

# CLASH OF RAGE

## CAMPAIGN BOOKLET





# THE END OF A WORLD

*The omens of the Godleifs, the calculations of Baron Steamfield, the death sense of the Army of the Tomb, the audacity of the Bohorgs... All of this has been reported in minute detail to Emperor Vasconis by swarms of servile informants. But the Emperor no longer listens to anything from the teeming vermin over which he reigns unchallenged. Those pathetic creatures that he has conquered, duped, and humiliated so many times! And yet, the clans create legendary weapons with their own forges to capture his strongholds. The cries of war from a thousand peoples, the crackling of cities ablaze, the howls of the High Elders thrown off the ramparts: Vasconis remains deaf.*

*Only the melodic vibrations of the crystals grace his ears. Is this his first and last mistake? Why is he still so sure of himself?*

*In this campaign, you play five scenarios, during which you will discover Vasconis' Machiavellian plans, and gain the powers to confront him in a final scenario, from which only one will emerge victorious.*

## CHOOSE YOUR CLAN

Choose your clan as usual.

## CREATE A CAMPAIGN

Compose your campaign by drawing 5 Scenario cards from **Season 1: The End of a World**, then shuffling them to form a deck, and finally putting The Final Battle card under the deck. Each Scenario card indicates the scenario number so you can find it in this booklet, as well as the reward.

**If you play a 2-player games**, don't use Scenario's cards 6, 10, 11, and 14. These scénarios are for 3-player and more only.







## PLAY MORE OR FEWER SCENARIOS

We suggest that you play your campaign with 5 preparatory scenarios, so you can earn sufficient rewards and forge alliances. But, you are welcome to increase or decrease the number of scenarios if you wish.

## AT THE END OF EACH SCENARIO

- **At the end of each scenario**, each player does the following: Choose 3 of your non-Legendary Equipment cards and shuffle them (you must choose 3 unless you have fewer). Your left neighbor draws 1 of these Equipment cards, and keeps it to use for the following scenario. Discard all other Equipment and resources (Gold and Crystals).
- **The Elves keep their Equipment** from one scenario to the next. The winner of each scenario, at the moment of victory, removes 2 Equipment cards from the Elves' sheet. Remember: If there are no Elves in play of one type when it is time to improve the Elves at the End of the Round, they receive no equipment.
- **The winner of each scenario** keeps the Scenario card that describes the reward. This player benefits from this reward for the rest of the campaign.
- **The losers of each scenario** each receive a Grudge token.
- **Reveal the Scenario card** for the next game.

## GRUDGE TOKENS

- **Grudge tokens are permanent:** You keep them until the end of the game, and they can accumulate. Each Grudge token has an available side and an unavailable side.
- **At the beginning of a Battle**, each player may — if they wish — activate one or more of their available Grudge tokens to increase the Injuries they deal during the Battle by 1 (if you use any this way, place them beside your Units just like the Rage tokens). At the end of the Battle, take back your Grudge tokens and flip them to their unavailable side.
- **At the beginning of each round**, everyone flips their Grudge tokens to their available side. Grudge tokens are not Rage tokens.



## GOLDEN RULE :

Unless specified by the Scenario, always apply all of the normal rules.



