



Karak CHAOS

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WHILE THE HEROES were preoccupied with fighting the Dark General, the armies of monsters led by the equally fearsome Chaos Riders used the opportunity to raze unprotected cities. Now the fog of war disperses, the Fallen Cities have been turned to ashes and the Chaos Riders' mighty warbands are eyeing a new prey – even the Heroes' cities are no longer safe from their wrath! The hour of Chaos is nigh!

Karak 2: Chaos is an expansion for the adventure board game *Karak 2*. This expansion adds 5 new modules – *New Buildings*, *Merchant*, *Warbands*, *Chaos Rider bosses* and *New Heroes*. Each of them can be included in your game individually, or you can include all of them. You can also combine them with the 1st expansion, *Imperium*.



COMPONENTS

MODULE NEW BUILDINGS:

- 1 15 Building tokens
- 2 10 Medium-sized Elite Unit dice
- 3 5 Replacement Building tokens



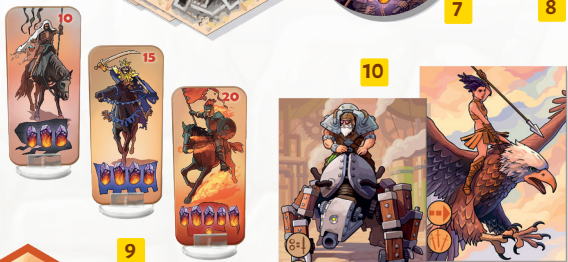
MODULE MERCHANT:

- 4 2 Merchant landscape tiles
- 5 12 Purchasable Item tokens
(3 swords, 5 fireballs, 1 hammer, 3 amulets)



MODULE WARBANDS:

- 6 3 Fallen City landscape tiles
- 7 3 Warband dials
- 8 3 Warband tokens



MODULE CHAOS RIDER BOSSES:

- 9 3 Chaos Rider boss standees
with plastic stands

MODULE NEW HEROES:

- 10 2 Hero cards
- 11 2 City tokens
- 12 2 Larger Hero dice
- 13 2 Hero standees
with plastic stands



MODULE NEW BUILDINGS

There are 10 new building types in the *Karak 2: Chaos* expansion (some buildings have 1 copy, some 2, so there are 15 new tokens in total). These buildings add various new effects the players can benefit from. However, these buildings are drafted during the setup of the game and replace the original buildings from the base game, so each player always has just 6 buildings available to build. Each player can only have one copy of each building. The new buildings follow the same rules as the buildings in the base game – they are build using the *Building Action*, and the player must pay the indicated cost.

Changes in setup – building draft

Before the start of the game (after the starting player has been selected in step 14 of the game setup), follow this procedure:

1. Set all 15 new building tokens in the middle of the table. This is the building offer.
2. Starting with the last player in the order of the game (the player on the right of the starting player) and continuing counter-clockwise, each player may select one building from the offer. They immediately take it and replace one of their buildings with this new token. The replaced building is returned to the box.
3. Once each player has had the opportunity to select their building, the new round of building selection starts, but this time the starting player selects first and then the players select in clockwise order (so the starting player will select last in the 1st round and first in the 2nd round). Once again, each player may select one building from the offer and replace one of their buildings with it.
4. Any remaining unclaimed buildings are returned to the box.
5. The game starts with the starting player taking their first turn.

EXAMPLE 1: BUILDING DRAFT

In a 4-player game, HORAN is the starting Hero. Therefore the first to draft is TAIA, sitting on his right. Taia takes the *Colossi Factory* and replaces the *Military Camp* with it (1). Then DARIUS takes the *Hospital* and replaces the *Portal* with it (2).

Next HANNAH takes the *Basilisk's Lair* and replaces her *Military Camp* with it (3). Then HORAN takes the *Sentinel Grove* (4) and *Trading Post* (5) and replaces his *Glory Banners* and *Shooting Range*. Next, HANNAH takes the *Monument* and replaces her *Stable* with it (6).

DARIUS decides not to take another building and TAIA takes the *2nd Trading Post* and replaces her *Portal* with it (7).



