

tiny
epic
Defenders

THE DARK WAR

Expansion Rulebook

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Coming
Soon

Expansion Components



7 Dark War Region Cards (double-sided)



5 Player Cards



4 Experience Cards



6 General Cards



4 Artifact Cards



6 Epic Foe Cards



4 Artifact
Items



1 Mode
Card

Prologue

The *Dark War* has infected Aughmoore. The invading evil could not be thwarted at our borders and its darkness now spreads in every Region, leaving villages and homesteads in ruins. Refugees huddle into Caravans to flee for the protection of the Capital City, but certain death stalks them and their slow, oxen-pulled wagons. Aughmoore has never before had a more dire need for Defenders.

We must rise up, must unite, and must risk everything again to preserve what little spirit and people remain.





12 Skill Cards



4 XP Tokens



6 Dire Enemy Cards



6 Caravan Constructs

War Region Components:

- 3 Fleet Dice
- 3 Storm Tokens
- Great Tree Construct
- Manticore Construct
- 5 Soldier Cards
- 6 Death Tokens

Expansion Overview

This expansion adds 6 elements to *Tiny Epic Defenders*:

1. New Defenders, Artifacts, Dire Enemies, and Epic Foes
2. Generals: a new threat that Defenders must overcome
3. War Regions that replace the regular Regions
4. Caravans that must be Escorted to the Capital City
5. Skill Cards and Experience Points
6. Your choice of Campaign Mode or Single Game Mode

Expansion Setup

Setup the same as a regular game of *Tiny Epic Defenders*, with the following additions and exceptions:

1. Shuffle all the new **Defender**, **Artifact**, **Dire Enemy**, and **Epic Foe Cards** in with their respective types from the base game.
2. Replace the base game's Capital City Region Card with the **Dark War Capital City Region Card**.
3. Randomly place the **6 Caravans** within reach with their Region symbols facing down.
4. Give each player an **Experience Card** and an **XP Token**, placing the Token on the "0 space" on the Experience Card's *XP Track*.
5. (A) Shuffle the **Skill Cards** into a Deck and place it near the Artifact Deck. (B) Deal each player **2 Skill Cards**, and players choose 1 to keep and discard the other to the bottom of the Skill Deck. (C) Each Defender places their chosen Skill Card face up next to their Player Card.
6. Place the **Dark War Region Cards/Components** and **General Cards** in the Expansion Box Lid, ready to be added when needed.
7. Place the **Mode Card** in the play area. Before dealing an Epic Foe Card, choose which Game Mode to play:

Choosing a Game Mode

As a group, decide which Game Mode to play:

Campaign Mode: "The Dark War" (~60 min playtime, see pg. 9)

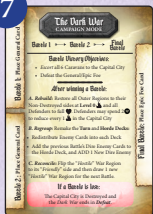
OR

Single Game Mode: "The Great Battle" (~25 min playtime, see pg. 11)



7

Mode Card



Turn Deck



Skill Deck

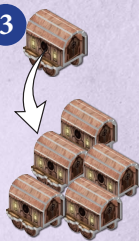


Artifact Deck



5A

3



6 Caravans



2

Dark War Capital City



5B

Deal 2 Skill Cards, and choose 1

Skill Card



5C



Experience Card



XP

4

XP Token on "0"

General Cards

A new challenge during the *Dark War* that Defenders **MUST Fight** are the Generals.

As a rule of thumb, the term “General” and “Epic Foe” are synonymous in regards to Defender and Artifact Abilities.



Skill Cards and Experience Points

During the game, players will **gain Experience Points** (XP) and then may spend these XP to **Use** their Skill Card's Ability. Unless the Skill says “*On your Turn,*” the Defender may use it during any Defender's turn.



