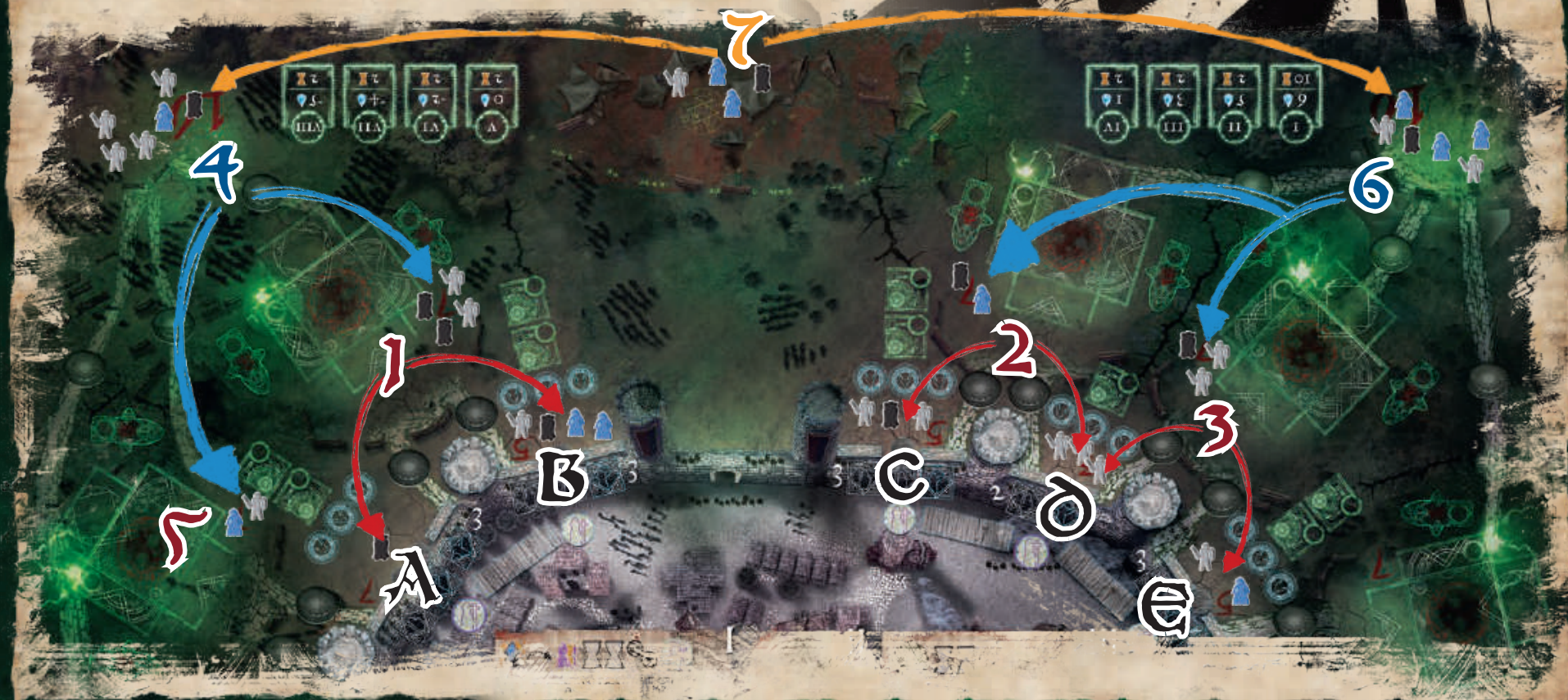
After the Invader resolves all maneuvers, and Units remaining on the Camp are counted, the Defender must spend all gained .