# SCENARIO 1

## THE PRISONER

### SPECIAL COMPONENTS:

- 1 Prison tile



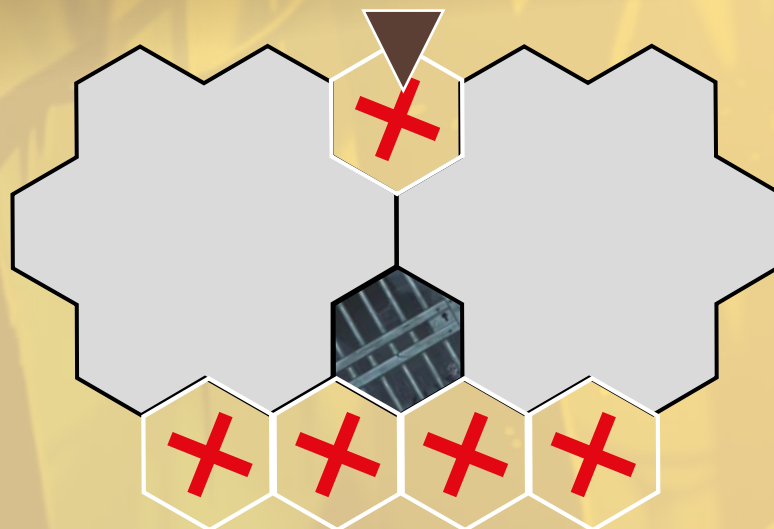
- 1 Prisoner token



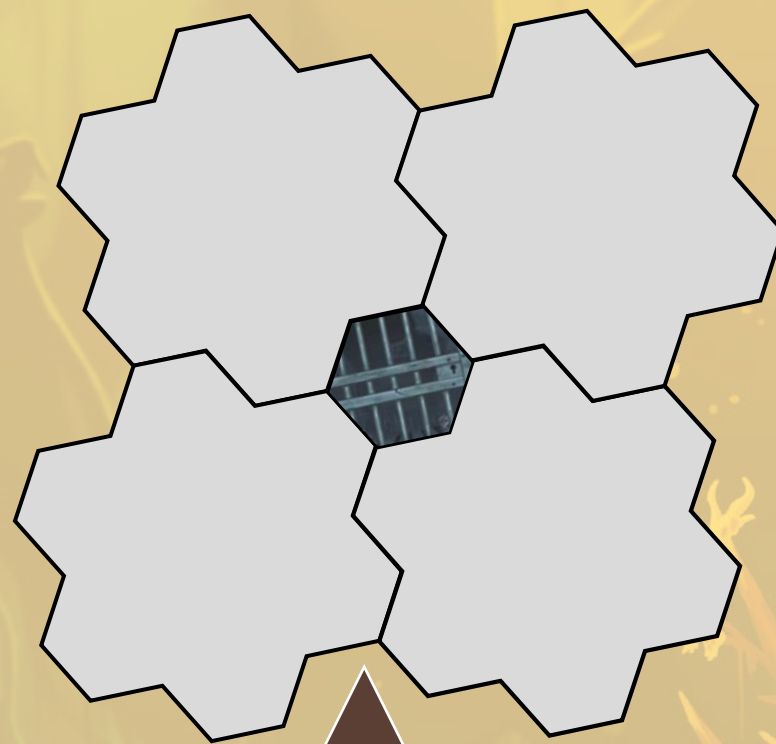
### 3-PLAYER SETUP



### 2-PLAYER SETUP



### 4-PLAYER SETUP



NOTE: YOU CANNOT PLACE YOUR BASTION ON THE





## SCENARIO 1

- No restriction on the number of players.

### SETUP

- **Set up the board** according to the diagram, depending on the number of players. Place 1 Elf on each Forge, 3 Elves on each Elven City, and 5 Elves on the Prison.
- **Place the Prisoner token** on the Prison.



### SPECIAL RULES

- **When you control the Territory with the Prisoner in it**, you may move the Prisoner during your Move actions.
- **The Prisoner has 2 Movement Points** and must always be accompanied by other Units.
- **If you decide to flee from a Battle**, leave the Prisoner where he is. Thus, the Prisoner can change hands during

*A renegade is being held captive. Each of you will fight to free him, so he will rally to your clan's cause.*

the game. If you manage to escort the Prisoner back to your Bastion, you win this scenario.

### REWARD

- **The winner gains the Prisoner's favor:** His information will be crucial to confronting the Elves. Until the end of the Campaign, **at the beginning of each of your Battles against the Elves**, you receive 2 Rage tokens.



## THE DIMENSIONAL PORTALS

## SCENARIO 2

*The Elves attempted an experiment that has created dimensional portals on the board.*

- No restriction on the number of players.

### SETUP

- **Set up the board** as in a normal game.
- **Place a Dimensional Portal on one empty Territory of each Region tile** before anyone places their Bastion. Dimensional Portals cannot be adjacent to one another.