Effects of the new buildings

ELITE UNIT BUILDINGS

Five of the new buildings are *Elite Unit buildings* which allow their owner to train Elite Units. Elite Units follow the same rules as the Units from the base game, but there are only two dice of each type of Elite Unit available. Lost Elite Units are returned to the supply and can be trained again. Each Elite Unit has one icon unique to its die – its effects are described below.



Basilisk's Lair (4 stone)

Once a player has built the Basilisk's Lair in their city, they can train Basilisks when Recruiting an army. A Basilisk die costs 2 stone.



Basilisk's Poison – When this icon is rolled, the Basilisk dies and its die is returned to the supply. You will also add 1 sword for each Unit lost and each life lost in this roll – in other words for every skull rolled, but these skulls cannot be prevented in order for the Basilisk's effect to take effect.

Note: If Basilisk's death is prevented (i.e., thanks to the Amulet of Protection), its ability does not trigger.



Colossi Factory

(3 wood, 2 stone)

Once a player has built the Colossi Factory in their city, they can train Colossi when Recruiting an army. A Colossi die costs 1 wood and 1 stone.



Colossi Reconstruction – When this icon is rolled, you must pay 1 stone or the Colossi dies and its die is returned to the supply.



Minotaur Labyrinth (5 food)

Once a player has built the Minotaur Labyrinth in their city, they can train a Minotaur when Recruiting an army. A Minotaur die costs 2 food.



Minotaur's Hunger – When this icon is rolled, you must discard another Unit die or discard a Minotaur die before the battle has been resolved. You may discard a die on which a skull was rolled.



Sentinel Grove (5 wood)

Once a player has built the Sentinel Grove in their city, they can train Sentinels when Recruiting an army. A Sentinel die costs 2 wood.



Sentinel's Protection – When this icon is rolled, the Sentinel dies and his die is returned to the supply, but you prevent all other hit point and Unit losses from the skull icons rolled in that roll.

Note: The Sentinel must die for his ability to be used to save other army Units. If his death is prevented (i.e., thanks to the Amulet of Protection), his ability does not trigger.



Gryphon's Aviary

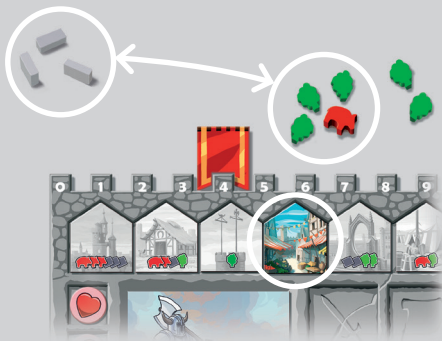
(2 food, 2 wood, 1 stone)

Once a player has built the Gryphon Aviary in their city, they can train a Gryphon when Recruiting an army. A Gryphon die costs 1 wood and 1 food.



Gryphon's Persistence – When this icon is rolled, the Gryphon dies and its die is returned to the supply, but the player may add any available basic Unit (Knight, Archer, Mage) to their army for free.

Note: The Gryphon must die for its ability to be used to take any available basic Unit. If its death is prevented (i.e., thanks to the Amulet of Protection), its ability does not trigger.



EXAMPLE 2: THE TRADE

HORAN has a *Trading Post* in his city. He has 5 wood and 1 food, but he needs 3 stone. Therefore he decides to trade 2 wood and 1 food for 3 stones. He must also pay 1 additional resource (in his case wood) for the transaction. Therefore he will return 3 wood and 1 food to the supply and take 3 stone in return.

OTHER BUILDINGS



Monument (1 wood, 2 stone)

The Monument is a special building that – once built – gives you one of the other Heroes' abilities. Once a player builds this building, they choose one of the other Heroes' abilities in the game and announces it to the other players. They can use the chosen ability for the rest of the game.



Trading Post (1 food, 2 wood)

player who has built a Trading Post in their city can trade resources 1 (of the ones they own) for 1 (of their choice) with the supply. They have to pay one extra resource when doing such a trade with the supply – this resource could be of any type. This trade is simply part of Building or Recruiting and does not cost an extra action.



Citadel (5 stone)

When a Warband is laying siege to a city (see below) with a Citadel built, its strength is lowered by 5 each time before it destroys a building. Additionally, each player who enters a landscape tile with a city with a Citadel built must pay one resource of their choice to the owner of

that city. If a player does not have a single resource to pay or does not want to pay, they cannot enter this city tile.

