FATEFORGE
- CHRONICLES OF KAAN -

KIN OF THE WILD

~ Expansion Rulebook ~

COMPONENTS

Some content found in this expansion (e.g. items, weapons, armour) is compatible with the base game and previous expansion. However, pets may only be used with campaigns that explicitly allow them - you cannot use pets in the previous campaigns.

- 6 Pet boards
- 6 Pet miniatures
- 6 Pet order tiles
- 4 Pet dice
- 86 Unlock box cards
- 2 Card dividers
- 7 Double sided combat map tiles
- 10 Double sided enemy tokens
- 9 Morale tokens
- 21 Combat tokens: 6 Blockade tokens, 4 Warren tokens, 4 Rune/Exploration tokens, 2 Start tokens, 4 Block tokens, 1 Double sided spell token

SETUP

When starting a new campaign with this expansion, do not give your hero their usual two starting skills. Instead, take 15 gold. You may spend that gold to buy skills, equipment, and food for your hero.

You may spend up to 12 of your gold to buy any valid combination of your hero's *level I and level II skills*.

Lay out the 8 *starting equipment* cards (cards 620-627). You and the other players may buy any of these. Return cards not bought to the box, they will not be used for the rest of the campaign.

Each hero may buy up to 1 *food* for 1 gold each.

FIRST TIME SETUP
Sort the unlock box cards into the unlock box, using the new dividers, and the combat tokens into the miniature tray. If pressed for space, remove previous Story cards (1-48 and 500-515) from the unlock box, storing them in the box of this expansion.

When the app prompts you to choose a pet, select one pet for each of your heroes. For this campaign, this hero is this pet's warden. Take their pet's miniature and pet order tile, pet board and one pet die. Place the indicated number of morale tokens ✦ on the pet board. Return unused pet components to the box.

PREPARATION PHASE

During Preparation, each hero with a pet still present on the combat map rolls 1 pet die **in addition** to their normal complement of 4 combat and weapon dice.

The warden may spend 1 🔥 to reroll their pet's die once per turn, regardless of the result. Note that if the warden spends energy to re-roll their own miss results, they may **not** re-roll their pet's result.

Place the pet order tile above or below its warden's player order tile. At the start of their turn, players choose whether to take the pet's actions first or the warden's. All of the chosen character's actions must be completed before the other may act.

Pets **may not Dash** during Preparation.

ENEMIES TARGETING PETS

Unless an ability or effect states otherwise, enemies will only target a pet if there are no heroes or henchmen in that pet's zone. If there are heroes in a pet's zone, enemies will always target heroes first.

For enemy targeting purposes, pets are considered to be in the same player order as their wardens.

PET SKILL

The pet die roll may result in a pet skill 🐾 result. At any time during its turn, a pet may use a 🐾 to activate one of the skills on its pet board, as detailed there.
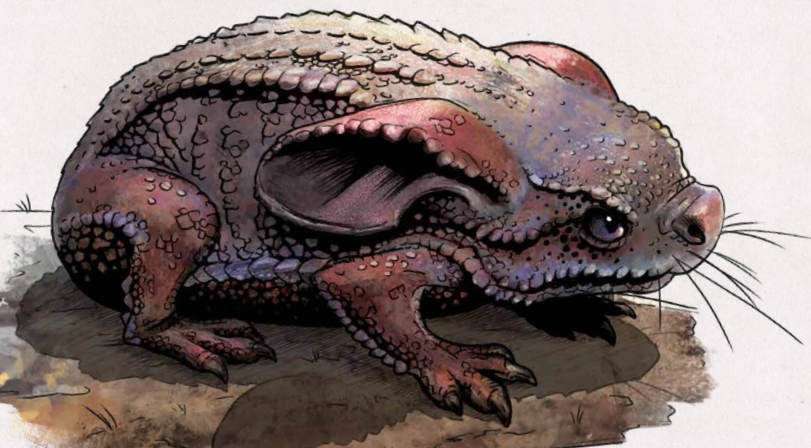
MORALE

Pets do not have health like heroes do. Instead, they have a number of morale tokens available on their board. Every time a pet suffers a hit, **regardless of the amount of damage the attack would do**, remove one ✦ from their board.

When the last morale token is removed from a pet board, this pet immediately **panics**. First, resolve any of its abilities triggered by panic, and then remove the pet from play for the rest of this Combat Scene.

At the end of each Combat Scene, replenish all morale tokens. Use the pet normally in the next Combat Scene.

If the warden of a pet gets KO'd, that pet also immediately panics, as described above.

If a pet has block tokens, it may block 1 💥 per ⚙, as usual. However, unless the pet blocks all damage a single attack would do, it still loses 1 ✦.

