The castle is under siege! Endless hordes of monsters line the outer walls as they march against the citadel. Never before have the forces of darkness been so well organized; leading the troops are archmages, dragons, and fearsome legendary creatures. Only a select few heroes are able to harness the power of the magical sources and repel the invaders back from whence they came.

You are one of the few who remain to defend the mighty fortress. You must travel around the castle districts, generate mana from sources, and attack enemies along the wall. As you defeat monsters, you convert their life-force into powerful spells that you can use against the other invaders. Bastion is a cooperative adventure, so it is essential that you coordinate with your teammates; you either win together by defeating all enemies or lose together by succumbing to the onslaught.

Components

- 6 District Tiles
- 1 Citadel Tile
- 4 Hero Figures
- 90 Mana Discs (15 per color)
- 1 Castle Gate with Plastic Stand
- 1 Enemy Camp
- 50 Reminder Tokens
- 4 Reference Sheets
- 24 Basic Enemy Cards
- 48 Advanced Enemy Cards
- 10 Legendary Enemy Cards
- 30 Ritual Cards

Overview

The castle is under siege! Endless hordes of monsters line the outer walls as they march against the citadel. Never before have the forces of darkness been so well organized; leading the troops are archmages, dragons, and fearsome legendary creatures. Only a select few heroes are able to harness the power of the magical sources and repel the invaders back from whence they came.

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The steps for setting up your introductory game are presented here. For the full setup rules for future games, see "Complete Setup" on the back cover of this rulebook.

1. Assemble the bastion by placing the citadel tile in the center of the play area and then placing the district tiles around the citadel as shown above. Note that the district tiles have a statue on one side and not on the other; for this game, the side showing the statue should be faceup.

2. Place the mana discs near the bastion to create the supply.

3. Each player chooses a hero figure, takes its matching reference sheet, and takes one mana disc of each color from the supply. Place your hero figure in the citadel. Return all unused figures and reference sheets to the box.

4. Place the enemy camp in the leftmost wall section of any district. Insert the gate into the slot on the enemy camp.

5. Gather the enemy cards listed below. The enemies are listed by type; an enemy counts as a certain type if the type appears in its name (for example, a scout has "Scout" in its name). Do not look at enemy cards after randomly selecting them. Shuffle all gathered enemy cards together and place them in a facedown pile on the enemy camp to create the enemy deck. Return all unused enemy cards to the box.

6. Add a number of enemies from the enemy deck equal to the number of heroes plus one (see "Add an Enemy" on page 3). Some enemies have abilities that modify how they are added (see "Enemies" on page 4).

7. Return the ritual cards and reminder tokens to the game box; you will not need them for this game.

8. Randomly determine the first player.

**Enemies for Introductory Game**

- 3 Random Scouts
- 3 Random Fliers
- 3 Random Giants
- 1 Spy
- 1 Valkyrie

Total: 35 Enemy Cards
**Enemy Strength**

Choose an enemy on your tile or at one of your tile’s wall sections. Spend a number of your mana discs equal to the enemy’s strength that matches the color shown in the circle. Return the mana discs to the supply.

Then take the enemy card as a spell. Keep your spells faceup in front of you oriented with the spell icon at the top (see “Casting Spells” on page 4).

**Enemy Phase**

The enemies act during this phase. You either add an enemy card or advance an enemy depending on the state of the enemy deck.

**Add an Enemy**

If there is at least one card in the enemy deck, flip the top card of the deck faceup. Move that card counterclockwise around the bastion until it reaches an empty wall section immediately before an obstacle; the gate and other enemy cards count as obstacles. It is possible for an enemy to move past one or more adjacent enemies in this way.

Some enemies have abilities that modify how they are added (see “Enemies” on page 4). Also, some enemies have abilities that occur when they are added; resolve these abilities immediately after adding the enemy.

**Advance an Enemy**

If there are no cards in the enemy deck, take the closest enemy card counterclockwise from the gate and move that card counterclockwise around the bastion until it reaches an empty wall section immediately before an obstacle. It is possible for an enemy to move past one or more adjacent enemies in this way.

---

**Bastion** is played over a series of turns starting with the first player and proceeding clockwise. Each turn consists of two phases: the hero phase and the enemy phase. After both phases are resolved, the turn ends, and the next hero’s turn begins.

**Hero Phase**

You take actions during this phase. There are three actions: move, channel, and attack. You can take each action once per turn. All actions are optional and can be taken in any order.

