

DEFENDERS OF THE REALM

Raiding parties of Orcs have been the first to strike near the Capital city, their swift Wolfriders charging deep into Father Oak Woods days earlier and within striking distance of the heart of the realm – Monarch City. Reports from the south tell of the devastation from the monstrous Demon army as the gluttonous creatures devoured the land while their Blood Demons ravaged our troops and corrupted the land beyond repair. The battles in the Dark Woods with the undead skeleton warriors had proven to be too much and forced the King's Army to withdraw and take up refuge in Seabird Port, but now there are even more concerning reports of the undead terrorizing the realm with gruesome mounted nightmares - creatures so terrible that many soldiers die of fright at the mere sight of the flaming steed charging toward them. And then there was the Blue Dragon and her army of half-man, half-dragon – there are reports that Sapphire has strengthened her troops with the magic of Dragon Mages from distant lands in the south. From our vantage point in the thick oaks we could see the hordes advancing, leaving a trail of destruction as they marched toward Monarch City. It was time for us to do what the King's Army has failed, it was time for Heroes to rise up, it was our time to Defend the Realm.

Minions of the Realm Packs: There are 4 distinct Minions of the Realm Packs. Each Minions of the Realm pack provides the players with a new set of miniatures for one of the four Defenders of the Realm base game Minions. The available packs include; Orcs, Demons, Undead, and Dragonkin. The box back identifies specifically which Minion race will be included in the pack. Players do not need to have all 4 Minion Packs to play the game. It is possible to play with 1 or more sets of these specific Minion Packs and use the base game Minions for other invading forces. Each Minion Pack provides unique miniatures and cards for the specific minion race purchased, enabling the players to replace the standard universal minion miniatures of the base game with the minion race specific miniatures.

Components: Each Minion Pack contains 1 of the following Minion races; Orc, Demons, Undead, or Dragonkin. Within this pack you will find the following for the Minion race identified on the back of the box:

- 20 Basic Minions
- 5 Elite Minions
- 1 Basic Minion Card
- 1 Elite Minion Card
- 1 Rules Sheet

Card Description: The cards contain all the key information about the Minion, including a full color illustration of the Minion, the To Hit number, and Special Skills that the Minions possess.

To Hit Number: Die roll of equal or higher value required to defeat the minion.

Image of Minion

Name of Minion

Special Ability



Elite Troop Identifier

Note: *There will be alternate Minion cards provided through KickStarter and various promotional programs. These cards will be marked with an A in the upper left hand corner and may be used in place of the Basic or Elite card they represent.*

Game Set Up Rules: When setting up the game, place the appropriate Minion cards next to the General to which they serve. Players have a choice of playing the basic game or the advanced game with the new minion miniatures.

Basic Minions Game: The players may choose to play the base game with the new minions where all 25 miniatures are considered to be the same Basic Minion, just like the 25 miniatures that came in the original game and as covered in the Defenders of the Realm Rules. When playing the Basic Game, the Elite Minion cards identifying their new specific skills will not be used - but the Elite Minion miniatures will still be used and treated as Basic Minions in game play. The Basic Minions game treats all miniatures the same (Basic and Elite) in terms of their To Hit and Skills. When playing the Basic Minions game, place the Basic Minion card next to the General they serve and all 25 of the miniatures near the game board. The Basic Minion card will apply to all miniatures (Basic and Elite) during game play. Additionally, no special rules for the placement and removal of Elite Minions will apply to the Basic Minions Game.

Advanced Minions Game: When playing the Advanced Minions game, the Base Minion Card and the Elite Minion card will be placed next to the General they serve and apply to their miniatures on the board. The 25 miniatures for Basic and Elite Minions will be placed near the board. However, Elite Minions will only be placed on the board and removed when defeated as specified by the Placement and Removal of Elite Minions rules listed below.

It should be noted that for Tainting the Land and Overruns, the Elite Minions count toward those activities just like any other Minion.