### SPECIAL RULES

- **The victory conditions** are the same as in a normal game.
- **During a Move action**, for 1 Movement Point, your Unit on a Dimensional Portal can move to any other Dimensional Portal. The overrun rules still apply to movement through Dimensional Portals.

### REWARD

- **The winner discovers the machine that created the Dimensional Portals.** You gain a Dimensional Portal token that you keep until the end of the Campaign.
- **During subsequent scenarios**, when placing the reinforcements from your Tactic card, you can place the Dimensional Portal token on (or, if it was already placed, move it onto) an empty Territory.
- **During a Move action**, for 1 Movement Point, your Unit can teleport from any Territory to the Dimensional Portal.
- **The other players** can move onto the Territory that has the Dimensional Portal, but they cannot use it. Tokens such as the Captive Hero or the Automaton cannot use the Dimensional Portal.





# THE ARMY OF AUTOMATON

## SPECIAL COMPONENTS:

- 1 Factory tile



- 18 Automaton tokens



## 2-PLAYER SETUP



## 3-PLAYER SETUP



## 4-PLAYER SETUP

NOTE: YOU CANNOT PLACE YOUR BASTION ON THE





# Automatons

## SCENARIO 3

*In a special forge, the Elves are building an army of automatons to thicken their ranks.*

- No restriction on the number of players.

### SETUP

- **Set up the board** according to the diagram. Place no Elves on the Forges, 4 Elves on each Elven City, and 7 Elves on the Automaton Factory. Place 1 Automaton token on each Territory occupied by Elves.

### SPECIAL RULES

- **Automatons have 2 Life Points.** During a Battle, you must eliminate all Automatons before you can eliminate enemy Units. Automatons do not count as Units.
- **When improving the Elves at the End of the Round,** place 1 additional Automaton on each Territory occupied by Elves (maximum 3 Automatons per Territory).
- **As soon as you take control of the Automaton Factory,** you win the scenario.

### REWARD

- **The winner** can build Automatons from now on.
- **You gain 2 Automaton tokens** that you keep until the end of the Campaign.
- During subsequent scenarios, when you place reinforcements from your Tactic card, you can place 1 Automaton on a Territory you occupy (maximum 2 Automatons in play at the same time).
- **Your Automatons benefit from the aforementioned rules** (2 Life Points, do not count as Units, take the hits before your Units), and they have 2 Movement Points. **Automatons must be escorted by your Units.**
- **If your Automatons are alone on a Territory,** they are immediately destroyed.
- **Automatons** cannot use the Dimensional Portal.



# THE MUTAGEN CLOUD

## SCENARIO 4

*Following a failed Elven experiment, a mutagenic cloud has spread to the surrounding area.*

- No restriction on the number of players.

### SETUP

- **Set up the board** as in a normal game.

### SPECIAL RULES

- **The victory conditions** are the same as in a normal game.
- All Units (Elves and players') have grown additional arms, so **each type can equip a second Weapon.**
- **Overlap the equipped Weapons** as shown in the diagram. The Unit benefits from the bonuses of both Weapons, but it can only roll a **maximum of 10 dice** even if its Combat Power surpasses 10.



- **When improving the Elves at the End of the Round,** replace the cheaper Weapon, or the players can choose if they are the same price.

### REWARD

- **The winner discovers the apparatus that produced the mutagenic cloud.** You can continue to genetically modify your Units, allowing each to continue equipping 2 Weapons until the end of the Campaign.
- **Remove the cheaper Weapon from each Elf** before the next scenario (if they are the same price, the winner chooses), and before the winner chooses the 2 Equipment cards to remove from the Elves.



# THE MAGIC MAELSTROM

## SCENARIO 5

*The Reinforcement Stones seem exceptionally vivacious in this province.*

- No restriction on the number of players.