Note: The other Hero must finish one of their movements there. For example, going through using the Warrior Princess' or Acrobat's abilities does not trigger this effect.



Inn (3 wood)

Players who have built the Inn in their city will gain 1 resource of their choice at the beginning of each of their turns.

Attention: They must take the resource before taking any actions.



Hospital (2 stone, 1 food)

When built, the Hospital prevents its owner from being affected by a Plague & Misery effect resolved by other players. Also, the Healing action of their Hero heals all hit points, not just two, once the Hospital has been built.



Glory Banners – Please note that this module also includes a new version of the Glory Banners building from the base game.

When playing with the *New Buildings* module, please replace the old Glory Banners with these new ones. Their price is significantly reduced, because glory is easier to gain in the *Chaos* expansion than in the core game.



EXAMPLE 3: PURCHASING ITEMS ACTION

As part of the first action in her turn **TAIA** moves to the *Merchant landscape* tile (1) and decides to purchase the *Sword* and the *Fireball Spell*. She thus spends one action and has to pay 2 food and 1 stone to the supply (2). She then takes the respective tokens and adds them to the appropriate slots on her Hero board (3).

MODULE MERCHANT

The *Merchant* module introduces a new type of landscape tile and a new action associated with this tile. It offers players another option to gain items apart from defeating monster armies.

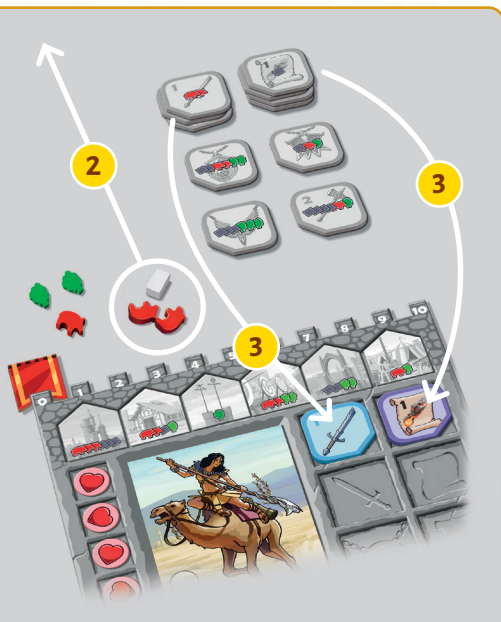
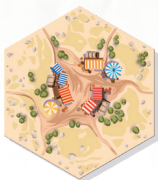
Changes in setup

In step 2 of the game setup, shuffle Merchant landscape tiles in the first-tier landscape tiles. Sort the Purchasable Items tokens by their type, make 6 stacks of them and place them near the landscape tile deck. This is the Purchasable Items supply.

Merchant landscape tile

When the Merchant Landscape tile is drawn from the deck and placed on the game board, do not place any monster armies on it. Monster army tokens cannot be placed on Merchant tiles under any circumstances. *Warbands* avoid Merchant tiles and go around them. No City nor Shrine can be built on a Merchant tile and the Alchemist's city cannot move there.

On Merchant tiles – and only on those tiles – the new action *Purchasing Items* is available. The Hero can use this action to buy any number of tokens, as long as they have enough resources to do so.



Purchasable Items

Purchasable Items follow the same rules as regular items (they are placed in the inventory on the Hero board in the appropriate slots, when replaced or discarded, they are placed on that Hero's landscape tile face-up). They are not gained through defeating monster armies, but through paying the price shown on their back. They have slightly different shapes than regular items, so it is easier for the players to sort them out and not to add them to the monster army bag by accident. The items are the following:

Sword: Goes into the weapon slot. The Hero adds +1 to their total on a roll of the dice. It costs 2 *food*.



Hammer: Goes into the weapon slot. The Hero adds +2 to their total on a roll of the dice. It costs 1 *food*, 1 *wood* and 4 *stone*.



Amulet of Action: Goes into the amulet slot. A Hero with this amulet has one extra action. It costs 3 *wood* and 3 *stone*.



Amulet of Glory: Goes into the amulet slot. The bearer of this amulet has a glory of 2 levels higher. It costs 1 *food*, 1 *wood* and 1 *stone*.