Gaining Experience Points:

Defenders gain XP (XP Token moves up its track) in the following ways:

- Gain 1 XP by spending 1 Action Point when their Defender Card is drawn (see below).
- Gain 1 XP for Defending against an Enemy or Dire Enemy.
- Gain 2 XP for Escorting a Caravan to the Capital City.
- All Defenders gain 3 XP when a General is defeated.

Leveling Up a Defender:

Whenever a Defender reaches 8 XP (the maximum amount), at anytime they may spend the 8 XP to **Level Up**. They immediately draw a Skill Card and place it face up next to their existing Skill Cards AND they also restore to full HP. This action is optional, and a Defender instead may choose to remain at 8 XP.

Preparing for Action:

A new action that a Defender may take **ONLY** when their Defender Card (not an All Defenders Card) is drawn is to **Prepare**. The Defender **spends 1 Action Point to gain 1 XP**. They may do this as many times as they have Action Points to spend.



Caravans

Villages from the Outer Regions have been displaced, and as a Defender it is your duty to protect these innocent civilians. In addition to defeating the Epic Foe, players **MUST** also complete this objective to achieve victory:

Victory!

Escort all 6 Caravans to the Capital City AND then defeat the Epic Foe.



All the Caravans MUST be in the Capital City before the Epic Foe can be defeated. Until then, the Epic Foe cannot lose its last Hit Point and will remain at least at 1 ♥.

Add a New Caravan to a Region Each Round:

At the beginning of each Round (including the first), **reveal 1 Caravan** from the pile and place in the corresponding Region with the matching symbol.



Escorting Caravans:

A new action that a Defender may take on their Turn is to **Escort** a Caravan. When a Defender spends an Action Point (AP) to move from from a Region that contains

a Caravan that has a Caravan in it, a Defender can also **spend 1 Experience Point (XP)** to move the Caravan with them. This action applies only to a “regular Move Action” and not a move enhanced by an Ability. A Defender may **Escort** multiple Caravans at once as long as they spend 1 XP for each. Once a Caravan is in the Capital City, it must stay there.



When moving, Spend 1 XP to also Escort a Caravan



Campaign Mode: “The Dark War”

In Campaign Mode, in order to save Aughmoore players must win a **series of 3 Battles** in a row. Each Battle will build off the next, and new threats get added each step of the way. Between the Battles, players will have a chance to repair the realm and *Level Up*. In the first 2 Battles, players will face off against Generals, but in the final Battle, players must defeat an Epic Foe in order to claim victory. In addition, Regions are now at war and are more dynamic, however the deadlier Dark War Regions can become assets if players are victorious.

The Campaign Mode has the following gameplay flow:

1. Play the “First Battle” and defeat the General
2. *Rebuild, Regroup, and Reconile* for the Second Battle
3. Play the “Second Battle” and defeat the General
4. “R.R.R.” for the Final Battle
5. Play the “Final Battle” and defeat the Epic Foe

Place Horde Deck on top of the First Battle General Card

Additional Campaign Setup:






1. Flip the **Mode Card** to its *Campaign* side.
2. Shuffle the **General Cards** and place 2 face down next to the Mode Card’s “**Battle 1**” and “**2**” slots. Place the remaining General Cards back in the box without revealing them.
3. Add **1 less Dire Enemy Card** when making the **Horde Deck**, and place it on top of the “**First Battle**” General Card.
4. Shuffle the **Epic Foe Cards** and place 1 face down next the Mode Card’s “**Final Battle**” slot. Place the remaining Epic Foe Cards back in the box without revealing them.
5. Secretly shuffle the **6 Dark War Regions** under the table and draw
1. Add it to the Game Map “**Hostile**” side up, replacing the regular Region (place the Regular Region back in the box), with its **Threat Token on 0**. Setup the War Region based on its **Scenario Setup** (pg.10).



Playing a Battle: Battles are played like a normal game. After the Horde Deck is exhausted, either a General or the Epic Foe Card is revealed. Players win the Battle if they first *Escort* all of the Caravans to the Capital City and then defeat the General or Epic Foe. If the Capital City however is Destroyed, then they have lost and the entire campaign is over.