GAMEPLAY

Example: The Invader resolves a Minor maneuver as follows:

- 🏹 The Invader moves 5 Units from Rampart 1: 1 Unit to Wall section A and 4 Units to Wall section B.
- 🏹 The Invader also moves 5 Units from Rampart 2: 3 Units to Wall section C and 1 Unit to Wall section D.
- 🏹 The Invader moves 2 Units from Rampart 3 to Wall section D. Wall section D has reached its Unit limit of 3, so no more Units may be moved to that Wall section (unless the Units are 🧚, in which case they are placed on the spaces for Levitating Phantoms).
- 🏹 The Invader moves 2 Units from Rampart 3 to Wall section B. The Invader moved a total of 4 Units from Rampart 3.
- 🏹 The Invader now moves 6 Units—the maximum for the Minor maneuver—from Foreground 4 to the following spaces: 4 Units to Rampart 1 and 2 Units to Rampart 5.
- 🏹 The Invader moves 5 Units from Foreground 6: 2 Units to Rampart 2 and 3 Units to Rampart 3.
- 🏹 The Invader then moves the maximum number of Units for their Minor maneuver from the Camp 7 to Foregrounds 4 and 6: 6 Units to each.

For resolving a Minor maneuver the Defender gains 3 🏹. Also, there are 4 Units left on the Camp so the Defender gains 1 🏹, which gives them a total of 4 🏹 that the Defender must immediately spend.



GAMEPLAY

PHASE 4: ASSAULT

Once all the preparations are complete, the Assault phase begins. The Assault phase is divided into 3 stages that must be resolved in the following order:

1. RANGED COMBAT

During this stage, Siege Engines, Armaments, unengaged Marksman, and Skeleton Archers fire.

Order of Ranged Combat:

1. Crossbows
2. Cannons
3. Bone Throwers
4. Spectral Ballistae
5. Skull Catapults
6. Marksmen's Volley
7. Skeleton Archers

2. MeLEE COMBAT

During this stage, the Defender's last defenses and Engagement are resolved.

Order of MeLEE Combat:

1. Priests' Phantom Banish
2. Consecrated Grounds
3. Skeletons' Cauldrons
4. Aspen Stakes
5. Engagement

3. Regroup

During this stage the Defender sees how their Units fared during this round's Assault phase.

Order of the Regroup:

1. The Hospital
2. Panic in the Stronghold

Find more about the resolution of the Assault phase on your player Aids.

Many of the effects during stage 1 and 2 of the Assault phase may not be resolved. *Stronghold: Undead* provides a variety of choices and strategies. It is best to play through the Assault phase with the provided player aids that describe each step and ability in detail. One very crucial part of stage 2 that always resolves is the Engagement stage.

ENGAGEMENT

Engagement is resolved at each Wall section, and is made up of 2 steps: Calculating Strength and Dealing Damage.

Calculating Strength: The Invader and Defender sum the Strength of their Units and other pieces that provide Strength. These numbers are compared and the difference is how much Damage is dealt.

Dealing Damage: The difference in Strength between the Invader and Defender is now dealt out in Damage. The player with the higher value deals Damage—equal to the difference—to the player with the lower value. In case of a tie, no Damage is dealt. In order to defeat a Unit the Damage must be equal to their Strength. Any left over Damage is ignored.

Defeated Invader Units are placed in a defeated pile near the board (except for , which are placed on the Altar of Death).

Defeated Defender Units are placed in the Hospital (II).

NOTE: WALLS AND PRIESTS ARE NOT UNITS AND MAY NOT BE DEFEATED..

BREACHING THE STRONGHOLD

If, during the Engagement, all the Defender Units on a single Wall section are defeated, and the Invader has at least 1 Damage left to deal, the game ends immediately, and the Invader wins!



Example: Both the Invader and the Defender sum their total Strength on the Wall section. The Defender's Strength: 1 for  + 2 for  + 3 for  + (2 x 1) for  = 8

The Invader's Strength: (3 x 2) for  + 3 for  + 2 for  (2 because of the boost in Strength from the Vampiric Aura) = 11.

The Invader has more Strength so they subtract the Defender's sum (8) from the Invader's sum (11) to calculate the amount of Damage they may deal. They have 3 Damage to deal, so they either defeat a , or both  and . They choose to defeat both  and . If the Invader had only 2 Damage to deal, their only choice would be either  or . The Defender places all defeated Units in the Hospital (II).



