

B-SIEGED

DARKNESS & FURY

RULEBOOK

A GAME BY

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INTRODUCTION

The armies of the Abyss have been repelled thanks to the bravery and sacrifice of the intrepid heroes of Modhelm, but an even more dangerous threat marches now towards the Citadel: the mighty legions of the Orc Nation!

To defeat the swift Iron Orcs, the crafty Goblins and the fearsome Trolls, players will need to develop new strategies while preventing the foul acid-born creatures known as Mulfins from breaching the city walls... And beware the fury of Ikmoth, the Dragon, an Avatar of Destruction capable of incinerating all Quarters of the Citadel!

This expansion contains two new heroes, new miniatures and Enemy cards, a customized Event deck and all the components needed to offer a new and exciting game experience!

COMPONENT LIST

2 hero dashboards



2 Heroes



4 Skullcrusher Trolls



1 Mulfin die



1 Messenger token



30 Event cards



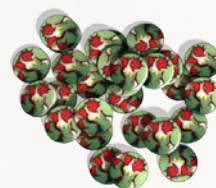
48 Enemy cards



16 Iron Orcs (12 standard and 4 elite)



35 Mulfin tokens



4 Breach tokens



1 Ikmoth, the Dragon token (plus plastic stand)



60 Resource cards



2 Hero bases



7 Tyrannizer Trolls



8 Goblins



HOW TO USE THIS EXPANSION

To prepare a game against the armies of the Orc Nation, simply follow the instructions detailed in the Core Game Rulebook, taking into account the modifications listed in the “Game setup” section of this rulebook, below. The game sequence, victory and defeat conditions are the same as in the Core Game.

The new enemy units and the new Avatar feature exclusive traits and rules which are explained in the corresponding sections.

Players may choose whichever heroes they want to play with, and the two heroes included in this expansion may also be used in games against the Abyssal armies of the Core Game.

GAME SETUP

Before starting your first game of **B-SIEGED** with the “Darkness & Fury” expansion, carefully punch out the new tokens from the punchboard and attach Ikomoth, the Dragon token to its plastic stand.

Then, follow the Game Setup steps laid out in the Core Game Rulebook, with the following changes:

- Build the Event deck using only the 30 Event cards included in this expansion. Shuffle them and place the deck facedown on the “Events” slot of the Card Sheet.
- Build the Enemy deck using only the 48 Enemy cards included in this expansion. Shuffle them and place the deck facedown on the “Enemies” slot of the Card Sheet.
- Build the four Resource decks combining the 60 Resource cards included in this expansion with the 120 Resource cards from the Core Game. Shuffle each deck by type and place them facedown on the “Resource” slots of the Card Sheet.
- Set aside the Mulfin tokens, the Breach tokens; the Ikomoth, the Dragon token; and the Mulfin die.

NEW HEROES

BJORN, THE DWARF



Dwarves do not visit the Elmidair Empire for leisure very often “because beer tastes like water from a puddle over there”, but when the Orc Nation started marching northwards, Torgo II, the Dwarven King, sent his firstborn Bjorn to warn their neighbors against the incoming threat.

Luckily for Modhelm and its people, Bjorn managed to arrive a few hours before the vanguard of the Orc horde.

His hammers shall drink more black blood soon, but while he waits, the Dwarf Prince doesn’t mind soaking his royal beard at Ultor’s, whose beer is surprisingly tasty. Despite being human-brewed, that is. Bjorn does not like Orcs, mountains or mines, and giving explanations annoys him greatly.

Strength value: 2

Starting Ability: Martial Mastery and Epic Vigor

KHAZ MAGHUR, THE RENEGADE ORC



While Orcs are the leaders of the Orc Nation, not all of them belonged originally to the Iron Tribe. Khaz Maghur was born to a minor tribe, but his combat prowess did not pass unnoticed to the Iron Legions. Khaz fought proudly for his adoptive tribe for many years...until that fateful day when, for no reason at all, the Iron Captains decided what the heck! Let’s exterminate’m other trib’s!

Khaz never forgave them for that treason, and become a most dangerous rebel; a true nightmare for his race. You have to be worse than mad to trust an Orc, they say, but maybe Modhelm won’t resist the siege without his help.