**Move**

Move your figure to an adjacent tile; tiles are adjacent if they share an edge. Multiple figures can occupy the same tile.

**Channel**

There are three different ways to channel mana: from a source, from a tower, or from the citadel.

**Channel a Source**

Place one of your mana discs of any color on a source in your district, then take three mana discs matching the source’s color from the supply.

If you channel a source and have no mana discs to place on it, instead place a matching disc from the supply onto that source; if there are no matching discs in the supply, you cannot channel that source.

Sources are either open or closed, and you can channel only open sources. A source is open if it has no mana discs on it; otherwise it is closed. After you channel a source, it stays closed and you cannot channel it until it becomes open again. To open a source, you will need to channel the tower in its district.

**Channel a Tower**

Place one of your mana discs of any color on the tower in your district, then take all mana discs from closed sources in that district. Channeling a tower opens all sources in that district so that they can be channeled again.

If you channel a tower and have no mana discs to place on it, instead place a matching disc from the supply onto that tower; if there are no matching discs in the supply, you cannot channel that tower.

Towers are either open or closed, and you can channel only open towers. A tower is open if it has no mana discs on it; otherwise it is closed. After you channel a tower, it stays closed and you cannot channel it until it becomes open again. To open a tower, you will need to channel the citadel.

**Channel the Citadel**

While in the citadel, take all mana discs from closed towers. Channeling the citadel opens all towers so that they can be channeled again.

**Attack**

Choose an enemy on your tile or at one of your tile’s wall sections. Spend a number of your mana discs equal to the enemy’s strength that matches the color shown in the circle. Return the mana discs to the supply.

Then take the enemy card as a spell. Keep your spells faceup in front of you oriented with the spell icon at the top (see “Casting Spells” on page 4).
The color of an enemy's strength shows the color of mana needed to attack the enemy. The Spy and Valkyrie’s circles are white, which does not match any color of mana. Instead, a white circle assumes the color of the enemy’s current district, shown by the district’s banners. Thus, the color can change over the course of the game as the enemy moves from district to district.

Enemies can have up to two abilities, as shown by icons under their art. Enemies with only one ability or no abilities have “X” icons to show the lack of an ability.

For your introductory game, you will need only the following ability information. For future games, see “Enemy Abilities” on pages 8–11 for complete descriptions of each ability.

**Casting Spells**

After you attack an enemy, you convert its life-force into a powerful spell that you can cast later. Each spell’s description explains the spell’s effect and when it can be cast; some spells can even be cast during other heroes’ turns. After you cast a spell, return that card to the box. There is no limit to the number of spells you can cast during an action or in a turn.

For your introductory game, these are the only spells you will see:

**Alchemy**

*Transmute mana into a more useful form.*
You may cast this spell when you attack. Spend mana in any combination of colors for that attack.

**Missile**

*Form your attack into a ranged projectile.*
You may cast this spell when you attack. Choose an enemy on any tile or at any wall section for that attack.

**Prism**

*Temporarily change the nature of a source.*
You may cast this spell when you channel a source. Instead of taking mana discs that match the source’s color, take mana discs of any one color.

**Speed**

*Dash across the bastion at incredible speeds.*
You may cast this spell when you move. Immediately move again; you cannot take any actions between these moves.

**Fireball**

*Infuse an attack with deadly flames.*
You may cast this spell when any hero in your district attacks an enemy. The number next to the fireball icon is the spell’s power. Reduce the amount of mana needed for that attack by this spell’s power, to a minimum of one.

**Plenty**

*Draw extra mana from a source.*
You may cast this spell when you channel a source. The number next to the plenty icon is the spell’s power. Take a number of additional mana discs of the same color equal to the spell’s power for that action.

**Enemies**

The color of an enemy’s strength shows the color of mana needed to attack the enemy. The Spy and Valkyrie’s circles are white, which does not match any color of mana. Instead, a white circle assumes the color of the enemy’s current district, shown by the district’s banners. Thus, the color can change over the course of the game as the enemy moves from district to district.

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For your introductory game, you will need only the following ability information. For future games, see “Enemy Abilities” on pages 8–11 for complete descriptions of each ability.

**Alchemy**

*Transmute mana into a more useful form.*
You may cast this spell when you attack. Spend mana in any combination of colors for that attack.

