



FATEFORGE

- CHRONICLES OF KAAN -

CLASH OF THE IMMORTALS

~ Expansion Rulebook ~

SETUP

Perform the standard setup as outlined in the rulebook with the following changes:

At the start of the campaign, instead of taking their two starting skills, each hero combines both level I and level II skills into one deck and buys up to 13 gold worth of skills. Any remaining gold can be spent on food or kept in the party bag.

COMPONENTS IN THIS EXPANSION

- 1 Enchantress hero board
- 1 Enchantress miniature
- 24 Enchantress skill cards
- 1 Hero player order tile
- 2 Spell tokens
- 1 Hero tuckbox
- 3 Fate tokens
- 1 Boss card
- 1 Boss token
- 13 Double sided combat map tiles
- 74 Unlock box cards
- 8 Party manoeuvre cards
- 2 Card dividers
- 1 Henchmen player order tile
- 24 Double sided enemy tokens
- 4 Combat dice
- 12 Result tokens
- 1 Boulder token
- 5 Health tokens
- 6 Energy tokens

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EXPANSION RULES

IT'S A HARD LIFE


The *Clash of the Immortals* expansion is more challenging than the base game. We strongly recommend that you play the base game campaign, or at least most of it, before you play this expansion. While in the base game campaign the narrative adapts to combat successes and failures (for the most part), allowing you to continue down a different path if you fail a Combat Scene, in *Clash of the Immortals* there are several Combat Scenes

which need to be completed successfully in order to progress in the campaign. If these types of Combat Scenes are failed players can retry them by spending one of their two available fate tokens (see below). If no fate tokens are available the campaign is lost and players need to start again from the beginning of the campaign. Do not be disheartened if this happens. This campaign is designed to be a challenge.

THE ENCHANTRESS

The Enchantress comes with two spell tokens, a big one and a small one. These represent a place or entity she is focusing her attention and magical energy on. When indicated by a skill, place the big token on the combat map as indicated by the skill, and the small token on the skill card to remember that this spell is in play. You can have only one spell token on the combat map at any time. If you activate another skill that uses the spell token, immediately remove both spell tokens and follow the steps above.

UPKEEP

The spell token is removed from play during Preparation, not during Clean-Up. If you want to keep the skill effect active, you may spend 1  to keep the spell token in play. If you do, leave the spell tokens on the combat map and on the skill card. During your turn, you may repeat the effects of the skill which has the spell token on it without paying the cost of the skill. If the spell targets a specific target or set of targets, these remain the same for this round. You may perform this effect, then play another skill that uses the spell token in another way.



MANOEUVRE CARDS

During Rest Scenes, heroes can acquire Manoeuvre cards, which function like skills but allow multiple heroes to combine their die results to trigger effects. Die results must be assigned to a Manoeuvre card during the Preparation Phase. Heroes can own multiple Manoeuvre cards but must choose one to use before combat begins.

FATE TOKENS



You are not mere mortals but Fate-Chosen! You have been destined for greatness by the gods. This is represented in the game by fate tokens. You start the expansion campaign with two fate tokens.

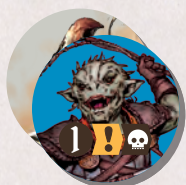
Some Combat Scenes need to be completed successfully in order to progress in the campaign. The app will indicate which these are. If these types of Combat Scenes are failed, players can spend a fate token in order to restart the Combat Scene. If you have no fate tokens left, the game ends, triggering a particular story ending.

When you want to restart a Combat Scene, discard one of your fate tokens and tap the appropriate button in the app. The app will reset the Combat Scene to its starting state. All heroes recover health and energy up to their maximum level. Any consumable items used remain lost, and any Corruption cards suffered during this Combat Scene are returned to the deck and shuffled.

EXTERMINATION BONUSES

In *Clash of the Immortals* you have the opportunity to score extra gold during some Combat Scenes in the form of extermination bonuses. To gain this bonus, you will need to defeat all enemies of one of more particular types (colours). The app will stipulate which enemy types need to be exterminated.

MOUNTED ENEMIES



Mounted enemies combine a rider enemy type with a white mount enemy. Stack the rider's token on top of the mount token. Any attacks directed against the mounted enemies hit the rider first, not the mount. When the rider is defeated, remove their token. While the rider is alive, use the rider's mounted enemy card. When the rider is defeated, use the mount's enemy card to resolve its actions and reactions.

MOUNTED MOVEMENT

Since mounted enemies are riding fast, they observe rules of movement that are unique to them. Mounted enemies may move towards a hero, attack and then keep moving. In the first part of this sequence the mounted enemy targets the closest hero (prioritizing heroes in player order if there are two or more targets at the same range). After the attack is made, mounted enemies might keep moving. They must move to a zone other than the one they came from. If there is more than one zone they could move to, randomize the target zone.