GAMEPLAY

Assault Fundamentals:

-  Any time Units are defeated as a result of combat or an action, your opponent chooses which of the Units are defeated.
-  Any time the Invader is forced to move their Units from a Wall section into a Rampart of their choice, and there is no available space left on the Rampart, any Units that exceed the limit are instead defeated.

REGROUP

Regroup is the last stage of the Assault phase and it is made up of 2 steps: the Hospital and Panic in the Stronghold.

The Hospital: The Defender may move Units from the Hospital (II) to the Courtyard (V). They may always move at least 1 Unit, but may also move an additional Unit for each Hospital Bed they have Built. Any remaining Units in the Hospital (II) are returned to the box.



Example: The Defender has 1 , 1 , 1 , and 1 Bed in the Hospital (II). They choose to move 1  and 1  to the Courtyard (V) and then must remove 1  from the game.

PANIC IN THE STRONGHOLD:

1. The Defender returns any Panic cards that were drawn during the previous round to the Panic deck and shuffles it (this is ignored in 1st round, since the Defender will not have any Panic cards).
2. The Defender then draws 1 Panic card for each Panic level greater than 0, reads the card effect aloud, and places it near the board.
3. If the Panic level is less than or equal to 0, nothing happens.
4. The Panic Level returns to 0.

PHASE 5: CLEANUP

If, after the Assault, the Invader did not Breach the Stronghold, or it was not the 8th and final round, both players prepare for the next round by following these steps:

1. Advance the Round marker to the next space of the Round track.
2. Remove all temporary tiles from the board ( and Malfunction and the Saint .
3. The Invader discards all  from the tiles on the board back to the supply.
4. The Invader rotates their Spell cards back to their available position.
5. The Defender removes all  from Buildings that were resolved and places them back into the supply ( on actions that were not resolved remain in the Buildings).

PLAYERS ARE NOW READY TO CONTINUE THE SEIGE IN THE NEXT ROUND!



RANGED COMBAT

DEFENDER'S ARMAMENTS

RANGE OF THE ARMAMENTS



Some actions allow the Defender to build Armaments on Towers. Choosing which Armaments are placed on which Tower is important because of their range and targeting limitations. Defender Armaments can target the Foreground on the same side of the Stronghold, or the Ramparts that are opposite or adjacent to the Towers in which they are built.

During the Assault phase, the Defender resolves their Armaments (first Crossbows and then Cannons) in the following order:

- Choose a target, then reveal and resolve a card from the Armament's deck.
- Repeat above step for each Armament.
- Reshuffle Armament's deck.

Effects of Defender Armaments are described in detail on the player Aids.



Example: The Defender has 2 Cannons. First they choose to target an adjacent Rampart with Invader Units, and reveal Card A, which indicates that they defeat 1 or 1 . The defender chooses to defeat a , which is placed on the Altar of Death. Then they target another adjacent Rampart with Invader Units and reveal Card B, which indicates that they defeat 1 , which is placed on the Defeated pile. All Cannons have been fired, so the Defender now reshuffles the cards back into the Cannon deck.

INVADER'S SIEGE ENGINES

During the Spell Casting phase the Invader may Cast Spells to summon Siege Engines. After Casting the Spell to summon a Siege Engine, follow these steps:

- Place the Siege Engine tile you summoned on an available Siege Engine space at a Rampart of your choice.
- Create a deck for your Siege Engine by placing 2 Hit cards and 4 Miss cards together and then shuffling them and placing them on the newly summoned Siege Engine.

IMPORTANT: The Invader may only summon up to 4 Siege Engines on to the board!

During the Assault phase, the Invader resolves their Siege Engines (first Bone Throwers, then Bone Catapult, and finally Spectral Ballistae) in the following order:



- Choose a Target, and then reveal a Siege Engine card for that Target.
If it is a Hit , resolve the effect, and then shuffle the back into the deck.
If it is a Miss , discard the card back to the supply (the more you miss the more accurate your aim becomes).
- Repeat above for each type of Siege Engine.