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*Form your attack into a ranged projectile.*
You may cast this spell when you attack. Choose an enemy on any tile or at any wall section for that attack.

**Prism**

*Temporarily change the nature of a source.*
You may cast this spell when you channel a source. Instead of taking mana discs that match the source’s color, take mana discs of any one color.

**Speed**

*Dash across the bastion at incredible speeds.*
You may cast this spell when you move. Immediately move again; you cannot take any actions between these moves.

**Fireball**

*Infuse an attack with deadly flames.*
You may cast this spell when any hero in your district attacks an enemy. The number next to the fireball icon is the spell’s power. Reduce the amount of mana needed for that attack by this spell’s power, to a minimum of one.

**Plenty**

*Draw extra mana from a source.*
You may cast this spell when you channel a source. The number next to the plenty icon is the spell’s power. Take a number of additional mana discs of the same color equal to the spell’s power for that action.

**Note:** The Spy has two of these icons, so you resolve its ability twice.

After this enemy is added, immediately add one additional enemy. If that enemy has this ability, resolve it as well. If there are no cards left in the enemy deck, this ability has no effect.

When this enemy is drawn, instead of adding it as normal, place it at the closest empty wall section clockwise from the gate.

While this enemy is in a square, you cannot attack enemies at that district’s wall sections.

While this enemy is in a square, you cannot channel sources or the tower in that district.
Dagdar’s turn begins with the hero phase. He has three green mana discs and two spells. He wants to attack the Mountain Cavalry on the other side of the bastion, but to do so will require Sannir’s assistance. First, he will need more mana.

1. Dagdar starts by channeling the tower in his district. He places one of his green mana discs on the tower and takes the green, blue, and yellow mana discs from the sources in his district. These sources are now open and can be channeled on a future turn.

2. Dagdar takes a move action to move to the citadel, then casts his speed spell to immediately move again to the black district where the Mountain Cavalry is. He returns the enemy card showing the speed spell to the box.

3. Dagdar begins his attack by casting his alchemy spell, allowing him to spend mana of any color. No longer restricted to only blue mana, he spends all of his mana—three green, one yellow, and one blue—but that wouldn’t be enough on its own. Fortunately, Sannir is in Dagdar’s district, which enables her to assist his attack with her fireball spell. She casts the fireball to reduce the mana Dagdar needs by one, which is enough to defeat the Cavalry. Dagdar and Sannir return the enemy cards showing the alchemy and fireball spells to the box, then Dagdar takes the Mountain Cavalry for himself as a new fireball spell.

4. Having taken all his actions, Dagdar proceeds to the enemy phase. There are still cards in the enemy deck, so he flips the top card faceup—the Valkyrie! It moves counterclockwise around the bastion until stopping before an enemy, then flies into the district’s square. Until the Valkyrie is defeated, the heroes cannot attack enemies at this district’s wall sections, and the heroes cannot channel anything in that district (neither a source nor the tower). Now Dagdar’s turn ends.

---

**Example of a Turn**

**Game End**

_Bastion_ is a cooperative game, so all players win or lose together. The game ends immediately if one of the following conditions is met:

- **When you would add an enemy to a wall section but there are no empty wall sections remaining, the bastion has been overwhelmed and you lose the game.**

- **When you advance an enemy but there is no empty wall section it would reach before the gate, the bastion’s defenses have been overrun and you lose the game.**

- **If all wall sections are empty and there are no cards left in the enemy deck, the bastion is saved and you win the game. Any enemies inside the bastion flee as the siege is broken.**

STOP!

You now know all you need to play the introductory game. Good luck defending the bastion!

After finishing the game, see “Beyond Your First Game” on page 6 to learn everything else _Bastion_ has to offer.
Now that you have played the introductory game, you are ready to experience the full game, which adds the rules explained on this page. For all future games, use the complete setup rules found on the back cover of this rulebook.

**ENEMIES**
There are three classes of enemies: basic, advanced, and legendary. The introductory game included a sampling from all three classes; most were basic enemies, but the scouts, fliers, and giants were advanced enemies, and the Spy and Valkyrie were legendary. Your future games can involve various types of enemies. For the rules for each type of enemy, see “Enemy Traits” on page 8 and “Enemy Abilities” on pages 9–11.

**SPELLS**
There are more types of enemies than those you saw in your first game and different types of enemies have different spells. For the rules for these new spells, see “Spell Descriptions” on page 12.