Strength value: 3

Starting Ability: Perfect Aim and Storm of Steel

THE HORDES OF THE ORC NATION

The term “Orc Nation” was actually coined by the Dwarves of the Golden South to refer to the disparate ragbag of monstrous races allied with (or submitted by) the Iron Orcs. Orcs, however, prefer the more technical expression “Ghaakjartthakaaajjargh kothharrgh utn’ Hiaajuuklooorrrrh” even though most of them have no idea what it means, and can’t even pronounce it correctly.

Presently, the most representative non-Orc races of the Nation include the Skullcrusher and Tyrannizer Troll tribes and nearly every single Goblin found between the Saltless Sea and the Arkataj Mountains. The Orc Nation is actually made up of dozens upon dozens of evil and poorly groomed species. It is indeed a very open social entity where race doesn’t matter much: as long as you exhibit a boundless passion for violence and dream of laying waste to entire civilizations in the name of the Black Dragons and/or just for laughs, you shall be treated as family. Now, if you happen to be an upstart fellow or a Tyrannizer blames you for the explosion of his favorite Mulfin pet, you shall die slowly and creatively.

All enemy units are spawned in Zone 3 of the four Enemy Fields during the Enemy Spawning step of the Setup phase. During the Enemies phase, they must either advance or attack, depending on the icons printed on the Zone the units are (↑ ↻).

Note: Just like in *B-Sieged: Sons of the Abyss* Core Game, if you need more enemy units than miniatures are available, you’ll need to follow the replacement procedure: place all of the figures required by the Enemy card that might be available. Then, regardless of the number of additional figures needed, add extra figures according to the diagram below.

ENEMY CARDS

UNIT NAME

ENEMY TYPE
Assault, Support and Heavy.

STANDARD TROOP
Number of hits and resistance of standard troops of this unit.

ELITE TROOP
Number of hits and resistance of elite troops of this unit.

NUMBER OF ATTACKS
Number of automatic hits the unit inflicts when attacking.

RESISTANCE
The Strength of a card or a hero’s attack must be equal to or greater than this value to destroy or affect the enemy unit.

NUMBER OF UNITS SPAWNED EACH SEASON
If the card shows the illustration of another unit instead of a number, one of those units is spawned instead.

IRON ORCS

To speak of the Orc Nation is to speak of the Iron Orcs. Hundreds of years ago, the overambitious and ruthless Iron Tribe conquered the Arkataj Mountains and a vast extension of the Golden South with the help of the Dragons. Since then, their greed has only become greater. Even though the Dragons were exiled by the sorcerers of the Elmidair Empire, the Iron Tribe recovered from this severe setback and after almost annihilating the other Orc tribes, they managed to unite other major races of the South, such as Trolls and Goblins, under their despotic rule.

Until very recently, the Dwarven Kingdoms kept these monsters at bay, but the awakening of the Abyss stoked the thirst for vengeance of the Iron Captains, who decided to send their armored legions to the north to crush the cities of men and avenge their long-lost Dragon masters.



The Iron Orc is an Assault unit ★ and follows these rules:

- Whenever Iron Orcs are spawned in a Summoning roll, one will always be an elite Iron Orc, and the rest standard Iron Orcs.
- An Iron Orc must advance from Zone 3 directly to Zone 1.
- A standard Iron Orc performs 2 attacks and has Resistance 2.
- An elite Iron Orc performs 3 attacks and has Resistance 2.
- Once an Iron Orc is in a Zone 1, if there are heroes on the adjacent side of the wall, the Iron Orc must attack. If there are no heroes, the Iron Orc must advance from Zone 1 to the Citadel. If this happens, **players immediately lose the game!**
- Iron Orc attacks only hit heroes on the adjacent side of the wall. Players must split the hits among the heroes on that side of the wall.