Amulet of Protection: Goes into the amulet slot. A Hero with this amulet may always ignore up to two skull symbols on their dice after rolling dice in combat. It costs 2 *food*, 2 *wood* and 2 *stone*.



Fireball Spell: Goes into the spell slot. If the player chooses to use this spell, they add an extra +1 to their strength. After use, return the token to the Purchasable Item supply. It costs 1 *stone*.



MODULE WARBANDS

From the ruins of long-fallen cities, massive armies emerge with a single purpose – to destroy everything the Heroes are fighting for! The *Warbands* module adds new dynamics to the gameplay by introducing *Warbands* – large armies of monsters roaming through the landscape and laying siege to the Heroes' cities.

Changes in setup

In step 2 of the game setup, shuffle the Fallen City landscape tiles into their appropriate decks (there are one first-tier landscape tile and two second-tier landscape tiles). Place the Warband tokens and Warband dials near the landscape tile deck.

New rules

SPAWN OF THE WARBAND AND TARGET SELECTION

When a Fallen City tile is drawn from the deck and placed on the game board, do not place any monster armies on it. Instead, the Warband dial of the corresponding colour and coat of arms is placed on that tile. This dial represents the Warband.

Note: It is not allowed to build Cities or Shrines on the Warband spawn tile. No resources can be gathered there. The Alchemist cannot move his city onto this tile. No monster army can enter this tile by any means.

The value on the dial indicates the strength of the Warband. When placing the dial, set its value to maximum. Then, select a target for the newly placed Warband. A valid target is any player's city that meets the following requirements:

1. There is no Warband token, nor Plague token in that city.
2. The player has the most Soul Stones.
3. In the event of a tie, the player has more glory than the other tying players.



4. In the event of a continuing tie, the player has more buildings built in their city than other players involved in the tie.
5. Only if you play with the *Imperium* expansion: In the event of a continuing tie, it is the player who is currently the Emperor.
6. In the event of a continuing tie, it is the player who has more dice in their army than other players involved in the tie.
7. In the event of a continuing tie, it is the player who has more resource tokens than other players involved in the tie.
8. If the tie still prevails, each player involved in the tie rolls their Hero die. The player with the lowest result (the lowest amount of swords rolled) becomes the target for that Warband. Continue rolling until the target is determined.

If you are unable to select the target for the Warband (for example, if there is not a single city already built), the Warband stays on the tile where it spawned and the players must

EXAMPLE 4: SPAWN OF THE WARBAND AND TARGET SELECTION

While playing a 4-player game, **TAIA** explores the landscape and draws a *Fallen City* tile with a black banner. She takes the *black Warband dial* and sets its value to maximum – 10 – and places it on the newly drawn tile (1). Then it's time to select a target for that Warband.

Of the four players, only **TAIA**, **HORAN** and **DARIUS** have built a city yet and thus are eligible to become a target. **HORAN** is currently affected by *Plague and Misery* (2), so his city cannot be targeted.

TAIA and **DARIUS** both have 2 *Soul Stones* (3), but **DARIUS** has *Glory level 5*, while **TAIA** has only 4 (4), so **Darius'** city becomes the target for the Warband. He places the respective *Warband token* on his city (5). Then **TAIA** must engage in a *battle with a Warband* on a newly drawn tile (6).

select a target for it when the next *Fallen City* landscape tile is drawn – before they select a target for a newly placed Warband.

Note: If there is no *Fallen City* landscape tile left to be drawn (i.e., all three have already been drawn) and there is no valid target to be selected, discard the Warband's dial and token without any effect.

The player selected as target then places a token of that Warband on their city to indicate this city is now the target for that Warband. The city with a Warband token cannot receive another token, thus its owner cannot be affected by the *Plague* and *Misery* effect.

After the target has been selected, the Hero who drew the *Fallen City* landscape tile and is currently present on that tile must engage in a battle with that Warband.