Effects of Invader Siege Engines are described in detail on their Spell cards.

RANGED COMBAT



Example: The Invader has 2 Bone Throwers and 1 Spectral Ballista. With the first Bone Thrower, the Invader chooses the Barracks and reveals the top card of its Siege Engine deck, which is a , so that card is discarded. The second Bone Thrower also attacks the Barracks, and this time the card is a , so the Invader places 1  on Training the Soldier action in the Barracks (I), another  on Cannon action in the Forge (IV), and  increases by 1. The Invader then reshuffles the  back into the Siege Engine deck.

The Spectral Ballista attacks Wall section A, and the Invader reveals a , so 1  returns to the Defender's supply and the Invader places 1  from their supply onto Rampart B. The Invader then reshuffles the  back into its Siege Engine deck.

MARKSMEN'S VOLLEY

All Marksmen on Wall sections, who are not currently engaged in Melee Combat (don't have Invader Units on the same Wall section), may take place in the Marksman's Volley to defeat  on Ramparts connected by Paths to their Wall sections.

For each pair of  that fire, a single  is defeated (defeated  are then placed on the Altar of Death).

NOTE: MOST  WILL HAVE A CHOICE OF RAMPARTS TO FIRE ON. THEY MUST CHOOSE A SINGLE ONE IN WHICH TO FIRE ON—THEY CANNOT CHOOSE TO FIRE AT MORE THAN ONE.

IF THERE ARE INVADER UNITS ON A WALL SECTION WITH A MARKSMEN, THAT MARKSMEN IS ENGAGED IN MELEE COMBAT AND CANNOT FIRE.



Example: There are 2  on Wall section A and 1  on Wall section B. They fire at Rampart C, and defeat 1  (a single , which is not paired, does not defeat any ).