MESSANGER HUNT

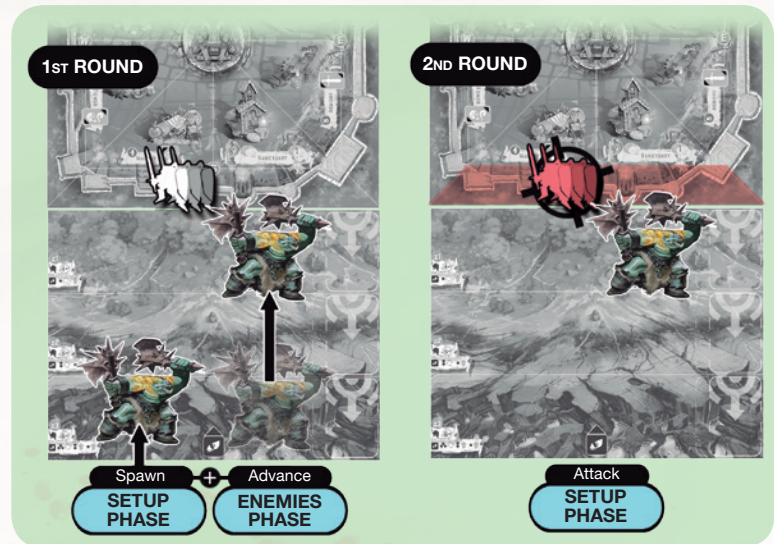
If the Messenger token is in a Zone 2 and during the Enemies phase there are Iron Orc enemy units in Zone 3 of the same Enemy field, those units will not advance from Zone 3 to Zone 1 as they should. Instead, they will advance to Zone 2.

SKULLCRUSHER TROLLS

Trolls were the first race to join the Orc Nation after months of fierce battles. These huge creatures are incredibly strong, but not very numerous, so their leaders ended up demanding a truce to avoid more casualties.

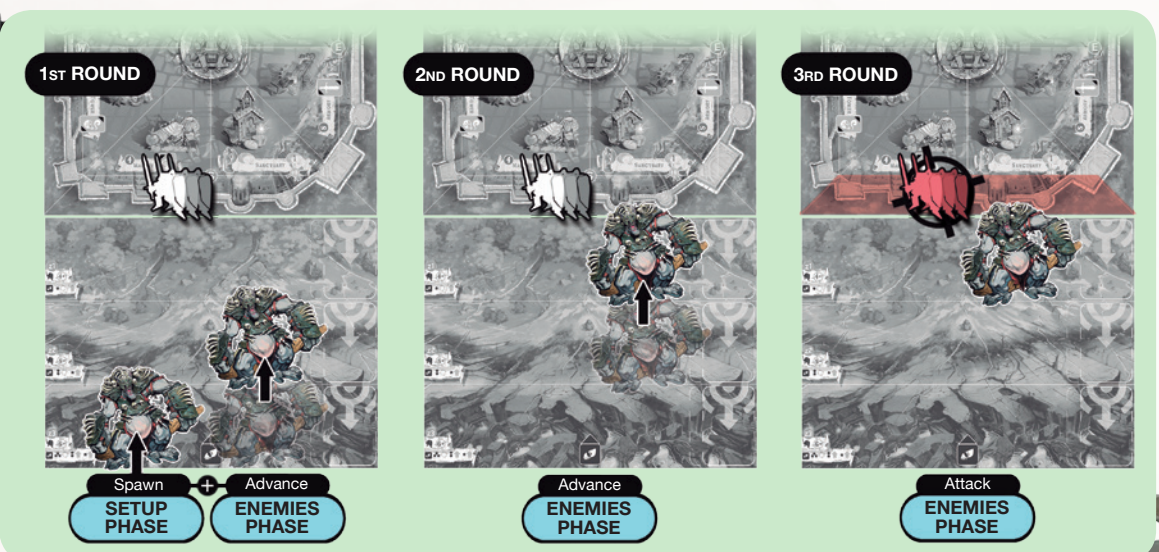
The Skullcrusher Tribe was the one who more vehemently advocated for a solid alliance with the Iron Orcs, for they shared their bloodlust and their political ideology (kill 'em all un-dragony things!) There are no fiercer warriors in all the Golden South: a Skullcrusher may defeat a small army singlehandedly, or a large one if he or she just had a family meal. And Skullcrusher family meals are so worryingly frequent...