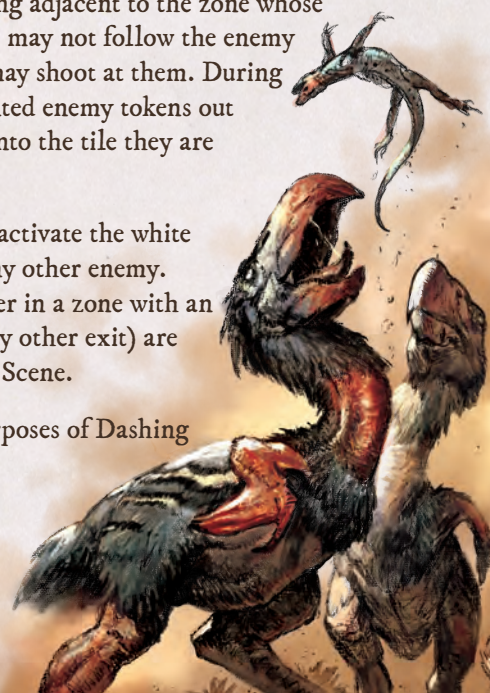
If a mounted enemy moves and attacks a hero on a tile that has no other options for a follow-up move than the one the mounted enemy came from, place the mounted enemy stack outside the combat map, touching an edge of the tile they exited from.



That enemy counts as being adjacent to the zone whose edge it's touching. Heroes may not follow the enemy off the combat map, but may shoot at them. During Clean-Up, place all mounted enemy tokens out of the combat map back onto the tile they are touching.

When a rider is defeated, activate the white mount. It now acts like any other enemy. Any mounts without a rider in a zone with an Exit A token on it (not any other exit) are removed from the Combat Scene.

Ignore mounts for the purposes of Dashing and Exiting.




NEW ENEMY ABILITIES


2+ ACTIVATION RANGE


If an enemy's rightmost action has 2+ range, it always triggers if the closest hero is 2 or more zones away.

FAST



Fast enemies include all mounted enemies along with a few others. Heroes may only assign 1 attack, meaning 1  plus modifiers per turn to fast enemies in the same zone. Ranged attacks work normally.

PIN

When a hero is pinned, place their miniature on its side. Pinned heroes may not Dash or move in any way. Pinned does not count as a movement restriction for the purposes of skills and items that ignore movement restrictions, but as a state the hero is in. Pinned heroes ignore the effects of push and pull. The only way to remove a pin effect and thus be able to move is to spend a  action. Dash cannot be used to remove pin.

Some enemies target pinned heroes specifically. These have the  attack modifier. If several heroes are pinned within the same action band range, the heroes may choose how to assign damage as normal. Henchmen ignore the effects of pin (see below).

NET

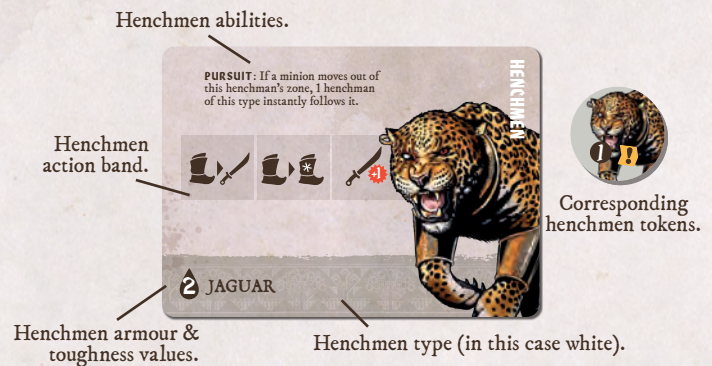
The net ability allows enemies to pin a hero in an adjacent zone. This is done over and above the  attack on their action band if they have one. Enemies with the net ability will attempt to target an unpinned hero in an adjacent zone for both their  and net ability. If all heroes in an adjacent zone are pinned, ignore the net ability.

HENCHMEN

Some Combat Scenes have you command henchmen. Henchmen function similar to enemy minions, but are under your control. The henchmen card shows the actions each henchmen token can take, along with their health and abilities. Use the matching enemy tokens to represent henchmen on the combat map. Players can decide how they distribute control of these henchmen amongst themselves.

Henchmen activate at the end of the Action Phase, after the last player has taken their turn. Place the henchmen player order tile after the last hero's player order tile.

Each henchmen token can take one of the actions shown on their card as well as activate any abilities that may take effect. Note that some abilities trigger during Enemy Reactions or Enemy Turns.



Enemies target henchmen in the same way they target heroes, with the difference that if a hero is present in the same zone as a henchmen token, the hero is always targeted first, if possible. If enemies can target multiple henchmen, they will always target the token that has the most damage cubes on it first, if possible. Henchmen recover their toughness during Clean-Up in the same way as enemies.


Henchmen ignore difficult terrain, and they may not interact with any combat map tokens like doors, chests, portals, etc., nor do they collect any gems or food. They are affected by enemy abilities. They Exit automatically.

Henchmen are only added to a Combat Scene if the setup instructions explicitly state as much.

ICONS GLOSSARY


GENERAL ICONS



Spell token icon: This indicates that the skill uses the spell token and allows for the spell to be kept in play by spending 1 .

ENEMY ACTION MODIFIERS



Randomise movement: Randomises the direction of a single  action on an enemy or henchmen action band. Mounted enemies move to a random adjacent tile other than the one they started their turn in.



Target a pinned hero, if possible. If none are pinned, players decide which hero is targeted.