WILD ASSENT

THE ARENA RULEBOOK

RISE OF THE SILVESTREM

The town of Protioch was little more than a farming village before the Silvestrem was built. Amertes, a survivor of the Quiescentia, the great plague that all but wiped out the elven people, arrived with his young daughter and grandiose plans. He chose Protioch due to its proximity to a major road in the area, spending the last of his wealth to begin construction of a modest gladiatorial arena. The first combatants were all locals, unskilled and nevertheless thoroughly entertaining as they humorously attempted to beat each other into submission.

Word spread quickly and before long the fledgling operation expanded as seasoned warriors arrived to bring legitimacy to the Silvestrem's matches. Protioch grew around the Silvestrem, feeding off the latter's success and turning into a sprawling city as merchants and craftsmen from around the world arrived to sell their wares to gladiators and spectators alike. It was during this time of expansion that the first Assent arrived at the Silvestrem, with a fabled phoenix in tow, demanding to fight in the arena.

Heroes of legend, Assents are born with the rare gift to commune with the creatures of the Wilds and command them in battle. Amertes saw an opportunity to bring these reclusive and powerful individuals out of myth and into his arenas. He commissioned a group of bounty hunters to capture a creature, any creature, from the Wilds so that he could use it to test potential Assents. The bounty hunters returned with a wounded gryphon, the first creature they came across, and sold it to the elated Amertes for a ridiculous sum. Amertes sent word across the known world, promising riches beyond measure to any who would journey to Protioch and bond with the Gryphon, proving they were an Assent.

People by the thousands arrived, but only a handful turned out to be Assents. Attendance soared as the disappointed masses stayed for a few matches, or, in some cases, chose to not leave at all. Amertes had some of his greatest champions train the new Assents and soon matches among man and beast were a regular occurrence. Creatures were as rare as the Assents in those days, so matches consisted of two Assents and two monsters. Great care was given to ensure all involved were not permanently harmed in combat, and, for a time, the novelty of it all outweighed the spectators' bloodlust.

Eventually, interest waned and the Silvestrem saw its first slump in ticket sales since its farmer-brawling roots. Amertes summoned his advisors and they worked through the night to come up with new and interesting ways to fill the Silvestrem's seats. The key, Amertes thought, was the first Assent, Tythal, and his phoenix. Tythal had recently retired and Amertes had hoped pulling him back in for one final tournament would be enough of a draw to entice the audience he had lost. Amertes sent the Silvestrem guard with a message detailing his plans, but they arrived to find Tythal dead and his phoenix gone.

Word of Tythal's murder spread throughout Protioch and panic filled the hearts of every man, woman and child. If one so powerful could be felled, what hope had they? Amertes was crestfallen. He returned to his estate, planning to sit in his chair and drink himself to sleep. He arrived home to find his staff as dead as Tythal, their mutilated corpses strewn across the dining hall. In the center of the slaughter was his daughter, sitting atop his chair as if it was a throne, smiling maniacally and gently tapping the caged phoenix beside her.

Vareclea, Amertes "loving" daughter, who he had ignored while building his gladiatorial empire. She who raised herself in the shadows of the Silvestrem, sadistically feeding off the misery of the defeated and the anguished cries of the wounded and dying. Vareclea leaned forward in her father's chair, raised her hand to summon magic Amertes was not even aware she possessed, and struck him down with a bolt of lightning. She then leaned back, winked at her phoenix and took a satisfying sip from her goblet.

For almost a decade Vareclea had planned her father's demise, using his vast wealth to amass a regiment of loyal guards, assassins and other followers. She put her forces to work the next day, as she quietly took over the Silvestrem by killing anyone she thought might disagree with the change in leadership. Immediately following the final scheduled match for the week, she closed the Silvestrem's doors and imprisoned every gladiator she could find. This marked Vareclea's first step in controlling half the continent, but for those dragged into the dungeons of the Silvestrem, the outside world no longer mattered. Their lives now belonged to Vareclea, and she would see them spill blood in the arena for her own amusement.

Today the gladiators of the Silvestrem fight for survival, knowing each match may be their last. Vareclea has ensured her dungeons are filled with creatures ready to serve the Assents, promising whoever impresses her with their prowess in combat will win their freedom from the arenas. These weary souls have fought countless matches, seen friends come and die, but still they fight on for the small hope they may one day look up to see the sun in the sky, with the Silvestrem but a speck on the horizon behind them.