For example, if an enemy attacks a pet with a 🗡+1, the pet would need to discard 2 ⚙ to avoid losing 1 ✦.

MOVEMENT

Pets have their own movement action called **pet step** 🐾, shown on their pet board. On its turn, a pet may use all of its available 🐾. For each, a pet may move one zone, similar to a hero's move action 👟.

However, 🐾 ignores the Blocker ability, difficult terrain, and Traps, and may not be used to open doors or enter portals. Pets may not Dash during Preparation.

ADDITIONAL PET RULES
Unless an ability or effect states otherwise, pets:
- may not pick up gems or food.
- may not interact with combat map tokens that have a focus ✳ or move 👟 icon on them.
- may not use healing fountains.

Hero skills and abilities that target other heroes may also be used to target pets, if applicable.

Pets do not take damage when Exiting a Combat Scene. Pets do not count as heroes for the purposes of victory and defeat.

COMBAT MAP TOKENS

PET EXPLORATION / RUNES
These work similarly to regular exploration tokens, but, as they have both a �֍ and a ☠ icon on them, both heroes and pets can interact with them. When a hero or pet activates such a token, tap its icon in the app.

In some Combat Scenes, pet exploration tokens are used as runes. When you activate such a token, flip it to its rune side. This rune is now considered under the heroes' control. If flipped back to its exploration token side, it is no longer considered under the heroes' control.

BLOCKADES
These work similarly to barricade tokens, but with an added restriction: heroes and pets may not **move** into a zone with a blockade token from the direction the arrow is pointing, nor may they shoot into it. They may move and shoot normally from other directions.

WARRENS
A zone with a warren token counts as a regular zone in every respect **solely for pets and white minions** W ; they may move into and out of it, attack to and from it, etc.

However, heroes and all other enemies may not interact with this zone for any purpose; they may never move into it, may not target any pets or minions in it, may not shoot through it to zones beyond, etc. For the purposes of calculating range for any entity apart from pets and W minions, treat this zone as if it were not there.

ENEMY ABILITIES

LEADER SPELLS
In this expansion some enemy leaders cast spells, using one of the two Schools of Magic decks provided: Imperial School ⟡ or the Shamanic School ⊛.

If a leader has one of the spell icons (⊛ / ⟡) in one or more of its action band sections, keep the School of Magic deck with the corresponding symbol ready. Whenever this action is triggered during Enemy Turns, draw a card at random from this deck. This indicates what spell the leader will cast this round.

Some spells require the placement of the spell token. The spell token is the token with the School of Magic icons ⊛ / ⟡ on it. Use the side matching the School of Magic deck that is being used. Place the spell token where indicated and remove it only if the leader is defeated or uses another spell requiring the placement of the spell token. As long as the spell token remains in play, its effects remain active.

Spell cards indicate the zone they target. If more than one zone meets the criteria indicated, randomize which zone gets affected.

EVASIVE MOVE
If the evasive move 👢 icon in an enemy's action band is triggered, they move to an adjacent zone with other enemies present. If this is not possible, they move to the adjacent zone with the least heroes, henchmen and pets in it. Randomize equally viable zones.

ADDITIONAL ENEMY ABILITY RULES
The Scout minion's **Lay Trap** ability is limited by the number of available Trap tokens (4). If no more Trap tokens are available, this enemy action will not trigger.

Enemy actions with a **distance of 2+** trigger if the closest hero is **2 or more** zones away.

The Eagle Warrior's **Multi-shot** ability ignores the Rogue's skills Silent Step I and Silent Step II; in other words, it can target the Rogue.

> Effects on enemy cards that refer to heroes may always also refer to pets, if applicable.

CREDITS AND ACKNOWLEDGEMENTS

Game Design: Gordon Calleja & Christian Paller

Art Direction: Gordon Calleja

Illustration: Studio Agate, Yusuf Artun, Max Kosek, Toni Muntean, Giacomo Vichi

Development: Christian Paller, Charalampos Apartoglou

Writing: Daniel Vella

Graphic Design: Heiko Günther, Christopher Borg

Miniature Sculpts: Slawek Kosciukiewicz

3D Game Renders: Marvin Zammit

Project Management: Gordon Calleja

Editing: Gordon Calleja

Test Leads: Christian Paller, Charalampos Apartoglou, Leonardo Santoso

Marketing: Eveline Foubert

App Development: Stephen Pace Spadaro, Marvin Zammit

Production: Christopher Borg, Mark Casha

Backer Named Weapons: Jeremy Petravicz, Joris Hanck, Christophe "Mastergo" Goffinon, Thomas Adrian Clarke

SPECIAL THANKS

A heartfelt thank you to all our backers for making this project possible and to our families for their patience and enthusiasm throughout.

Studio AGATE

MIGHTY BOARDS