**RITUALS**
Ritual cards allow you to create powerful artifacts and magical structures that will help you defend the bastion. Although not used in the introductory game, they will be used in all future games. For the rules for playing with rituals, see “Rituals” on page 7.

**SOURCE DISTRIBUTION**
Each district tile has two sides: one with a statue in the square and one without. The introductory game uses the statue side, which more evenly distributes the colors of sources among the districts. On the non-statue side, two of the three sources in each district are the same color. You can use either side in future games, though all districts must have the same side (statue or non-statue) faceup.

---

**GAME MODES**
*Bastion* has two modes of gameplay: standard mode and scenario mode. The introductory game uses standard mode on normal difficulty. Details for standard mode are presented here. For the scenario mode rules, see “Scenario Mode” on pages 13–15.

**STANDARD MODE**
In standard mode, you choose a difficulty level and three types of advanced enemies to include for this game (for the introductory game, scouts, fliers, and giants were chosen). For the complete rules for setting up a standard mode game, see step 5 of “Complete Setup” on the back cover of this rulebook.

**DIFFICULTY**
There are four difficulty levels: easy, normal, hard, and nightmare. Difficulty level determines how many of each type of advanced enemy and how many legendary enemies to include in your game as shown here:

<table>
<thead>
<tr>
<th>Advanced Enemies (3 types)</th>
<th>Easy</th>
<th>Normal</th>
<th>Hard</th>
<th>Nightmare</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2 each</td>
<td>3 each</td>
<td>4 each</td>
<td>5 each</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Legendary Enemies</th>
<th>Easy</th>
<th>Normal</th>
<th>Hard</th>
<th>Nightmare</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

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**BASTION FEATURES**

- Wall Section (with banners)
- Foundation
- Square
- Source
- Tower (with banners)
- Citadel Tile
- District Tile
- Gate
- Enemy Camp
Rituals offer permanent benefits that heroes can gain over the course of the game. Heroes start each game with a small selection of rituals and gain more as they perform them. For the complete rules for setting up a game with rituals, see step 7 of “Complete Setup” on the back cover of this rulebook.

PERFORMING RITUALS

After you attack an enemy, you may perform one of your rituals; the ritual’s color must match the color of the attacked enemy’s strength.

A ritual’s color is indicated by the color of the card’s template or the color of the structure appearing on the card. If you have multiple rituals matching the enemy’s color, you choose which to perform.

After you perform a ritual, draw two cards from the ritual deck, choose one to keep, and place the other card on the bottom of the deck. Keep your unperformed ritual cards faceup to the left of your reference sheet.

TYPES OF RITUALS

There are two types of rituals: artifacts and structures.

ARTIFACTS

To perform an artifact ritual, take the card from the left of your reference sheet and place it faceup to the right of your sheet to indicate that it is active. You can have any number of active artifacts.

When playing with rituals, an additional action is available to you during your turn:

Use Artifact: Resolve the effect shown on one of your active artifact cards.

Unlike moving, channeling, or attacking, which are limited to once per turn, you can take the “Use Artifact” action once per turn for each of your active artifacts.

There are two types of artifacts:

Collector

Take one mana disc of any color from any other hero if that hero allows it.

Transducer

Exchange one of your mana discs with a mana disc of any color from the supply.

STRUCTURES

There are three types of structures:

SOURCE

A source structure counts as a source in its district. The source is closed and opened as normal.

If a closed source is removed from a foundation, return the mana disc on it to the supply.

OBELISK

When you channel a source in the obelisk’s district that matches the obelisk’s color, take one additional mana disc of that color.

EMITTER

Each enemy in the emitter’s district or at a wall section of that district has –2 strength if the enemy matches the emitter’s color. This cannot reduce an enemy’s strength below 1.
### Classes

There are three classes of enemies: basic, advanced, and legendary. An enemy's class is shown by a number of dots next to its name.

- **Basic**
- **Advanced**
- **Legendary**

### Basic Enemies

A basic enemy has a single dot next to its name. Basic enemies have no abilities. There are four types of basic enemies and six cards of each type, one per color (the enemy's strength is shown in parentheses):

- Beast (3), Warrior (4), Mage (5), Cavalry (6).

### Advanced Enemies

An advanced enemy has two dots next to its name. There are eight types of advanced enemies and six cards of each type, one per color (the enemy's strength is shown in parentheses):

- Scout (3), Symbiote (4), Flier (5), Priest (6), Giant (7), Archmage (8), Shapeshifter (X), Dragon (10).