TABLE OF CONTENTS

COMPONENTS

The Hunt Rulebook

Game Board (The Arena Side)

8 Obstacles
(The Arena Side)

7 Attack Dice

7 Momentum Dice

4 Assent Cards

20 Skill Cards

30 Creature Cards

30 Equipment Cards

14 Health Trackers

20 Silvestrem Cards

50 Status Tokens

14 Skill Tokens

Wildswood Sentinel

4 Wildswood Skirmishers

Phoenix

4 Daemonspawns

Daemonretch

4 Waterbounds

Streamcaller

Gryphon

Koralt

Amalia

Yerra

Gurantev

Horned Golem

Wildsflower

Lava Fiend

Exalted Effigy

River Guardian

4

A MESSAGE FROM LSG

Lazy Squire Games officially turned one in September 2018. It feels like it's been way more than a year since I wandered over to my local bank to form the LLC... and left empty-handed because their system was down. I mean, I eventually got to fill out the paperwork (obviously), I'm just saying, it wasn't the greatest of beginnings. We started off strong, though, creating Kickstarter pages and helping run successful campaigns for Starfinder Masterclass Miniatures and Sonic the Hedgehog: Battle Racers.

This year hit like a ton of bricks, however. We had our first real setback with our Kickstarter campaign for an eSports management card game called "Partition" in February. That was soon followed up with a hospital stay for my 4-year old daughter. I won't go into the details; let's just say she had severe balance issues and it was horrifying. I'm the kind of person that copes through humor, so let's leave that awful thought behind by me telling you the hospital had a picture of Humpty Dumpty taped to her door. Either that was a subtle way for the nurses to know my daughter was a fall risk, or the most wildly inappropriate (and yet still epic) burn of all time.

Anyway, we dusted ourselves off after Partition and put all of our effort into Wild Assent, which you either have on your table right now, or you are considering buying (or backing on Kickstarter). If it's the latter, good on you for doing a little research by checking out the rulebook. Be sure to have a look at the Hunt rulebook too (it's fancy). I am, of course, incredibly biased, but I think we've put together a fun and ridiculously good-looking game. I'm pretty sure if you have a chance to play it, you'll agree.

Robert Mc Connell
Owner, Lazy Squire Games

MODES OF PLAY

Wild Assent features two distinct game modes sharing only miniatures and some other basic components. Read the two summaries below carefully before deciding which mode you would like to play. If you choose the Arena, you are holding the correct book in your hands and should continue reading the rules. Otherwise, return this book to the box and retrieve the Hunt rulebook. Note that there are similarities in combat between the two games, so you will see familiar information in those sections should you choose to read both rulebooks. Pay special attention to the Silvestrem Deck and Momentum Dice sections of this rulebook, as that is where combat for the two modes diverges most.

THE ARENA

The Arena is a two or four player competitive game mode. Each player chooses an Assent, a customizable champion they will use to lead a troupe of Creatures into battle. **The goal of the Arena is simple: kill or be killed.** Players choose to either make slaying the enemy Assent(s) the objective of the game or wiping out the entire enemy troupe. Players in the Arena must consider team composition and Assent loadouts prior to the match, and positioning, target priority and crisis management once combat begins.

THE HUNT

The Hunt is a one to four player cooperative campaign mode that will require multiple game sessions to complete. Each player chooses one or more upgradeable Seekers (for a total of four), to venture into the dangerous and mystical Wilds to track and capture Creatures for gold and glory. The players will maintain an Encampment, erecting useful buildings and hiring workers, to support the Seekers in their expedition. **The primary goal of the Hunt is to survive 10 seasons** so the Seekers may retire with their wealth. If all the Seekers fall in battle at the same time, the expedition ends and the players lose. Players on the Hunt must consider positioning and target priority while in combat, and resource and worker management while in the Encampment.

VICTORY CONDITIONS

Wild Assent's Arena mode can be played by two or four players. If four players are present, they must form two teams of two. Players begin by agreeing on the victory condition they wish to complete to win the match.

DEATHMATCH

Deathmatch is the default victory condition for the Arena and recommended for beginners. As soon as a player's Assent (or the last Assent on a team) falls, the other player/team wins.

LAST MAN STANDING

Last Man Standing requires each enemy Assent and Creature be slain to achieve victory. This can lead to different strategies, but generally longer matches.

SCENARIOS

The Wild Assent Scenario Book contains individual scenarios with objectives and setups that differ from the other victory conditions. These scenarios are designed for veteran players as many focus on condensed gameplay experiences and ramped up difficulty. Consult the Introduction section on page 3 of the Scenario Book for more information.

GAME OVERVIEW

SETUP

This section describes how to play a match of Wild Assent's Arena mode. While the rest of the rulebook goes into detail for each of the mechanics needed to play, there are some rules here that are not found anywhere else. Once you are more familiar with the Arena, you will be able to use this section as a quick reference for how the game is played.

