

# ORCS ORCS ORCS REINFORCEMENTS — EXPANSION 1 —



## Module: New Fate cards

### NEW COMPONENTS

- 19 fate cards



### CHANGES DURING SET-UP

Shuffle the 19 fate cards and put the pile face down on the fate cards draw box. You will not need the 15 fate cards of the basic game, put them back into the game box.

## CHANGES DURING SEQUENCE OF PLAY

A player can cast Attack spells only on creatures that are in the front section of the path his mage is facing.

The front section of a path is the first section containing any creatures, counting from the tower.



*Example: The green player can only attack the Orc Rider since he is in the front section. Once he has defeated the Orc Rider, he can attack the Goblin or the Lava Golem.*

*Please note: You may cast "Lightning Bolt" on any path, but only creatures in the front section will be affected. "Ice Storm" and "Earthquake" can target the front section only.*



*Example: The green player casts his Lightning Bolt to path 5. He may only attack the Orc, because he is the only one in the front row.*



*Example: The green player casts his enhanced Earthquake on the front section thus defeating 3 Goblins and 1 Orc.*

## REVEAL A FATE CARD

The top fate card is revealed and placed on the fate card box.

The upper section of the fate card specifies on which paths and which sections the creatures will move. The lower section states any rules changes which may occur for this game round.



## Upper section:

The numbers highlighted red name the paths on which the creatures will move.

On these paths, all creatures currently standing on the highlighted red sections will move. They move one section forward towards the tower. If more than one section is highlighted, the creatures move one after the other, starting with the innermost section and continuing outwards.

Any creatures arriving at the tower are removed from the game board and the creature counter is readjusted. For each creature arriving at the tower the corresponding counter is reduced by 1. If the counter is on the lowest space already, it simply remains there.

If a player's mage is occupying the path on which a creature arrives at the tower, that player must put one of his defeated creatures of that type back into the game Box. If the player has not yet defeated a creature of that type, he suffers no penalty.

## Lower section:

This special rule applies to all players during this game round. If no special rules are shown, there simply is no special rule during this game round.

Any rules changes are explained in the supplement of the basic game.



*Example: Here all creatures on the middle section who are on path 3 and 4 advance one section closer to the tower.*



# Module: Terrain

## NEW COMPONENTS

- 9 terrain tiles – 3x tendrils, 3x stone field and 3x road



## CHANGES DURING SET-UP

Mix the 9 terrain tiles face down. Randomly place one tile on each path (on the section of your choice), then reveal all the tiles. The 3 remaining tiles are not used for this game, put them back into the game box.



*Note: Players may agree to place fewer tiles or even all of them during setup.*



## CHANGES DURING SEQUENCE OF PLAY

If creatures are standing on a terrain tile, the following rules changes apply, depending on the terrain type:

### TENDRILS

Any creature standing on a tendril tile automatically loses one life point and thus makes it easier to defeat it. As soon as a creature leaves the tendril tile its life points are restored to normal.



*Example: As long as the Orc Rider is standing on the tendril tile he has 2 instead of 3 life points.*

### STONE FIELD

Any creature standing on a stone field tile automatically gains one life point and thus makes it harder to defeat it. As soon as a creature leaves the stone field tile its life points are restored to normal.



*Example: As long as the Goblin is standing on the Stone Field he has 3 instead of 2 life points.*

### ROAD

Creatures do not stop on this terrain tile but move one section closer to the tower.

A creature entering the road tile of the inner section arrives at the tower immediately; it is removed from the game board and its creature counter is adjusted.



*Example: The Lava Golem advances two sections, since he will not rest on the road.*

# Module: Reinforcement

## NEW COMPONENTS

- 36 Creature tokens & 36 bases



16x Croco Flyer



12x Breeding Toad



8x Bomber

- 36 Creature markers



16x green

12x yellow

8x red

- 12 Toadling tiles



back sides

front side

- 12 Trophy tiles



4x Croco Flyer, 4x Breeding Toad, 4x Bomber

- 3 Creature counter tiles



## CHANGES DURING SET-UP

At the start of the game the players should agree which of the 3 new creature types they want to include in the game. It is possible to include all of them or any combination.



For each new creature type the following changes must be done:

1. The players decide on a creature type of that category from the basic game which he wants to substitute with this new creature.



2. Remove the appropriate creature markers from the game and replace them with the new creature markers.

If the Breeding Toad is included, the toadling tiles must be mixed, front side up, and kept next to the game board.



3. Give each player one trophy tile of the new creature, to be placed on the space of the removed creature on his trophy board.

*Note: Croco Flyer can be included always.  
We recommend including Breeding Toad and Bomber only when playing with the "Bonus Actions" module.*



4. Finally the creature counter tile is placed on the portrait of the removed creature on the trophy board.



## CHANGES DURING SEQUENCE OF PLAY

All new creatures grant the special skills of his exchanged creatures, but differ in the number of life points and/or bonus actions.

### CROCO FLYER



Its 3 life points make it much harder to defeat than its mates of the weak category.

### BREEDING TOAD



When defeated, the player takes one toadling tile and places it on that section on which he has just defeated the toad.

If any player inflicts 1 damage to that tile, he takes it and places it next to his trophy board, rear side up.

Each toadling tile enables the player to use a certain special skill during his turn, but once only:



**Draw 1 card:** The player draws one card from his personal draw pile.



**1 action:** The player may perform one additional action during his turn.



**1 Spell power:** The player gains 1 spell power point of his choice for his next action during this turn. If he does not use this spell power point, it is lost.



**-1 Life point:** During this turn, the player reduces the life points of a creature of his choice by 1.

### BOMBER



If the bomber is defeated, all creatures in that section suffer 1 damage.