### Legendary Enemies

A legendary enemy has three dots next to its name. There is only one copy of each legendary enemy. There are 10 legendary enemies (the enemy's strength is shown in parentheses):

- Spy (3), Belliguemin (4), Rocay (5), Valkyrie (5), Golem (6), Black Wing (6), Inquisitor (6), Knellerwyrm (10), Leviathan (12).

### Strength

The color of an enemy's strength shows the color of mana needed to attack that enemy. Most enemies show only a single color of mana, however some enemies show multiple colors or colors not matching any mana. These special cases are explained here:

- **To attack this enemy, spend mana matching the color of this enemy’s district, shown by the district’s banners. The color can change over the course of the game as the enemy moves. After you attack this enemy, you can perform a ritual matching the color of this enemy’s district during the attack.**

- **To attack this enemy, spend one mana disc of each color. After you attack this enemy, you can perform a ritual matching the color of this enemy’s district during the attack, shown by the district’s banners.**

- **To attack this enemy, you must spend two mana discs of each color. After you attack this enemy, you can perform a ritual matching the color of this enemy’s district during the attack, shown by the district’s banners.**

- **To attack this enemy, you must spend a number of mana discs equal to its strength of any combination of colors. After you attack this enemy, you can perform a ritual of any color.**
After this enemy is added, move it to the square of its current district. If there is already an enemy in that square, continue moving this enemy counterclockwise to the next district until it reaches an empty square. Return all mana discs on sources and the tower in that district to the supply. If there are no empty squares, this enemy stays at the wall section.

While this enemy is in play, enemies adjacent to it cannot be attacked. Orient this card card horizontally as a reminder of this ability.

Enemies with the ability can protect each other. If you allow multiple enemies with this ability to reach the wall sections closest to the gate, it can become impossible to win the game.

During setup, if an enemy with the ability is added to a wall section adjacent to another enemy with the ability, set the newest enemy aside and add an additional enemy. At the end of setup, take any cards set aside in this way and shuffle them into the enemy deck.
You can use reminder tokens to help you remember certain enemy abilities. Some enemy abilities increase the strength of other enemies or prevent heroes from channeling sources. You can place +1 tokens on an enemy to track its strength increase or place empty source tokens covering a source as a reminder that it cannot be channeled. The Shaggon’s abilities prevent heroes from casting fireball or lightning spells. You can place the anti-fireball and anti-lightning tokens near your spells as a reminder that they cannot be cast.

While this enemy is in play, its strength is equal to the total strength of all enemies adjacent to it, including combined enemies.

\[3 + 4 + 5 = 12\]

If there are no enemies adjacent to this enemy, its strength is 9.

If multiple enemies with the \(\text{Shaggon's}\) ability are adjacent to one another, each of their strengths is 9 regardless of any other adjacent enemies.

Effects that modify this enemy’s strength are applied after the strength is determined by this ability; first determine the enemy’s strength, then apply any modifiers to it.

\[5 - 2 = 3\]
\[3 - 2 = 1\]

While this enemy is in the citadel, you cannot channel sources that match the color of this ability icon, even if you would take mana of a different color (such as with a prism spell).

Note: The color of this enemy’s ability icon is different from the color of mana needed to attack this enemy.

While this enemy is in the citadel, you cannot channel the citadel. You cannot move to the citadel unless you can attack the topmost enemy in the citadel during that same turn. If you move to the citadel, you must immediately attack the topmost enemy. If any heroes are in the citadel, they immediately move to an adjacent district; they cannot move into a district that they could not move into normally (for example, a district with the Rocay in it).

While this enemy is the topmost enemy in the citadel, each other enemy matching the color of this ability icon has +1 strength.

While this enemy is the topmost enemy in the citadel, each other enemy has +1 strength.

Effect: While this enemy is in the citadel, you cannot move to the citadel unless you can attack the topmost enemy in the citadel during that same turn. If you move to the citadel, you must immediately attack the topmost enemy. If any heroes are in the citadel, they immediately move to an adjacent district; they cannot move into a district that they could not move into normally (for example, a district with the Rocay in it).

While this enemy is the topmost enemy in the citadel, each other enemy matching the color of this ability icon has +1 strength.
While this enemy is in play, you cannot move to its district unless you can attack it during the same turn. If you move to this enemy’s district, you must immediately attack it.