To set up for the next Battle, players **Rebuild, Regroup, and Reconcile:**

A. Rebuild: The realm is rebuilt and the Defenders are restored:

1. Defenders keep any Artifacts, Skills, and  earned.
2. Defenders may trade Artifacts with each other and *Level Up* if they have 8 .
3. Defenders heal to full  and any effects from War Regions are removed.
4. All Outer Regions return to **Level 0** , and any Destroyed Regions are restored. All Caravans are mixed up and returned to the Caravan pile with symbols facing down.
5. **The Capital City does not return to Level 0** .

B. Regroup: The horde is now preparing to attack again. Separate out the Turn Deck into its Defender, Enemy, and Dire Enemy Cards, and refer to the **Creating the Card Deck** chart on pg. 5-6 in the base game rulebook:

1. Collect all **9 Enemy Cards** and redistribute them. Form the starting **Turn Deck** with Enemy Cards and Defender Cards as normal.
2. To form the **Horde Deck**, **keep all of the Dire Enemies** from the Turn Deck of the previous Battle and place them back into the Horde Deck. Now collect ALL of the unused Dire Enemies from the Leftover Cards, **ADD 1 new random Dire Enemy into the Horde Deck**, and shuffle, placing it on top of the next Battle's General or Epic Foe Card. Return the remaining Dire Enemy Cards back to the Leftover Cards in the box lid.

C. Reconcile: Flip the Dark War Region that was previously "**Hostile**" to its "**Friendly**" side. Then add a new "**Hostile**" Region by secretly shuffling the remaining Dark War Regions under the table and drawing 1. This new Region replaces the matching Region for the next Battle and is placed "**Hostile**" side up, following its **Scenario Setup** (pg. 10).



Single Game Mode: "The Great Battle"

Single Game Mode offers all of the epicness of *The Dark War*, in a single Battle. Players win the Battle if they first *Escort* all of the Caravans to the Capital City and then defeat the Epic Foe. If the Capital City however is Destroyed, then they have lost The Great Battle.

Additional Single Game Setup:

1. Flip the **Mode Card** to its *Single Game* side.
 2. Shuffle the Epic Foe Cards and place 1 face down on the Mode Card. Place the remaining Epic Foe Cards back in the box without revealing. Place the Horde Deck on top of the Epic Foe.
- 
- The image shows a 'The Great Battle Single Game Mode' Mode Card. The card has a dark background with a central illustration of a battle scene featuring a dragon and soldiers. Above the illustration, the text reads 'The Great Battle SINGLE GAME MODE' and 'Battle Victory Objectives: Escort all 4 Caravans to the Capital City, Defeat the Epic Foe'.
3. Secretly shuffle the **6 War Regions** under the table and draw 1. Add it to the Game Map "*Hostile*" side up, replacing the regular Region (place the Regular Region back in the box), with its **Threat Token on 0**. Setup the War Region based on its **Scenario Instruction** (see below).
 4. Secretly shuffle the **5 remaining War Regions** under the table and draw 1. Add it to the Game Map "*Friendly*" side up, replacing the regular Region (place the Regular Region back in the box), with its **Threat Token on 0**. Setup the War Region based on its **Scenario Setup** (see below).

Dark War Region Scenario Setup

Coast: Place the 3 **Fleet Dice** on their spaces on the Region Card.

Desert: Place the 3 **Storm Tokens** on the Region Card.

Forest: Place the **Great Tree Construct** on the Region Card.

Mountains: Place the **Manticore Construct** on the Region Card.

Plains: Place the deck of 5 **Soldier Cards** near the Region Card.

Ruins: Place the 6 **Death Tokens** on the Region Card.



Future FAQ Section



Credits

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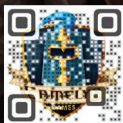
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