Note: During Winter rounds, Skullcrusher Troll Enemy cards show the number of Iron Orc units that appear that round instead of Skullcrusher Troll units.



The Skullcrusher Troll is an Assault unit ★ and follows these rules:

- A Skullcrusher Troll must advance one Zone each round until it reaches Zone 1.
- A Skullcrusher Troll performs 4 attacks and has Resistance 3.
- Once a Skullcrusher Troll is in a Zone 1, if there are heroes on the adjacent side of the wall, the Skullcrusher Troll must attack. If there are no heroes, the Skullcrusher Troll must advance from Zone 1 to the Citadel. If this happens, **players immediately lose the game!**
- Skullcrusher Troll attacks only hit heroes on the adjacent side of the wall. Players must split the hits among the heroes on that side of the wall.



TYRANNIZER TROLLS



While Skullcrushers are the most feared Trolls in the battlefield, the Tyrannizer Tribe has become pretty popular thanks to their R&D department. These evil researcher-shamans, fervent worshippers of the Dragons, have developed an interesting warlike use for Mulfins, their repulsive and unstable pets: throwing them hard against city walls to melt the stone with acid and open a passage for their overanxious Skullcrusher cousins. It is a most crude and pretty disgusting tactic, so highly regarded among the ranks of the Orc Nation it has become a mass sport, with teams and all.

The Tyrannizer Troll is a Heavy unit ★★ and follows these rules:

- A Tyrannizer Troll does not advance; it must attack from Zone 3.
- A Tyrannizer Troll performs one attack and has Resistance 3.
- To make a Tyrannizer Troll attack, roll the yellow die from the Core Game. The number rolled shows the number of Mulfin tokens that must be placed on the adjacent side of the wall.



MULFINS

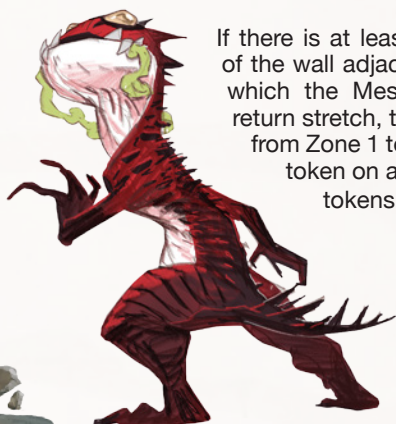
Vomit. Reproduce. Explode. These are the stages of the brief and epic life of your average Mulfin, usually in that order. Until recently, these repugnant and disturbed beings of eldritch origins were nothing but walking acid bags; the favorite pets of Troll children. Until the glorious day an enraged Tyrannizer dad threw his son's entire Mulfin collection against a nearby mountain during a routine family meal fight. The resulting explosion caused a huge hole in the rock (and a trauma in the teen Troll as well). From that moment on, Mulfins stopped being considered brainless and grimy bugs: they became the brainless and grimy (but heroic) long-range ammunition of the Orc Nation!

If at the beginning of the Enemies phase there are at least 6 Mulfin tokens stacked on one side of the wall, an explosion occurs, and a breach is opened. Remove all Mulfin tokens on that side of the wall and place a **Breach token** on it. Each hero in that side of the wall receives three hits. Repeat this process for all sides of the wall in which there are at least 6 Mulfin tokens before proceeding with the rest of the Enemies phase.

If an Assault unit is in Zone 1 of an Enemy Field and there is a Breach token on the adjacent side of the wall, that Assault unit must advance to the Citadel during its turn, irrespectively of whether there are heroes on that side of the wall or not. If this happens, **players immediately lose the game!**

If there is at least one Mulfin token on the side of the wall adjacent to the Enemy Field through which the Messenger is traveling during the return stretch, the Messenger may not advance from Zone 1 to the Citadel. If there is a Breach token on a side of the wall, no more Mulfin tokens can be stacked on that side.

Note: Mulfin tokens are not considered "enemy units."