### SETUP

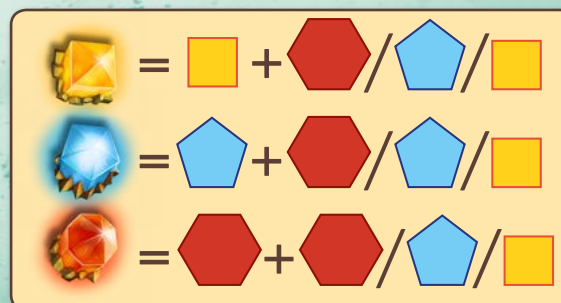
- **Set up the board** as in a normal game.
- **Place no Elves on the Forges**, place 3 Elves on each Reinforcement Stone and each Elven City.

### SPECIAL RULES

- **Unlike a normal game**, instead of the Elven Cities being worth 1 Victory Point, the Reinforcement Stones are worth 1 Victory Point.
- **Each Reinforcement Stone** produces 1 additional Unit, the Type of which is the player's choice.

### REWARD

- **The winner manages to master the exceptional magical energy** of the Reinforcement Stones.
- **Until the end of the Campaign**, each Reinforcement Stone you control produces 1 additional Unit of the Type of your choice.



# THE CORRUPT CLAN

## SCENARIO 6

*In this exceptionally wealthy province, the Elves have corrupted clan to defend their interests.*

- Minimum: 3 players.

### SETUP

- **Set up the board** comme pour une partie normale.
- **Shuffle the Corrupt Clan card** with enough Free Clan cards so that there are as many Clan cards as there are players. Deal one card face down to each player. Secretly look at your card.



Corrupted Clan



Free Clans

### SPECIAL RULES

- **If you have a Free Clan card**, you play the game as usual.
- **If you have the Corrupt Clan card**, you must prevent the other players from winning before the end of round 4.
- **If at the end of round 4**, no Free Clan has won, the Corrupt Clan wins the game.
- **If the Corrupt Clan reaches 4 Victory Points** during its 2<sup>nd</sup> Action, it must reveal itself, but does not win the game.

### REWARD

- **The winner profits from the wealth of this province.** Until the end of the Campaign, you start each scenario with 8 additional gold coins.





# THE FRACTURED LANDS

SCENARIO 7

*The Elves have experimented with a machine that has caused a powerful earthquake.*

- No restriction on the number of players.

## SETUP

- **Set up the board** as in a normal game. Leave a slight gap between the Region tiles to represent the faults caused by the earthquake (see illustration).

## SPECIAL RULES

- **The victory conditions** are the same as in a normal game.
- **Units can move across fault lines** for 2 Movement Points.
- **Flying Units** are not affected by this penalty.

## REWARD

- **The winner** discovers the seismic machine. Take the Shaken Territory token and keep it until the end of the Campaign.



- **During the subsequent scenarios**, when you place the reinforcements from your Tactic card, you can place your Shaken Territory on (or, if it was already placed, move it onto) any Territory not adjacent to a Bastion (and not on a Bastion, of course).
- **All players' Units** must spend 1 additional Movement Point to enter this Territory.
- **Flying Units** are not affected by the Shaken Territory token.

**REGION TILE TO  
ADD WITH  
3 PLAYERS**

**REGION TILE TO ADD  
WITH 4 PLAYERS**



# THE ZOMBIE ELVES

## SCENARIO 8

*Following a failed experiment, the Elves of this province have become zombies.*

- No restriction on the number of players.

### SETUP

- **Set up the board** as in a normal game, but place 1 Elf on each Forge, and 3 Elves on each Elven City.
- **Place a +1 Life Point token** on each Type Unit on the Elf Clan sheet.



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### SPECIAL RULES

- **The victory conditions** are the same as in a normal game.
- **When you win a Battle against the Elves, take an Elf token** of your choice from the reserve, and place it on another Territory controlled by the Elves (that is not under attack).

**Note:** During Battles, don't forget the +1 Life Point bonus granted to the zombie Elves.

### REWARD

- **The winner discovers the laboratory where the Elves conducted their experiments.** You use this to zombify your own Units.
- **Remove 1 Unit of each Type** from your Reserve until the end of the Campaign.
- **At the end of each of your Battles,** you can place ONE of your Units that was eliminated during this Battle (your choice) on your Bastion or a Territory you control (that is not under attack).

