

# RUNEBOUND®

## FALL OF THE DARK STAR

Over the last several weeks, wise folk and spiritspeakers have been perplexed by a light growing stronger and stronger in the night sky. Priests of Kellos debated the omen it presented, but the dark prophets of the land knew the truth.

*There is a dark star in the sky. It is foretold that when the time is right, it will fall and rain destruction and darkness. The prophecy also states that the dark star's fall will be heralded by a rain of shards from the night sky, each touched by the same corruption.*

*Good hearts shall become corrupted and turn to evil and wicked ways. The stout and valorous shall become weak and cowardly. The charitable shall become pernicious. And even the great heroes of the land shall turn on each other and the people they were sworn to protect.*

## COMPONENTS

### 1 PLASTIC FIGURE



### 1 HERO CARD



### 30 ADVENTURE CARDS



### 1 SCENARIO CARD



### 10 STORY CARDS



### 15 CORRUPTION CARDS



### 3 COMBAT TOKENS



## INCORPORATING THIS EXPANSION

Before playing your first game using *Fall of the Dark Star*, 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 *Fall of the Dark Star* scenario.
- Add the hero sheet and combat tokens to their supplies.
- Add the new corruption cards to the game box. These are used as a part of the *Fall of the Dark Star* scenario.

## EXPANSION ICON

Some cards found in this expansion are marked with the *Fall of the Dark Star* 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.



## TACTICS ✦

Tactics is a new combat symbol that can be spent to copy other symbols in play. As a combat action, a player can spend one ✦ symbol from his or her combat pool as a copy of a symbol showing on any other token in any combatant's combat pool.

Additionally, when a player is about to take damage, that player can spend one ✦ symbol from his or her combat pool as a copy of a symbol that would allow him or her to block or prevent that damage.

Finally, the spending of ✦ symbols follows these restrictions:

- ▶ Tactics cannot be spent in conjunction with other tokens. For example, a hero cannot spend ✦ as a copy of ⚡ while also spending 3 ⚡ worth of other tokens. These must be done as separate combat actions.
- ▶ Since only enemies can spend ☠ and only heroes can spend ⚡ or ✦, a hero cannot spend ✦ to copy ☠ and an enemy cannot spend ✦ to copy ⚡ or ✦.
- ▶ Since the ✦ symbol is spent when it is used, it cannot be used to copy the effect of a ☠ symbol.
- ▶ When ✦ is spent to copy a symbol with a number modifying it (e.g., 2 ⚡), the number is also copied.

## CORRUPTION CARDS

Corruption cards are a new card type used in the Fall of the Dark Star scenario. After choosing this scenario during setup, shuffle all corruption cards together into a deck and place it within easy reach of all players. Whenever the corruption deck is empty, shuffle its discard pile to create a new facedown deck.

## MULTI-HERO COMBAT

During the Fall of the Dark Star scenario, heroes will enter into a multi-hero combat. This combat follows the same rules and phases as normal combat with the following exceptions:

- ▶ During the Cast Phase, if two or more heroes tie for initiative, the hero earliest in the turn order goes first.
- ▶ During the Action Phase, instead of alternating actions between two players, play begins with the player with initiative and proceeds clockwise to each player in turn.
- ▶ When a hero is defeated, combat does not immediately end. Instead, combat immediately ends when all heroes except one have been defeated.
- ▶ When a rule or ability used by a hero states to be used against his or her foe, that hero must choose one foe in the combat.

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