- **Troupe Building.** Players select (or draft, see Drafting, page 11) their Creatures, an Assent and the Assent's Equipment cards. The players then select two Skill cards for their Assent. Players create an activation order for their Troupe with their Assent and Creature cards, from left to right (Assents are always on the far left as they activate first). This order is kept for the entire match.

- **Placement.** Players alternate placing obstacles and then their Gladiators on the board (see Final Setup, page 12). Shuffle the Silvestrem deck and place it within reach of all players. Each player places their Gladiators' Health trackers on the numbers on the outside border of the board that corresponds with their individual Health (it's easier to keep track if each team is limited to one side of the board).

PLAYING THE GAME

The Arena is played across a series of rounds, each following the same basic structure seen below. This describes a 2-player match of the Arena; you can simply replace "player" with "team" for a 4-player match. Teams can select which of their two players they want to activate first in a round.

- **Roll Momentum Dice.** Each player rolls their Momentum dice (determined by the Assent and Skills they have chosen; the default number of Momentum dice is 5) and distributes them among their Gladiators using the corresponding Momentum tokens. Players may select any number of Momentum dice to reroll, but the second result must be used. Only Healing dice may be used on Assents and Creatures can only have 2 dice total, but both must be different types.

- **Draw a Silvestrem Deck card** and place it next to the board. The card will detail certain restrictions or requirements to be met during the round (or the rest of the match).

- **Activate Assents.** If this is the first round, the winner of the drafting roll activates their Assent first, followed by the other player. In 4-player matches, the team that won the drafting roll selects one player to activate first, followed by a player from the other team, and so on. Assents may move up to their Speed in fields, then make one action: either attack or use a Skill or equipment. Any action, even a free action, ends movement.

- **Activate Creatures.** Each player activates their Creatures one by one in the order determined by how they placed their Creature cards during setup. The player/team that activated their Assent second this round will activate a Creature first. Then the other player/team will activate a Creature and so on. In 4-player matches, each player should activate one Creature before the first player activates a second (players who have no available Creatures are skipped). Creatures activate exactly the same way as Assents; they just have fewer actions available (due to fewer Skills and no equipment).

- **Resolution.** Once all players have activated their Assents and Creatures, the round ends. Resolve any outstanding Silvestrem cards and then discard the ones that are complete.

Begin a new round; the player/team that activated their Assent second in the last round will activate their Assent first in this round. Rounds continue until the victory condition is met.

BUILDING YOUR TROUPE

Your troupe is the squad of Gladiators you will control to crush your enemies. It consists of one Assent, a number of Creatures (dependent on the size of the game) and occasionally "summons" spawned by an Assent or Creature Skill. To begin building your troupe, take the Creature, Assent and Equipment cards and place them within reach of all players.

CREATURES

Creatures are the rank-and-file Gladiators of your troupe. They are there to support your Assent, keeping him or her safe from harm, and to provide a collection of unique Skills to the troupe's arsenal.

SUMMONS

Summons are special Gladiators that enter the board via another Creature or Assent's Skill, such as the Daemonretch's Daemonspawn. Summons are not Creatures (Skills that target/affect Creatures do not affect them). Summons also do not have cards of their own; their stats and Skills are listed on the summoning Creature's or Assent's card. Unless otherwise noted, Summons always have 1 Health, share the Damage Type of their summoner and activate as part of their summoner's activation (before that Creature or Assent moves or performs their action). For example, if a Summon is added to the game board by the summoner activating (as with the Daemonretch), that Summon may activate immediately. If a summoner leaves the board, its Summons are destroyed.

① Name: The name of the Gladiator.

② Speed: The number of fields the Seeker may move during an activation. Rotating in any direction costs 1 Speed.

③ Movement Type
- ▶ Normal: This Gladiator has no special movement ability.
- ➤ Swift: This Gladiator may move diagonally forward.
- ◀ Flight: This Gladiator ignores Gladiators and obstacles while moving. They may not end their movement on an occupied field.

④ Health: The amount of damage the Gladiator can sustain. When a Gladiator receives damage equal to or greater than their Health, they are slain and removed from the board.

⑤ Range: The potential reach of a Gladiator's default attack. A Gladiator with a Range of 1 may only attack adjacent Gladiators.

⑥ Base Damage and Damage Type: The number is the damage of the Gladiator's default attack. This is added to result of the Gladiator's Attack Dice roll to determine the total damage of their attack. The symbol identifies the form of damage the Gladiator's default attack uses. It can either be physical or magical.