# THE CRYSTAL LANDS

## SCENARIO 9

*In this province, the Elves run a high-volume crystal extraction operation.*

- No restriction on the number of players.

### SETUP

- **Set up the board** as in a normal game.
- **Place 2 Elves** on each Reinforcement Stone, 3 Elves on each Forge, and 5 Elves on each Elven City.
- **Do not place the Legendary Equipment deck** on the table; it is not possible to forge in this scenario.

### SPECIAL RULES

- **If you have 15 Crystals or more,** you immediately win the game.

- **If this occurs during the Revenue phase,** and other players also have 15 Crystals, the player with the most wins. If there is a tie, continue to play until there is a clear winner.
- **During the Revenue phase,** receive 1 Crystal for each Forge under your control, and 3 Crystals for each Elven City under your control.

### REWARD

- **The winner benefits from the Crystal production** in this province. Start each subsequent Scenario with 3 Crystals.





# THE WARRIOR RITUAL

SCENARIO 10

*The Elves have beset this province with a curse that pushes combatants here to fight relentlessly.*

- Minimum: 3 players.

## SETUP

- Set up the board as in a normal game.

## SPECIAL RULES

- If you have Units on your Bastion, you must use a **Move and Battle** action to move all of them off your Bastion.
- Units outside your Bastion cannot return to your Bastion.
- After each Battle between players, the winner can choose one enemy Unit eliminated during the Battle to keep. Place it in front of you.
- As soon as you have 4 enemy Units in front of you, you win this scenario.

## REWARD

- The winner discovers the origin of the ritual. Take 2 Warrior Ritual tokens.



- At the beginning of an opponent's Action, you can use 1 Warrior Ritual token to force this player to perform a **Move and Battle** action. During this Action, if possible, that opponent must send at least 4 of their Units into Battle.
- At the beginning of each Scenario, retrieve any Warrior Ritual tokens you used.

# THE MANIPULATIVE MAGES

SCENARIO 11

*Elven mages have developed a spell that increases hatred between clans, in order to drive them to eliminate one another.*

- Minimum: 3 players.

## SETUP

- Set up the board as in a normal game.

## SPECIAL RULES

- The victory conditions are the same as in a normal game.
- At the beginning of each round, place 1 Rage token on the Elf Clan sheet. This acts as the level of Manipulation.
- When you battle your left neighbor, you receive 1 Rage token at the start of the Battle for each level of Manipulation. For example, in round 3, each time you find yourself in Battle with your left neighbor, you receive 3 Rage tokens at the beginning of the Battle.

## REWARD

- The winner succeeds in capturing a manipulative mage. Take 2 Control Spell tokens.
- During your Assaults, one time per Assault, you can spend 1 Control Spell token to place 1 enemy Unit on an adjacent empty Territory or a Territory controlled by the same player. You can use this effect on the Elves. The Unit you move this way cannot cross a Mountain Range.
- At the beginning of each Scenario, retrieve any Control Spell tokens you used.





# THE GREAT CONTAGION

## SCENARIO 12



*The Elves experimented with a powerful virus, which has spread quickly throughout the province.*

- No restriction on the number of players.

### SETUP

- **Set up the board** as in a normal game.



### SPECIAL RULES

- **The victory conditions** are the same as in a normal game.
- **When you finish an Action**, if you have more than 5 Units in the same Territory, you must eliminate Units there until you have only 5 in that Territory.
- **At the beginning of a Battle**, if you have more than 5 Units engaged in the Battle, you receive   for this Battle.

### REWARD

- **The winner has recovered the virus vial** from the Elven laboratory. Take 2 Vial tokens.



- **At the beginning of each Battle**, you can use a Vial token to add   to the enemy.
- **At the beginning of each Scenario**, retrieve any Vial tokens you used.