The Elite Minion will make the game tougher for the Heroes to win, so players struggling to gain victories may want to play the Basic Minions Game until they have gained more experience.

Placement of Elite Minions: Elite Minions are only placed on the board when the following conditions occur for that Minion type:

1) When a General Moves, the first Minion placed as his new Troops will be an Elite Minion. If more than 1 Minion is added to the General when moving, the first Minion placed will be an Elite Minion. The Second would be a Basic Minion, but as noted below, if a 3rd is added, the 3rd Minion would also be an Elite Minion.

2) The third Minion added to a location will be an Elite Minion. This includes Minions placed at the start of the game (so the General will have an Elite Minion with them when the game begins), when a General has Moved, or whenever a third Minion is to be added to a Location.

No Elite Minions Available for Placement: Since there are only 5 Elite Minions of each race, it is highly possible that the players are instructed to place an Elite Minion and have no miniatures for this placement. When this occurs, a Basic Minions is placed on the location.

Optional Rule: Experienced players that want a great challenge may use the following rule when instructed to place an Elite Minion and none remain in supply: A Basic Minion is still placed as noted earlier, but each Hero must discard 1 Hero card matching the color of the Elite Minion to be placed or suffer 1 Wound. (Thematically this represents the drain of resources available to the heroes and endless fatigue of battle.)

Removal of Elite Minions: When the Elite Minions are being used, the following rule applies to the removal of the Elite Minion from any location on the Board.

The Elite Minion is always the last Minion to be removed from a location. All Basic Minions are removed from a location prior to removing an Elite Minion when one is present.

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Minions Pack Q & A

Many of the Heroes have special skills that may conflict with the new Elite Minions. Below are the new Minions and notes of Hero skills related to them.

All Minion Skills take effect on natural die rolls, regardless of any modifications.

Orc Wolf Rider:

- 1) Can the Eagle Rider or a Hero using a movement by Eagle Hero card move into a location with Wolf Riders without discarding a Green card? Yes, since they are moving over it by flight, or moving into by flight, they can do so without discarding 1 Green card.
- 2) Can the Wizard teleport onto a location with Wolf Riders without discarding a Green card? Yes, since he just appears in the area where he wants he does not have to pay the penalty.
- 3) Can the Assassin appear after Shadow Walking onto a location with Wolf Riders without discarding a Green card? Yes, since she just appears in the area where she wants he does not have to pay the penalty.
- 4) Can the Sorceress move into a location with Wolf Riders when she is in Orc form without discarding a Green card? Yes. The Wolf Riders would not see the Sorceress in Orc form as an enemy and flank them.
- 5) If the Feline moves into a location with Wolf Riders by using her Shadow skill, does the player have to discard a Green Hero card? No, she is not the moving party. The party she is shadowing would have to pay the penalty.
- 6) Does the Wolf Rider Swift Troops penalty apply to the Shaman when in Bear or Wolf form? No.
- 7) If an Orc Wolf Rider is present in Monarch City and a Hero loses a group battle against a General, does he have to discard a green card when moving to Monarch City? No as he is carried in a wounded state to Monarch City. He is actually not moving himself.
- 8) Can Heroes travel by Magic Gate into a location with Wolf Riders without discarding a green card? No. The thematics behind the skill is that that the speed of the Wolf Riders is such that it harries the Heroes. Therefore the minute the heroes emerge from a Gate the riders are after them.
- 9) Can heroes move through a location with an Wolf Rider by Horse without discarding a card? Nope - they are chased by the faster wolves and arrows shot at them. Gonna cost them a card.
- 10) If the Errant Paladin rolls double 1(s), would he both defeat the minions and suffer a double penalty from the Deadly Arrows skill? Yes. Great example of how the skill can be good and still trigger the penalty.

