



MONSTER LANES

HEAVY WEAPONS

5 PLAYERS /
JOUEURS /
SPIELER /
JUGADORES

RULEBOOK - LIVRET DE RÈGLES
REGELHEFT - LIBRO DE REGLAS

COMPONENTS 1	MATÉRIEL 1	SPIELINHALT 1	COMPONENTES 1
RULES 2-4	RÈGLES 4-6	DEUTSCHE REGELN 7-9	REGLAS 9-11
REFERENCE	LISTE DE	KARTEN-	TABLAS DE
TABLES 12-16	COMPOSANTS 12-16	BESCHREIBUNGEN .. 12-16	REFERÈNCIA..... 12-16

COMPONENTS - MATÉRIEL - SPIELINHALT - COMPONENTES

Initial Clan Members /
Membres Initiaux de Clan
/ Start-Clanmitglieder /
Miembros Iniciales de Clan



x2

Mercenaries / Mercenaires /
Söldner / Mercenarios



x7

Monster / Monstres /
Monster / Monstruos



x5

Equipments / Équipements
/ Ausrüstungen / Equipos



x6

Lands / Régions / Länder /
Territorios



x3

Second Gates



x5

Progress Track / Plateau
de clan / Fortschrittsleiste
/ Ficha de progreso



x1

Reputation marker /
marqueur Réputation /
Ansehen-Marker / marcador
de Reputación



x1

Glory marker / marqueur
Gloire / Ruhm-Marker /
marcador de Gloria



x1

Initial Trap / Piège Initial /
Startfalle / Trampa Inicial



x1

Affinity Links / Liens
d'affinité / Affinitätskuppler/
Nexo de afinidad



x5

Assignment tokens/ Jetons
Mercenaire / Söldner-
Auftragsplättchen / Fichas
de Asignación



x9

Heavy Weapons / Armes
lourdes / Schwere Geschütze
Armamento pesado



x16

Bag / Sac / Beutel / Bolsa



x1

DICE / DÉS / WÜRFEL /
DADOS
Strength / Force / Stärke /
Fuerza



x6

Magic /
Magie / Magie / Magia



x4

Persuasion / Persuasion /
Feilschen / Persuasión



x4

Ammunition / Munition /
Munition / Munición



x8



INTRO

This expansion introduces new versatile and powerful components into the game, the Heavy Weapons. They have multiple activations and, unlike Traps and Defense tokens, can be brought home from battle if not used. They may allow your mercenary to hide behind them, if activating their Defense value, or to use their immense fire power to blast Monsters out of the way or to destroy that roadblock that lets you conquer a Land.

This double expansion also includes material to play the game with 5 players, including rules modifications. It features a completely new Affinity, called the Forge, with a set of Mercenaries, Monsters, Lands and Equipment. Use the cards and tokens by replacing those of another Affinity of choice or by adding them, if you play 5p.

HEAVY WEAPONS EXPANSION RULES

GAME PREPARATION & DEPLOYMENT PHASE

Heavy Weapons are available for purchase at the **Hunter's Lodge**.



Place all Heavy Weapons tiles into the Heavy Weapons bag and draw one of them randomly, placing it on the Hunter's Lodge with the Gold coin symbol up.

Heavy Weapons occupy the space of two traps.

Players can purchase Heavy Weapons following the standard rules, paying the price as indicated on the tile (remember your Persuasion discounts)

If you buy a Heavy Weapon, store it on your Clan Progress Track, in your Traps section. The **storage limit is 1**, not counting those already assigned to a Path. You may discard a Heavy Weapon to buy a new one.



After a player has purchased a Heavy Weapon and completed his action at the Hunter's Lodge, fill up the space with a new random Heavy Weapon tile from the bag.

You may deploy a Heavy Weapon to an outside Path, at the moment of deploying a Mercenary to a Land or the Entrance of the Citadel.