# THE MASTER ALCHEMISTS

## SCENARIO 13

*In the forges of this province, Elven master alchemists experiment with processes to transform metals into gold.*

- No restriction on the number of players.

### SETUP

- **Set up the board** as in a normal game.

### SPECIAL RULES

- **When you finish an Action**, you receive 5 Gold per Forge you control.
- **At the end of round 3**, the player with the most Gold wins the game.
- **When you seize a Forge from another player**, you steal 5 Gold from them.
- **You must keep your Gold fully visible** in front of you, in stacks of 10 Gold.

### REWARD

- **By studying the Gold stolen from the Alchemists**, the winner manages to decipher their fabrication process.
- **During the subsequent Scenarios**, at the end of each of your Actions, you receive 2 Gold per Forge you control.





# THE FIERY FAULTS

## SCENARIO 14

*Following an Elven experiment, mysterious fiery faults opened throughout the province.*

- Minimum: 3 players.

### SETUP

- **Set up the board** as in a normal game.

### SPECIAL RULES

- **After placing the Bastions**, each player takes 2 Fiery Fault tokens.
- **In turn order**, place both of your Fiery Fault tokens on on two Territories that do not already have a Fiery Fault token and are at least 3 Territories away from your own Bastion (ignoring Mountain Ranges).
- **You cannot** place your Reinforcements on a Territory with a Fiery Fault (except for those with Reinforcement Stones).
- **During each End of the Round phase**, if you control at least 3 Territories with a Fiery Fault, you win the game.



- **If several players fulfill the victory condition**, the one who controls the most Fiery Faults wins. If it is a tie, the tied player earlier in the turn order wins.

**Attention:** Stay vigilant, because victory can come quickly!

### REWARD

- **The winner has discovered fire orbs** in the fiery faults. Take 3 Fire Orb tokens.
- **During the subsequent Scenarios**, at the beginning of each of your Assaults, you can use a Fire Orb token to eliminate one enemy Unit **of your opponent's choice**. You cannot use this effect on the Elves.
- **At the beginning of each Scenario**, retrieve any Fire Orb tokens you used.