Moving the Warband

The player whose city is the target of the Warband is responsible for handling the Warband's movement. At the start of their turn, before taking any action or applying any other effect (such as moving the *Alchemist's* city or gaining a resource through the *Inn*), they must move that Warband one tile closer to their city. The Warband movement ignores chasms, but it can never enter any player's city, *Merchant's* tile, *Karak Castle*, *Stone Eaters Mines* or the *Goblin Cave* (it has to move around such tiles). The player may decide to which tile they move a Warband, but they must always do it so it gets closer to the target city. If there is no viable path for a Warband to reach their target city, the Warband does not move and stays on its current landscape tile.

It is impossible to perform any actions other than battling the Warband on a tile with a Warband.

Once the Warband reaches the landscape tile adjacent to the target city, it no longer moves, but instead, on the beginning of the city owner's turn, it lays siege (described below).

EXAMPLE 5: MOVING THE WARBAND

Darius' city (1) is the target of the *black Warband*.

On the beginning of his turn, **DARIUS** must move it by one landscape tile towards his city. Both tiles in a direct path are not eligible – one contains *Tai'a's city* (2) and the other one a *Merchant* tile (3).

Therefore the Warband may move either onto the forest tile (4) or the farm and forest tile (5). **DARIUS** does not want his source of food to be blocked, so he decides to move it to the forest tile (6).



Battle with the Warband

The Warband is considered to be a monster army for all Hero's abilities purposes. A Hero can engage in a battle with a Warband by entering the tile the Warband currently occupies. If the Warband enters a tile with a Hero, the player controlling the Hero can immediately move their Hero to any adjacent tile that does not contain a monster army.

If that Hero does not move away from the Warband, they have to battle the Warband at the beginning of their turn (i.e., their first and thus only action in that turn has to be battling with the Warband). The battle with a Warband follows the same rules as the battle with a monster army, with the following exceptions:

At the beginning of the battle, the Hero loses one life (just as in the battle with the Dark

General). As a result of the battle with a Warband, lower the strength on the Warband's dial by the number equal to the Hero's total attack power. Even if the Hero's attack power isn't high enough to lower the Warband's strength to zero, the Hero will get a reward – 1 resource of their choice for every 3 points of the strength of the Warband they have managed to lower.

Then the Hero must withdraw to the tile from which they have come – or if they were on the Warband's tile at the beginning of their turn, to the nearest eligible tile (tile without any monster army, Warband or Boss). If there is no such tile, they retreat to their city. If their city hasn't been built yet, they retreat to Karak Castle.

The Hero also gets glory as a result of this battle. They increase their glory level to match the amount of the Warband's strength points they

EXAMPLE 6: BATTLE WITH THE WARBAND

During its movement, the *black Warband* entered the tile occupied by **HORAN**. The Hero decided not to move away, so as his first and only action in his turn, he has to engage in battle with the Warband.

First, he must lose one life (1). The Warband's current strength is 8 (2). **HORAN** rolls his dice and uses his items, resulting in a total attack power of 5 (3). Therefore he lowers the strength of the Warband by 5 to 3 (4), takes one resource of his choice (1 stone) (5) and increases his *glory level* to 5 (6).



have reduced, unless the player already had more glory points. If the Hero manages to lower the Warband's strength to zero, in addition to the resources they also gain the dial itself, which indicates the amount of Soul Stones they get for defeating the Warband. The Warband token is then discarded.

Note: If there are a Warband and a monster army present on the same tile, their strengths are combined – just like when two monster armies are present. Unless both the Warband and the monster army/armies are defeated, the player cannot get the reward for defeating the monster army/armies according to the normal rules. However, they still lower the strength of the Warband as described above and receive any associated benefits.

Laying Siege

When the Warband arrives at a tile adjacent to its target city, instead of moving at the beginning of that player's turn, it lays siege following this procedure:

1. If the player has a Citadel built in their city, the Warband immediately loses 5 points of strength.
2. Unless the Warband's strength is now 0, the player must select one of their built buildings and flip it back to its unbuilt side (and apply effects if there are any – for example, lowering the glory level if for the flipped building were the glory Banners).
3. The Warband then loses points of its strength equal to the amount of resources required to build the building that has been flipped.

All lost strength points in this process are considered to be caused by the city's owner and they get the benefits (resources and glory). The losses in the first and third step are summed up for this purpose. If the Warband's strength is lowered to zero, they also gain the dial and thus Soul Stones (the Warband token is then discarded).