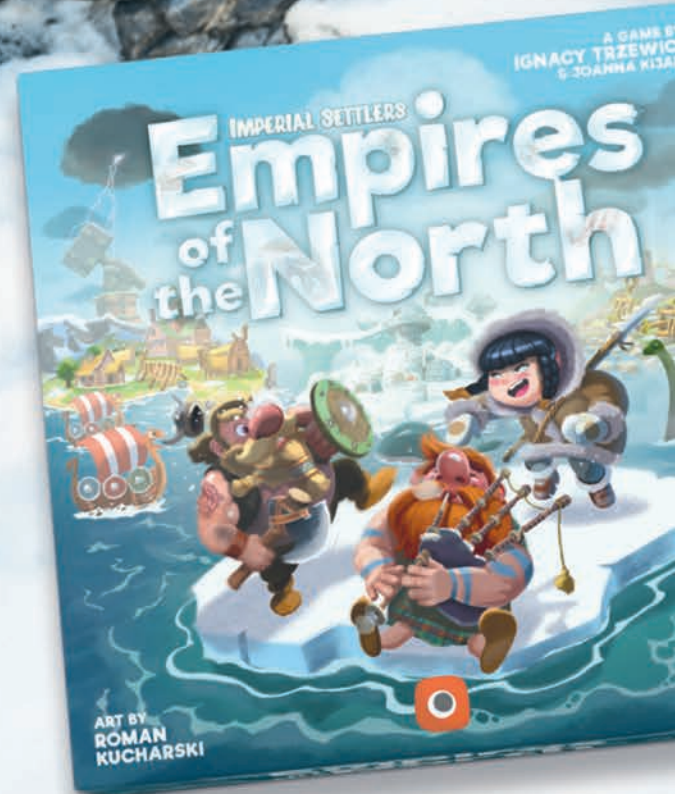
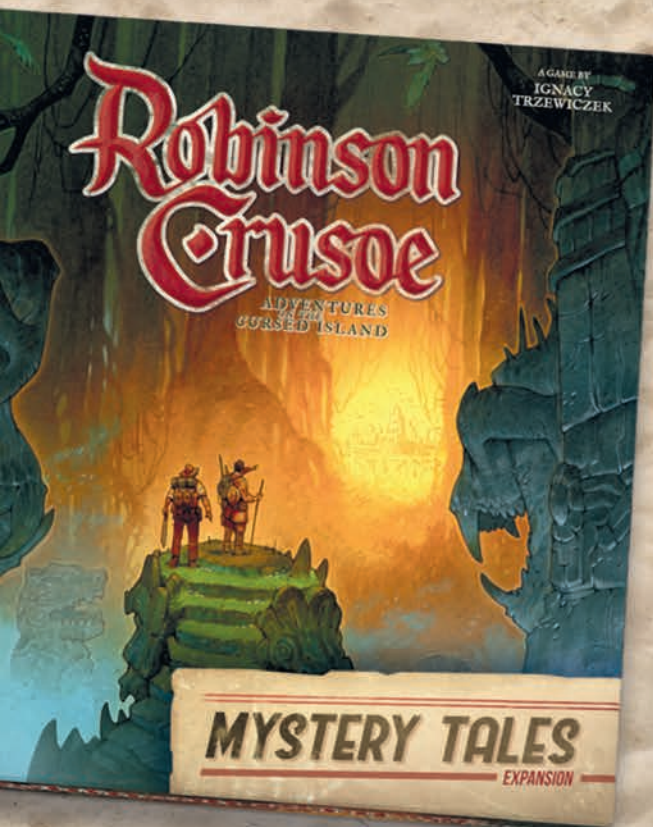
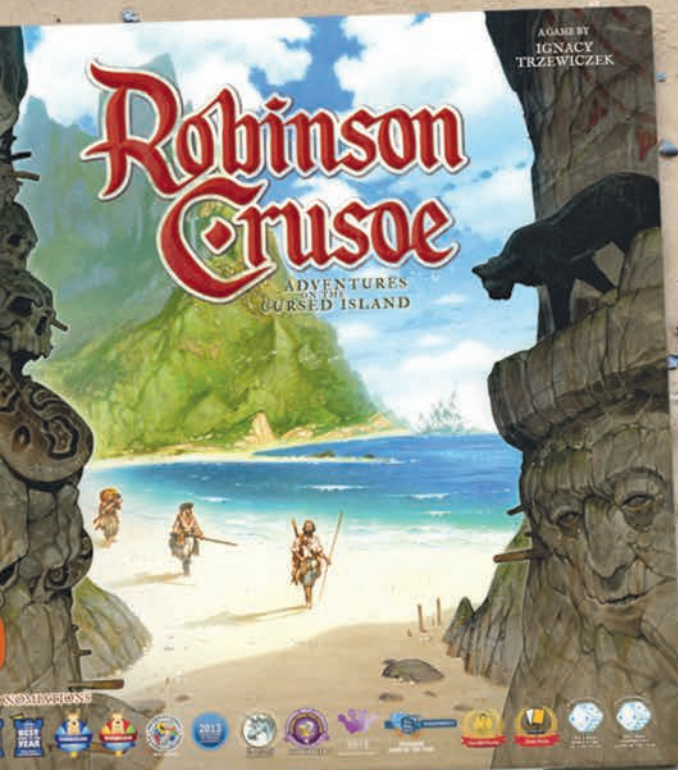
SKELETON ARCHERS

If the Invader has an Active Skeleton Archer tile on a Rampart it resolves as follows:

For every 3  on a Rampart with an Activated Skeleton Archer tile, the Invader deals 1 Damage to a Wall section adjacent to the Skeleton Archer tile.



Example: There are 6  on Rampart A and 2  and 1  on Wall section B. There are 2 sets of 3  so they deal 2 Damage to Wall section B and may choose to either defeat 2  or 1 .



Robinson Crusoe

THE BOOK OF ADVENTURES

COMING SOON ON

**KICK
STARTER**



Scenario 6

There is no hope for rescue.
You will stay on this island forever.
You must build a strong house,
create good tools, and raise a family.
This is your land.

Castaways