While this enemy is in play, fireball spells cannot be cast by anyone at any time.

While this enemy is in play, lightning spells cannot be cast by anyone at any time.

While this enemy is in a square, you cannot attack enemies at that district’s wall sections—even if you are not in that district (using the missile spell, for example).

While this enemy is in play, spells cannot be cast when attacking it, and it is unaffected by structures and other enemies’ abilities.

While this enemy is in play, enemies adjacent to it have +1 strength. Orient this card horizontally as a reminder of this ability.

When this enemy moves to a square, if any heroes are in that district, they immediately move to an adjacent tile; they cannot move to a tile they could not move to normally (for example, the citadel with a dragon in it).
**Spell Descriptions**

**Alchemy**
Transmute mana into a more useful form. You may cast this spell when you attack. Spend mana in any combination of colors for that attack.

**Copy**
Mimic the power of a different spell. This spell acts as a copy of another spell in front of any hero. You may cast this spell only at a time when you could cast the copied spell.

**Exchange**
Swap two foes in the blink of an eye. You may cast this spell when any hero could take an action. Switch the places of two enemies at different wall sections.

**Fireball**
Infuse an attack with deadly flames. You may cast this spell when any hero in your district attacks an enemy. The number next to the fireball icon is the spell's power. Reduce the amount of mana needed for that attack by this spell's power, to a minimum of one.

**Lightning**
Call forth a storm from the skies above. You may cast this spell when any hero attacks. The number next to the lightning icon is the spell's power. Reduce the amount of mana needed for that attack by this spell's power, to a minimum of one.

**Missile**
Form your attack into a ranged projectile. You may cast this spell when you attack. Choose an enemy on any tile or at any wall section for that attack.

**Plenty**
Draw extra mana from a source. You may cast this spell when you channel a source. The number next to the plenty icon is the spell's power. Take a number of additional mana discs of the same color equal to the spell's power for that action.

**Prism**
Temporarily change the nature of a source. You may cast this spell when you channel a source. Instead of taking mana discs that match the source's color, take mana discs of any one color.

**Repeat**
Manipulate time to your advantage. You may cast this spell at the end of your hero phase. You immediately resolve another hero phase, then resolve the enemy phase as normal.

**Speed**
Dash across the bastion at incredible speeds. You may cast this spell when you move. Immediately move again; you cannot take any actions between these moves.

**Teleport**
Hurl an enemy to a new position. You may cast this spell when any hero could take an action. Move one enemy at any wall section to any empty wall section.
Scenario mode offers different setups and special rules to provide new and varied challenges. Unlike standard mode, the scenarios can modify many different parts of setup, and even add new rules during the game.

When assembling the bastion in scenario mode, the “District Side” section in the description indicates whether the statue or non-statue side of the districts should be placed faceup. Instead of the standard rules for assembling the enemy deck, gather all enemies indicated by the scenario, shuffle them, and place them facedown on the enemy camp to create the deck. Some scenarios include additional steps that modify setup.

**Scenario 1: Darkened Skies**
A shadow passes over you, and then a moment later another follows. The afternoon sky grows dark all too suddenly. Looking up, you see the sun blotted out by shapes of terrible winged creatures descending on the bastion...

**District Side**
No Statue

**Special Rules**
Before creating the ritual deck, place one random source structure faceup in a foundation in each district.

**Enemy Deck**
- 24 basic enemies
- 6 fliers
- 6 scouts
- 1 Spy
- 1 Belliguemin
- 1 Rocay
- 1 Valkyrie
- 1 Grim Wing

**Scenario 2: Quaking Earth**
You struggle to keep your footing as the thunderous footsteps of the enemy forces shake the very ground beneath you. Hideous giants lumber toward the gate, and shapeshifters morph as they advance. And from behind them comes the rumbling of something larger still...

**District Side**
No Statue

**Special Rules**
Before creating the enemy deck, each hero takes one beast card as a speed spell. Return all remaining beast cards to the box.

**Enemy Deck**
- 18 remaining basic enemies
- 6 symbiotes
- 6 giants
- 6 shapeshifters
- 1 Shagon
- 1 Knellerwyrm
- 1 Leviathan
SCENARIO 3: DISPLAY OF POWER
The enemy’s ranks are numerous and varied. Monsters of all shapes and sizes march against the citadel. To win the day, you will have to contend with every sort of creature the forces of darkness can muster...