If there is no built building in the target city at the beginning of its owner's turn when the Warband should lay siege, the Warband destroys that city – the city's tile is returned to its owner and the Warband's strength is lowered by 2 (the price for building the city).

Immediately after that the Warband finds a new target following the rules described before (move the Warband's token to a newly selected city).



EXAMPLE 7: LAYING SIEGE

The *black Warband* is on the landscape tile adjacent to *Darius' city* at the beginning of his turn.

Therefore, before **DARIUS** can do anything else, the Warband lays siege.

The Warband's initial strength is 8 (1). **DARIUS** has the Citadel (2) built in his city, therefore he lowers the Strength of the Warband by 5 to 3 (3). Then the Warband attacks. **DARIUS** can choose which of the two built buildings will be destroyed – either the Citadel or the Glory Banners. He decides to destroy the Glory Banners and flips the respective token (4) to the unbuilt side and lowers his Glory level by 2 to 5 (5). The cost of the Glory Banners is 1 wood (6), therefore he reduces the Warband's strength by 1 to 2 (7).

In total, he lowered the Warband's strength by 6, so he will take two resources of his choice (8) and raise his Glory level to 6 (9). Unless defeated by then, the *black Warband* will lay siege once again at the beginning of **DARIUS'** next turn.

If it is impossible to find a target for that Warband at the moment, the Warband simply stays on the landscape tile it stopped on and the target selection procedure will be repeated again once a new Fallen City tile has been drawn.

If all three Fallen City landscape tiles have already been drawn at this time, discard the Warband's dial and token without any additional effect.

MODULE CHAOS RIDER BOSS ES

Three CHAOS RIDERS, embodiments of destruction, are each wielding unimaginable power. The first rider, a dark figure cloaked in shadow, exudes death itself. The second rider, clad in golden armor, radiates a terrifying strength. The third rider, the most powerful of them all, rides engulfed in flames, scorching the earth with his very presence. Each rides a nightmarish steed and their armies of corruption are spreading chaos across the land. The Heroes must protect the lands of the living at all cost in order to outsmart these mysterious villains and their bloodthirsty warbands.

The Chaos expansion introduces 3 new bosses that you may use instead of the DARK GENERAL and which follow different rules – the CHAOS RIDER BOSSES.

Note: Because of the level of difficulty of the Chaos Riders, it is recommended to play this module with the *New Buildings* and the *Merchant* module.

Changes in setup

In step 2) of the game setup, set aside the final tile – you won't use it with the Chaos Riders. Instead, shuffle the Fallen City landscape tiles into their appropriate decks (there are one first-tier landscape tile and two second-tier landscape tiles), even if you are not using the *Warbands* module.

Instead of the Dark General components, place the Chaos Riders components near the game board.

New rules

CHAOS RIDERS

There are 3 Chaos Rider boss standees in total. Each Chaos Rider standee bears a banner corresponding with one of the Fallen City landscape tiles (and *Warbands*) and also the information about their strength and reward in Soul Stones.

If you are playing with the *Warbands* module, a corresponding Chaos Rider spawns on the Fallen City landscape tile at the same time as the Warband itself.

If you are playing without the *Warbands* module, the Chaos Rider spawns on the Fallen City tile immediately after the Heroes draw this Fallen City landscape tile.

The battle with the Chaos Rider follows the same rules as the battle with monster armies for the purposes of all Heroes abilities and other effects.



When a Chaos Rider Boss is defeated, the Hero who defeated him gains its standee that displays the amount of Soul Stones rewarded for his defeat. Each Chaos Rider has a different strength and amount of Soul Stones to be gained for his defeat:

- 1st Chaos Rider: strength **10**, reward **3** Soul Stones
- 2nd Chaos Rider: strength **15**, reward **4** Soul Stones
- 3rd Chaos Rider: strength **20**, reward **5.5** Soul Stones

End of the game

The game ends immediately after all 3 Chaos Riders are defeated. The winner is the player with the most Soul Stones in total.

Note: If you are playing with the *Warbands* module, the game ends after all 3 Chaos Riders have been defeated, even if there are still undefeated *Warbands* in play.