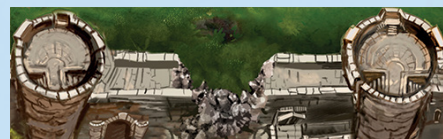


SEAL A BREACH

To remove a Breach token from a side of the wall, every hero in play must pay 2 Food and 2 Gold pieces and spend an action at the beginning of the Heroes phase. All heroes must do this in the same round, although they may be anywhere on the board.



Example: In a 4-player game, players control the Mercenary, the Archer, the Sorcerer and the Dwarf. During the first round of Summer, a breach opened on the Northern wall. During the second round of Summer, players would like to seal the breach at the beginning of the Heroes phase. The Archer has 3 Food and 2 Gold pieces; the Sorcerer, 2 Food and 2 Gold pieces; the Mercenary, 1 Food and 2 Gold pieces; and the Dwarf has 3 Food but no Gold pieces. Thus, it is not possible to seal the breach this round. The Mercenary's and the Dwarf's players better gather the resources needed during this Heroes phase if they want to seal the breach next round!



EXTERMINATE MULFINS

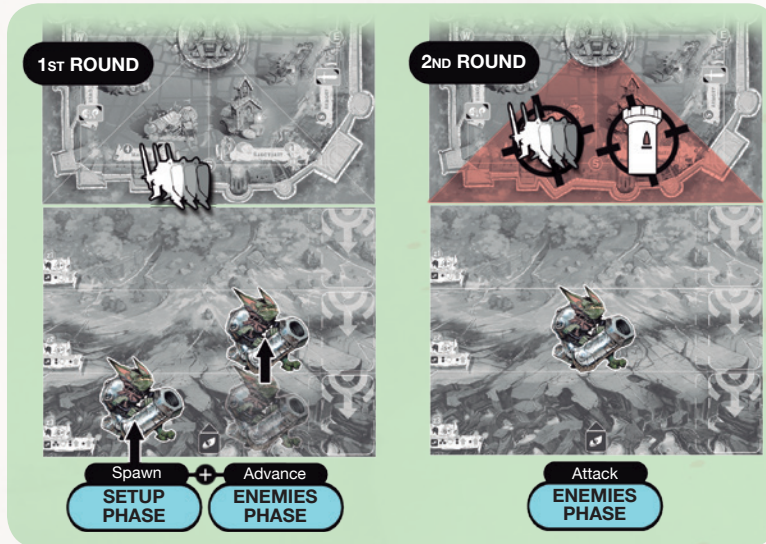
A hero may exterminate Mulfins stacked on a side of the wall by spending an action. Place the hero on that side of the wall if he or she wasn't there already and roll the Mulfin die. If you obtain a Mulfin face 🐛, remove as many Mulfin tokens as the die shows (between 1 and 4.) If you roll a "YUCK!" 🤢 or two "YUCK!" 🤢, the hero receives one or two hits, respectively.

Whenever a hero manages to exterminate at least one Mulfin with this action, he or she earns a Morale point (regardless of the number of Mulfins wiped out.)

GOBLINS

Orcs just adore Goblins. And what's not to like about them? All these creatures ambition is to wreak havoc and they never question orders, as long as they have to do with destroying stuff. Technically, several species of Goblins exist, but no one has ever bothered to catalog them. Goblins do not have a very rich culture to speak of either, and their most distinctive trait is a perverse love for machines and explosions.

Goblins are remarkably curious and cunning beings, and make up for their small size by wielding dangerous (and rather unsafe) goblinsque weapons, such as the fearsome Mulfidium Cannons, which shoot the potent acid drained from the gluey pools where Mulfins lay their putrid eggs.



The Goblin is a Support unit ★ and follows these rules:

- A Goblin must advance one Zone each round until it reaches Zone 2.
- Once a Goblin is in a Zone 2, it must attack.
- A Goblin performs one attack and has Resistance 1.
- Goblin attacks hit all heroes in the adjacent Quarter, i.e., the side of the wall and the two buildings in that Quarter. Each affected hero receives one hit per Goblin attack. If there are no heroes in the Quarter, the buildings become damaged. A damaged building is not destroyed if it suffers additional Goblin hits.