⚔	PHYSICAL DAMAGE	🗡	MAGICAL DAMAGE

⑦ Attack Dice: The number of Attack Dice rolled when the Gladiator attacks. This is added to the Gladiator's base damage to determine the total damage of their attack.

⑧ Physical Defense: The hardiness of the Gladiator. This number is subtracted from the damage of any physical attack made against the Gladiator.

⑨ Magical Defense: The mystical fortitude of the Gladiator. This number is subtracted from the damage of any magical attack made against the Gladiator.

⑩ Skills: Special talents unique to the Gladiator. Some are passive bonuses or traits, others are active spells or abilities that may be used instead of attacking. The symbol on the far left of the Skill identifies basic information about the type of Skill (See Skills on the opposite page).

⑪ Equipment Slots: Where Equipment cards are placed to customize the Assent. The symbol (or lack of symbol) determines what type of Equipment may be used (See Equipment, page 10).

⑫ Skill Slots: Where Skill cards are placed to customize the Assent. Each Assent has their own set of five Skill cards to choose from.

KORALT card with numbered callouts: 1, 2, 3, 4 (top); 5, 6, 7, 8, 9 (middle); 10, 11, 12 (on cards).

Skills on card:
✤ **Soul Feast** - Whenever an enemy Creature is slain, Heal Koralt for 5.
✤ **Sever** - After Momentum Dice are rolled, cho[se] enemy Momentum Dice to discard.

ASSENTS

Assents are individuals born with the rare ability to commune with the Creatures of the Wilds and command them in battle. Your Assent is a powerful force in the arena, able to dish out and survive incredible damage while providing invaluable support to your Creatures. Assents have all of the same statistics common among Creatures, but always have two default Skills. They also have customizable slots for two additional Skills and two Equipment cards.
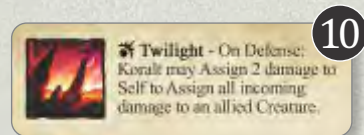
✍ CREATING THE PERFECT TROUPE

Experimenting to find your preferred combination of Creatures, Assent, Skills and Equipment is half the fun in Wild Assent's Arena mode. The reason we suggest players select Creatures first is to allow them to customize their Assent to fit their troupe, rather than to the troupe they would like (but ultimately may be unable) to build. It's entirely possible you won't be able to pick all the creatures you desire, to its important to be flexible if the draft doesn't go your preferred way.

Aim to achieve a balance when selecting Creatures; be sure to have both damage types covered as well as an equal distribution of ranged and melee. Once you have your Creatures, pick an Assent that compliments their strengths or compensates for their weaknesses. Don't have any Creatures that can heal? Gurantev and Amalia are solid picks. Too many melee Creatures? Koralt is the perfect choice to add ranged support, while Yerra's global skill will allow them to get where they need to go. Pick the Assent's Skills an Equipment cards with the same goals as picking the Assent themselves, but be sure to consider the Assent's needs over any particular Creature. Regardless of the victory condition, your Assent is your most important Gladiator in the arena.
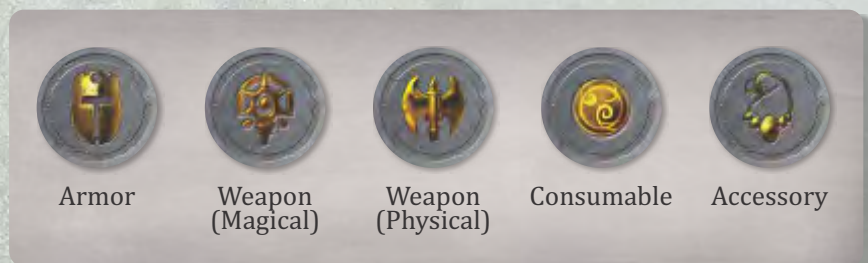
SKILLS

A Gladiator can stand apart from their peers based on statistics alone, but it is their Skills that make them truly unique. There are four types of Skills, identified by the symbol on the far left of the Skill text. Assents have five Skill cards like the one below, able to chose two of them to take into battle.

🔆 **Twilight** - On Defense; Koralt may Assign 2 damage to Self to Assign all incoming damage to an allied Creature.

✤ **Special:** Special skills only come into play when the Gladiator is attacking and rolls at least one Special with their Attack Dice. Some Skills may also have "On Special" effects included, especially Active Skills. There are three types of Special skills: On Special, On Each Special and On Special (xX). An On Special effect occurs only once as long as at least one Special is rolled. An On Each Special effect occurs once for each Special rolled and an On Special (xX) effect occurs only once if the required number of Specials is rolled. For Example, On Special (x2) would occur only once if at least two Specials were rolled.