District Side

Enemy Deck
- 24 basic enemies
- 1 random advanced enemy of each type (8 total)
- 10 legendary enemies

SCENARIO 4: LATE ARRIVAL
The bastion’s urgent summons for aid reached you late, but you made for the fortress as swiftly as you could. As you crest the hilltop, your heart sinks; the enemy vanguard has already arrived and begun its siege. Flying creatures wreak havoc on the bastion’s sources and a fearsome dragon coils around the citadel. As you slip into the bastion and slam the gates shut, a pack of beasts appears in the distance—heralds of the incoming enemy forces...

District Side

Special Rules
After assembling the bastion, place one random source structure faceup in a foundation in each district. Place an empty source token on each source in the district farthest from the enemy camp and in each district adjacent to that district.

Place your hero figures in the district with the enemy camp at its wall section instead of in the citadel.

Before creating the enemy deck, place a random dragon in the citadel and a random flier in the square of each district containing empty source tokens. Set all six beast cards aside.

After creating the enemy deck, shuffle the set-aside beast cards and place them facedown on top of the enemy deck.

Do not add enemies during setup.

Sources with empty source tokens on them are damaged; heroes cannot channel damaged sources.

During the game, an additional action is available to you during your turn:

Infuse Source: Spend one mana disc matching the color of a damaged source in your district to remove the empty source token from it.

Enemy Deck
- 24 basic enemies
- 6 priests
- 1 Golem
- 1 Inquisitor
- 1 Shaggon
Credits

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Game Development: Petr Tyulenov, Alexandar Ortloff & Steven Kimball
Producer: Alexandar Ortloff
Technical Editing: Andrea Dell'Agnese & Julia Faeta
Hobby World Art Direction: Ivan Popov
Z-Man Art Direction: Samuel R. Shimota
Plastic Art Direction: Samuel R. Shimota with Niklas Norman
Plastic Sculpting: Luigi Terzi
Graphic Design: Sergey Dulin & Aleksandar Shaldin with Samuel R. Shimota
Cover Art: Dmitry Labzov
Tile Art: Anton Kvasovarov
Publisher: Steven Kimball


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Complete Setup

1. Start assembling the bastion by placing the citadel tile in the center of the play area. Then choose either the statue or non-statue side of the district tiles and randomly place the district tiles around the citadel to form a hexagon. All districts must have the same side faceup.

2. Place the mana discs near the bastion to create the supply.

3. Each player chooses a hero figure, takes its matching reference sheet, and takes one mana disc of each color from the supply. Place your hero figure in the citadel. Return all unused figures and sheets to the box.

4. Place the enemy camp in the leftmost wall section of any district. Insert the gate into the slot on the enemy camp.

5. Choose a difficulty level, then choose three types of **advanced enemies**. For each chosen type, gather all enemy cards of that type and randomly set aside a number of them based on the chosen difficulty level without looking at them. Then, randomly set aside a number of **legendary enemies** based on the chosen difficulty level without looking at them. Shuffle the set-aside cards with the 24 basic enemy cards and place them in a facedown pile on the enemy camp to create the enemy deck. Return all unused enemy cards to the box.

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<th>Easy</th>
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<td>Enemies (3 types)</td>
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<td>Legendary</td>
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<td>Enemies</td>
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**Note:** The strengths and abilities of whichever enemies you choose have a significant impact on the game. Choosing more high-strength enemies (for example, archmages with 8 and dragons with 10) will force you to spend more mana over the course of the game to defeat them all. Enemies with similar abilities (for example, fliers and archmages both block your access to mana) can be difficult to overcome in combination. A balance of strengths and abilities will make for a more manageable game, but you can combine the enemies in different ways to tailor the experience and difficulty to suit you and your gaming group.

6. Add a number of enemies from the enemy deck equal to the number of players plus one.

7. Shuffle the ritual cards and deal three to each player. Place the remaining cards in a facedown pile near the bastion to create the ritual deck. Each player chooses two cards to keep, then returns all unchosen cards to the bottom of the ritual deck in a random order. Keep your incomplete ritual cards faceup to the left of your reference sheet.

**Note:** If you are playing with only one hero, return the Collector cards to the box before shuffling the ritual cards. You will not use them this game.

8. Randomly determine the first player.