MODULE NEW HEROES

Hannah – The Acrobat

A blur of motion soared through the sky, swift and daring, as HANNAH, the young acrobat, gripped tightly to her giant eagle's feathers. With a heart full of restless energy, she had been itching for action ever since the first rumblings of chaos disturbed the peaceful skies. Once a circus performer, her acrobatic skills had made her a legend among the flying caravans, but now she was using them for something far greater. She had stayed out of the fray, caught in a personal struggle to prove herself worthy after a rash mistake cost her the trust of her former troupe. But now, seeing the dark forces spread, her fiery spirit knew it was time to fight. With a flashing grin, she urged her eagle forward, ready to face any dark force with the daring courage of a true heroine.



MOUNT: EAGLE

ABILITIES:



Master thrower: The Acrobat is a specialist at throwing weapons. She can place weapons into spell slots on her Hero board and use them like spells in combat. Whenever a weapon from a spell slot is used during combat, discard it from the game or return it to a merchant if it has been a Purchasable Item.



Eagle Flight: The Acrobat is riding a mighty eagle who can transport her over longer distances than a regular mount and cross chasms in her path. Before each action she can move by 2 landscape tiles instead of 1 and cross chasms in her path. However, she cannot explore the landscape this way (to explore, she must still move from an adjacent landscape tile).

Sidhar – The Alchemist

A steady hum filled the air as SIDHAR, the Alchemist, guided his giant beetle construction across the rugged terrain. He had spent years perfecting his craft, potions, elixirs, and inventions, aimed at improving the lives of those in need. He had always believed that knowledge and power should be shared with the weak, yet his past was a silent reminder of his failure to act sooner. After a tragic accident where his inventions caused more harm than good, he withdrew, haunted by the consequences of his ambition. But the growing chaos in the world stirred something in him, a calling to use his talents to heal, to help the helpless. Now, with his beetle construction, Sidhar was ready to venture into the fray, determined to right the wrongs of his past and protect those who cannot protect themselves.



MOUNT: BEETLEMECH

ABILITIES:



Airship City: The Alchemist's city is flying. At the beginning of each of his turns, the Alchemist might move his city by one landscape tile. The city cannot be moved to tiles with another Hero's city, monster army, Warband or boss. The city cannot enter a Merchant tile, Karak Castle tile, Goblin Caves or

Stone Eaters Mine tile. Is it impossible to gather resources on a tile with the Alchemist city (just like any other city). If the Alchemist is present in his city, he can move with it for free.



Cannonade: The Alchemist might pay resources to improve his attack power in battle. For each 2 resource tokens discarded, he gets 1 sword icon for that fight. He may spend a maximum of 4 resources this way to get +2 to his attack.

FAQ AND CLARIFICATIONS

When playing with the *Imperium* expansion, when there is a battle between players, can the effect of Basilisk's Poison take into account the lost units of the other player?

No. Only your losses are counted towards this effect.

What if the Emperor builds a building other players don't have or train a Unit other players cannot train?

If there is no other player that can build that building or train that Unit, the Emperor is not required to fulfill his duties. However, if they build multiple buildings or train multiple Units and some of them can be built/trained for another player, they're still required to do that.

Can I pick up discarded Purchasable Items? Do I have to pay their price?

Yes, you can. No, you don't have to pay the price if you pick them up that way.

To which landscape tile do Heroes retreat if they enter the battle from a different tile than an adjacent landscape tile?

The golden rule is that they always retreat to the tile from which they've entered the battle – for example to their city (if they used a Portal).

Can I use the Gryphon's ability to gain the basic units that I can't train because I didn't built the required buildings yet?

Yes, you can.

Is the Wizard's ability affecting purchasable Fireballs as well?

Yes.

I have two Sentinels in my army and I roll the special effect on both their dice. What happens?

One saves the other one and all other Units and prevents life losses, but it dies. Simply put: One Sentinel has to die in order for the effect to take place.

When I rebuilt the Monument after it has been destroyed by the Warband, can I pick other ability than the first time?

Yes.

Can a Warband target MINIMUS?

No, MINIMUS (an *Imperium* promo Hero) has no city, therefore he cannot be targeted by a Warband.

Does MINIMUS' Light in the Darkness ability affect Chaos Riders? If yes, how?

It does not. MINIMUS' ability is related to his personal relationship with the Praetorians.

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