DISRUPTION: IKOMOTH, THE DRAGON

If while making the Summoning rolls you obtain the same symbol three times in a row, a Disruption takes place in the Abyss, through which an Avatar joins the battle. For the legions of the Orc Nation, the Avatar is none other than Ikmoth, the Dragon, one of the legendary creators of Orcs and Trolls alike.

- Draw a Compass card to determine the Enemy Field in which the Avatar appears. Place the Avatar on the corresponding Zone 3. Enemy units in the Enemy Field for which the third roll was made are spawned as normal.
- Ikmoth is an Avatar, so it is not considered an “enemy unit.”
- The Avatar has Resistance 4.
- Ikmoth may resist more than one hit, and has a Vinculum rating of 10. This Avatar follows the same rules as the Avatar of the Abyss from the Core Game regarding damage and the Vinculum track on the Summoning Boards.

The hero who destroys the Avatar earns 2 Morale points, in addition to any other points earned by the attack.

THE DRAGON'S WRATH

Ikmoth is an Avatar of the Fire Realm, and its blazing attack may incinerate foes and scorch the earth.

During the Enemies phase, Ikmoth must perform two actions in this order: attack and movement.

ATTACK

The terrible flame blast automatically hits the adjacent Quarter of the Citadel. Each hero in that Quarter or the Catapult loses 2 Morale points, and buildings become damaged (or are destroyed if they were already damaged) even if they are protected by a hero. Reinforce tokens may be used normally against this attack.

MOVEMENT

Unlike other enemies, Ikmoth does not advance through the Enemy Fields towards the Citadel. Instead, after attacking, move the Avatar to Zone 3 of the Enemy Field to its right.



DEVoured MESSENGER

If at the beginning of its turn during the Enemies phase Ikmoth is in a Zone 3 and the Messenger is also in that Zone 3, Ikmoth does not perform its mandatory attack action. Instead, the Messenger dies. Then, Ikmoth moves to the Enemy Field to its right, as normal.

ROUND SUMMARY

THE SETUP PHASE

EVENTS

- The Time token advances one square in the Seasons Board.
- The player with First player token passes it to the player to his or her left.
- Discard current Event.
- Reveal new event from Events deck.

THE MESSENGER'S TURN

- The Messenger advances on zone, if able.

ENEMY SPAWNING

- Choose an Enemy Field.
- Make a Summoning roll for each Spawning point.
- Place the spawned miniatures on Zone 3.
- Repeat the above steps for the other three Enemy Fields.

HEROES PHASE

Each hero must perform 3 of following actions :

- Attack from the walls.
- Repair a damaged building.
- Obtain Resources at the Citadel.
- Use the Catapult.
- Exchange Resources cards with another hero.

THE ENEMIES PHASE

TACTICS

- Resource cards with the Tactics icon are triggered.

ATTACK

- Choose an Enemy Field.
- Enemy units that must attack, attack in order (Z1, Z2, Z3).
- Repeat in the Enemy Field to the left

MARCH

- Choose an Enemy Field.
- Enemy units that must attack, attack in order (Z1, Z2, Z3).
- Repeat in the Enemy Field to the left.

END OF SEASON PHASE

CONSUME RATIONS

- Each hero must pay 2 Food or die.

DETERMINE ENEMIES

- Discard all Enemy cards and replace them.

RENEW RESOURCES

- Discard all remaining Resource cards on the Season Resource slots.
- Draw as many cards as heroes remain in play from each Resource Pool deck.

THE ORC NATION TROOPS

IRON ORCS



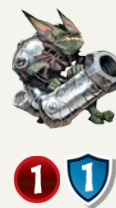
STANDARD TROOPS ELITE TROOPS



GOBLINS



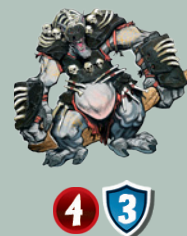
STANDARD TROOPS



SKULLCRUSHER TROLLS



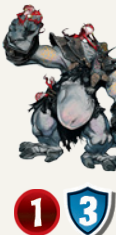
STANDARD TROOPS



TYRANNIZER TROLLS



STANDARD TROOPS



TARGET PREFERENCE



Ikomothe



Tyrannizer Troll



Skullcrusher Troll



Goblin



Standard Orc



Elite Orc

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