Dragon Mages:

- 1) Does Spell of Protection reduce all attacks by 1 die whether they be from the Rangers Archery Skill, the Druid's Woodland Magic or the Chaos Wizard's untamed Magic? Yes.
- 2) Does the spell of Protection reduce the dice of an attack from the Sorceress if in Dragon-kin shape? Not on the first attack in the location as the Mage has no idea the Sorceress is an enemy. After one attack, the penalty would apply as the element of surprise is lost.

Nightmares:

- 1) Can the Assassin Shadow Walk from a location with a Nightmare present? No, they are too terrified to use this skill.
- 2) Can the Assassin Shadow Walk through a location with a Nightmare Present? Yes, they are in a different plane of existence and see the Nightmare as a ghost image - knowing they are not in danger.
- 3) Does the Paladin's Bravery skill help against the Nightmare's Terror? Yes, the Paladin would only suffer 1 additional wound rather than the 2 Terror usually causes.
- 4) Can the Eagle Rider or a hero moving by an Eagle Hero Card avoid Terror? Yes. They are in the sky and though they see the Nightmare below, they are above it and therefore less terrified.
- 5) What about other means of movement: Magic Gates, Wizards Teleportation, etc? The player in a location with a Nightmare and a Gate cannot use the Gate, nor can the Wizard Teleport, he is too frightened the summon the manna needed.
- 6) Can the Sorceress in Undead form avoid Terror? No. She may not be attacked, but she is too terrified to move.

Blood Demons:

- 1) How does the Armor of the Dwarf and the Aura of Righteousness of the Paladin work against the Flaming Soul Sword? Each attack, the Hero can totally block the effect of one die roll of 1 rolled. So they suffer no penalty for one die roll of 1. If their attack results in more than one die roll of 1, they suffer the full effect of the remaining 1 die rolls.
- 2) If the Errant Paladin rolls double 1(s) would he both defeat the minions and suffer a double penalty? Yes
- 3) Let's say the Thief is at a Treasure Chest Location with a Blood Demon and 2 Orcs. She rolls a 1, 3 and 3 and has no red cards. With her Daggers and Theft Skill, can she first draw the extra hero card to see if she gets a red card to discard or must she first take 2 wounds? She is able to draw the card first as the entire attack and theft is one action - she can do them in any order.

Alternate Generals:

All General Combat Skills take effect on natural die rolls, regardless of any modifications.

Lord Vileheart:

- 1) Can the Healer initiate group attack on her turn using her Walk in the Light skill? Yes. That is her most valued skill.
- 2) Then if multiple heroes are slain in the above example, would you add 1 Undead troop to the location of the battle for each fallen hero? Yes.
- 3) As is the case with Varkolak, can the Healer use Battle Luck to aid herself? Can other players use Battle Luck to aid her? If she initiated combat all of the General's Skills are ignored, so anyone can use it. If not, she can use it on her attack, but others could not use it or play it on her.
- 4) Since the Seeker's Deadly Blade is a skill which is allowed, but also involves specials which are not allowed, can she use this skill against Lord Vileheart? Yes, since it is skill related she could use it to the full extent.
- 5) Does the Quest reward "Amarak's Blessing" work against Lord Vileheart? No, it is a Quest Reward.

Gash Bloodclaw:

- 1) Is the Eagle Rider safe from Mighty Axes in Sky Mode? Yes, it is a ranged attack from him.

Alternate Minions

Alternate Dragonkin:

- 1) If the Errant Paladin rolls double 1(s) would he both defeat the minions and suffer a double penalty? Yes.

Misc

- 1) A question I had has to do with whether multiple effects occur depending on the mix of minions you are fighting. Example: Let's say a hero is at a location with 2 Alternate DragonKin, and a Blood Demon Elite Minion. If the hero rolls a 1,1,2 and the hero has no blue or red cards, what happens? Does the hero receive 6 wounds in that case? Yes - that would be bad but very unlikely except in Monarch City. That would be the challenge.