The Heavy Weapons always occupy the **last spaces of a given Path** (they are heavy and it takes time to roll them there). Heavy Weapons are ranged arms, so they can reach your opponent from the rear-guard.

ADVENTURE PHASE

Heavy Weapons come into play when you activate the Mercenary occupying the Path they are placed on.

They may feature a **Defense** value, a number of **Ammunition Dice**, and a **Weapon Ability**.

You may **activate each Heavy Weapon twice** before discarding it. After its first activation, flip the tile from its new side to its worn-down side. It is still usable, even in the same battle, but it has lower values in its features. If you activate it a second time, discard the tile immediately after use, do not leave it on the Path.



Possible Activations (you may use **only one of each type in a single battle**)

DEFENSE

During a Monster attack, you may activate the Heavy Weapon to seek shelter behind it and use its Defense value. Note that not all Heavy Weapons have Defense values.

ATTACK

When you attack a Monster or attempt to conquer a Land, you may use its attack features, consisting of Ammunition dice and Weapon Ability.

You may choose to activate your Heavy Weapon at any time during the Mercenary attack. This gives you the flexibility to “wait and see” whether you actually need the extra fire power.

If you activate a Heavy Weapon for attack, take the indicated Ammunition dice from the reserve and place them on the Heavy Weapon tile. You may roll these dice together, one by one (to capture Monsters instead of killing them) and also switch between Ammunition dice and other dice, if it suits your capture strategy.

Ammunition dice work like other dice (D6), but they often come with modifiers from their Heavy Weapon’s ability. You can also influence them with talents of the Forge affinity and their equipment.

The Weapon Ability is only used when the Weapon is activated to attack, but in this case the ability’s application is obligatory.

If your Heavy Weapon has not been discarded during battle, you may roll it home and store it again on your Clan Progress Track for future use, provided you keep the storage limit of 1. Maintain the tile on its current side (new or worn-down).



5TH PLAYER RULES MODIFICATIONS

GAME PREPARATION

Set up the game as normal, using the provided Clan Progress Track, Glory and Reputation markers and Initial Trap for the 5th player. Use the following rules modifications:

- Give each player a SECOND GATE card
- Give each player an Affinity Link token

THE SECOND GATE

The **SECOND GATE** is your personal back door entrance to the buildings of the Citadel. You can use an action during the Deployment phase to deploy a die there, choosing a single Strength or Magic die, according to the building you want to access. Wherever there is a price on an item, pay the price. At the Alchemist, you receive 2 potions or 2 venoms or 1 of each. At the mine, you receive 2 Gold.

Note that **you cannot use Persuasion dice** at the SECOND GATE. Merchants will let you enter their buildings even when the dice spaces on the main board are filled, but they will not give you discounts.

You can use the **SECOND GATE only once per Deployment phase**, so choose the moment wisely.



AFFINITY LINK TOKENS

To off-set the increased difficulty of pairing Mercenary and Land for settling purposes, each player has an Affinity Link token. This token allows you to settle 1 Land of **any** Affinity with a Mercenary of **any different** Affinity.

To use the token, place the Land and the selected Mercenary on the left of your Clan Progress Track, then place the token on the top of the cards. Remember that settled Mercenaries will not leave their Lands unless they die or are promoted to Leader, so apply the link with care.



SCORING

Use the following table when scoring Affinity icons of each Affinity in your Clan:

# of Affinity icons of matching Affinity	0	1-2	3	4	5	6+
VPs	0	1	4	6	9	14

SHORTER VARIANT

To shorten total play time, play the game over 5 rounds instead of 6, maintaining the rule of ending the game when a player has 30 Glory points at the end of a round. In this case, each Clan starts with 1 Leader, 1 Initial Mercenary, 1 Novice, 6 Glory, 2 Reputation, 2 Defense tokens, 1 Initial Trap, and 7 Gold.

OTHER LANGUAGES ARE BEING TRANSLATED