

RUNEBOUND®

CAUGHT IN A WEB

Shimmering in the morning sunlight, a blanket of webs enshrouds the streets of Tamarir. It would be a beautiful sight if not for the danger the webs conceal.

Spiders and insects scuttle in horrifying numbers across the webs as the citizens of the land become tangled in their chaos. Now the insects and arachnids are invading homes, crawling into beds as their occupants sleep, despoiling food stores, and poisoning the land's most vulnerable victims.

But for all the fear and desolation in Terrinoth, it is as nothing compared to the horrors yet to come. This terror is wrought by the wicked sorceress Ariad. From her lair built of webs, she summons scuttling minions and conjures dark spells while offering sacrifices to her dead religion. In time, she will muster the energy to unleash her true form.

When she does, she will spin a web large enough to cover all of Terrinoth in absolute darkness.

INCORPORATING THIS EXPANSION

Before playing your first game using *Caught in a Web*, complete the following steps to incorporate the expansion contents into those from the base game:

- Add the scenario, story, and adventure cards to their supplies. These components are used as a part of the *Caught in a Web* scenario.
- Add the hero sheet and combat tokens to their supplies.

EXPANSION ICON

Some cards found in this expansion are marked with the *Caught in a Web* expansion icon to distinguish these components from those found in the base game and other expansions. Cards not marked with the expansion icon are instead marked with their related scenario art.



CHARGE ⚡

Charge is a new type of damage that appears on combat tokens. As a combat action, a combatant can spend X ⚡ to deal X unblockable damage to his or her foe. During a combat round, after a combatant has spent ⚡, that combatant cannot block damage.

COMPONENTS

1 PLASTIC FIGURE



1 HERO CARD



30 ADVENTURE CARDS



1 SCENARIO CARD



10 STORY CARDS



1 VILLAIN TOKEN



4 COMBAT TOKENS



3 Hero

1 Enemy



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