## SPECIAL COMPONENTS:

- 1 Esmeril tile



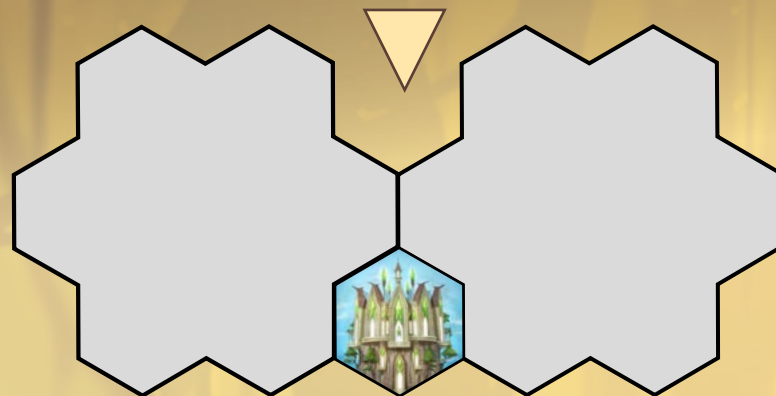
- 1 Vasconis token



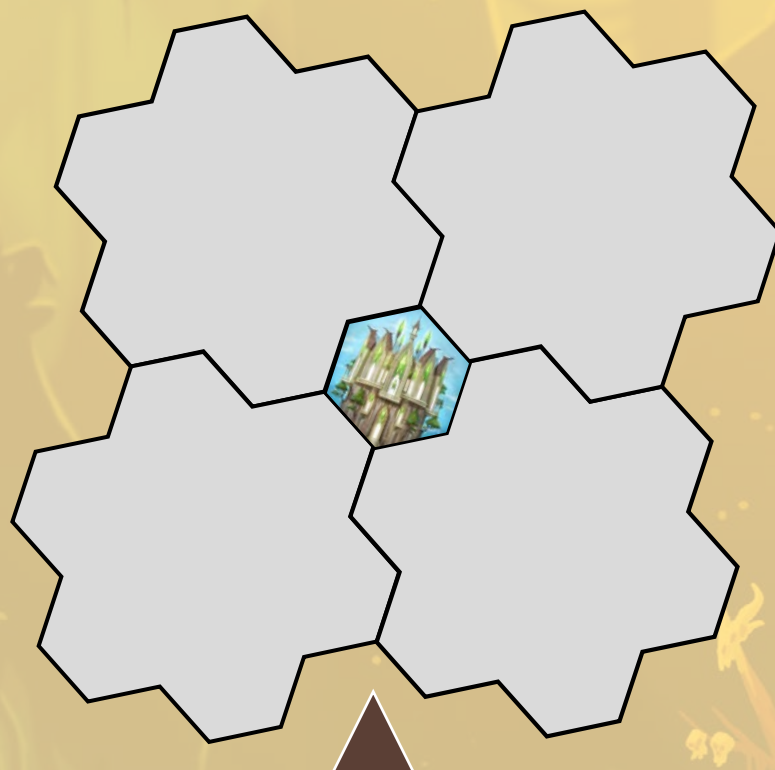
### 3-PLAYER SETUP



### 2-PLAYER SETUP



### 4-PLAYER SETUP





# THE FINAL BATTLE

- No restriction on the number of players.

## SETUP

- **Set up the board** according to the diagram, depending on the number of players.
- **Place 2 Elves of each Type** on Esmeril, along with Vasconis.
- **Draw 3 Legendary Equipment cards** and place them face down beside the Elf Clan sheet.



*The Clans have reached Esmeril, the Elven capital. Vasconis awaits them with his elite guard. Who will seize control of the Emerald Empire?*

## SPECIAL RULES

- **When placing the Bastions**, rather than placing your Bastion, you choose an empty Region tile and distribute all of the Units of your entire Clan among the Forge, the Elven City, and the Reinforcement Stone of this tile (minimum 3 Units per Territory).
- **Play** until there is only one player with Units left on the board (including Elves). You receive Reinforcements from your Tactics cards and Reinforcement Stones as usual, but as soon as you have no more Units on the board, you are eliminated from the game. When there is only one Clan still in play, its leader becomes the new Emperor and wins the Campaign.
- **You cannot retreat** from Battles.
- **You cannot move** onto the Esmeril tile.
- **Do not improve the Elves** at the End of the Round.

## FIRST CLAN ELIMINATED

- **If you are the first Clan is eliminated**, arrange all of your components (cards, sheet, figurines, Grudge tokens...). The Clan loses all advantages acquired during the Campaign.

- **Move the Elf Clan sheet in front of you**, as well as all of the Equipment the Elves had acquired.
- **Reveal the 3 Legendary Equipment cards** that were beside the Elf Clan sheet. You can equip the Elves with these by reorganizing their Equipment (each Type of Elf must be equipped with a Legendary Equipment).
- **Each round**, you play as the Elves. You can only perform **Move and Battle action**. You play first each Action. During your first Move and Battle action, you must move Vasconis and all the Elves out of Esmeril. Vasconis counts as a Templar. Vasconis and the Elves have 2 Movement Points (plus any bonuses from their Equipment).
- **During the Reinforcement phase**, you receive an Elf of your choice on each Location the Elves control (Elven City, Forge, or Reinforcement Stone); also, if Vasconis has been eliminated, but not the rest of the elves, you can put Vasconis back in play on any Territory the Elves control.
- **Eliminated Elves** do not turn into Crystals.
- **Buildings** have no other effect for you.
- **If you succeed in eliminating all of the other Clans**, then you win the Campaign in the name of the Elves, saving the Emerald Empire. If Vasconis and all of the other Elves are eliminated, then you are completely eliminated from the game.



# C A M P A I G N   H I S T O R Y

Players/Clans	Scenario	Winner	Players/Clans	Scenario	Winner

Players/Clans	Scenario	Winner	Players/Clans	Scenario	Winner

Players/Clans	Scenario	Winner