✤ **Passive:** This Skill is always active and does not require an action to use. Passive skills may grant stat bonuses or effects that are relevant even outside of a Gladiator's activation (such as Koralt's Soul Feast Skill, which heals him each time a Creature is slain).

🔆 **Defensive:** Defensive Skills are similar to Passives, but they require the Gladiator to actually be attacked to take effect. Since that usually only happens outside of their activation, Defensive Skills do not require an action to use.

▶ **Active:** Active Skills require an action to use, and are often attacks or other powerful abilities.

EQUIPMENT

Powerful weapons, armor and other useful items, Equipment allows players to customize their Assent with new attacks, abilities or simply better stats. There are five types of Equipment as seen in the chart below. Assent Equipment Slots identify what type of Equipment may be placed; the symbol on the slot must match the symbol on the back of the Equipment card. If there is no symbol on the Equipment Slot, any Equipment card may be placed there.

Armor	Weapon (Magical)	Weapon (Physical)	Consumable	Accessory

HEAVY FLAIL

▶ On Attack: Fatigue
✦ On Special (x3):

DRAGONSBLOOD POTION

▶ Heal Self for
• Consumable

GOLEMSTONE SHIELD

⊕ On Defense: Roll 2 Attack Dice. For special to rolled, ignore the incoming

1   **Name**: The name of the Equipment.

2   **Equipment Type**: The Equipment Slot required to use the Equipment.

3   **Range**: The potential reach of the weapon. A weapon with a Range of 1 may only be used to attack adjacent Gladiators.

4   **Base Damage and Damage Type**: The number is the default damage of the weapon. This is added to result of the weapon's Attack Dice roll to determine the total damage of their attack. The symbol identifies the form of damage the weapon uses. It can either be physical or magical.

     ▮ •**PHYSICAL DAMAGE**   ▮ •**MAGICAL DAMAGE**

5   **Attack Dice**: The number of Attack Dice rolled when a Gladiator attacks with this weapon. This is added to the Gladiator's base damage to determine the total damage of their attack.

6   **Physical Defense**: The physical durability of the armor. This number is added to the Gladiator's Physical Defense.

7   **Magical Defense**: The magical resilience of the armor. This number is added to the Gladiator's Magical Defense.

8   **Skill**: Special abilities unique to the Equipment card. Some are passive bonuses or traits, others are active spells or abilities that may be used instead of attacking. The symbol on the far left of the Skill Identifies basic information about the type of Skill. More detail about Skill Symbols can be found on Skills, page 9).

DRAFTING

CREATURES

Drafting is as easy as following the 1 / 2 / 1 pattern in the table below. Each player rolls five Attack Dice; the player who rolls the most symbols is Player 1 and the other is Player 2 (in 4-player matches, players roll and draft as a team; follow the "4-Player" sections of the table below). Player 1 selects one large Creature. Player 2 then selects two large Creatures. Finally, Player 1 selects one large Creature.

After large Creatures are drafted, the players can move on to medium creatures. Player 1 selects one medium Creature followed by Player 2 selecting two medium Creatures. Player 1 then selects two more medium Creatures, Player 2 selects two medium Creatures and finally Player 1 selects one more medium Creature.

ASSENTS

When players are finished drafting Creatures, it's time to draft the Assents. Assents can be drafted exactly the same way as Creatures, but Player 2 picks first, followed by Player 1. Each player should only have one Assent (so in 2v2, both teams will draft two Assents).

EQUIPMENT

Player 2 picks first again for Equipment, using the same 1 / 2 format they did for drafting Creatures. Each Assent needs two Equipment cards.

2-Player	P1	P2	P1	P2	P1
# of Large Creatures	1	2	1		
# of Medium Creatures	1	2	2	1	
Assents		1	1		
Equipment		1	2	1	

| 4-Player	P1	P2	P1	P2	P1
# of Large Creatures	1	2	1		
# of Medium Creatures	1	2	2	2	1
Assents		1	2	1	
Equipment		1	2	2	1

OBSTACLES

Obstacles are special fields that influence how Gladiators can move around the game board. Below is a list of each obstacle and its effects. Obstacles are represented on the game board by tokens as seen below. They are placed at the same time as the Gladiators; refer to Final Setup on the next page.

Partial Cover (PC)

Gladiators adjacent to this field have +1 Defense. Gladiators cannot end their movement on Partial Cover, but they may move over it at the cost of 3 Speed. For an example of moving over Partial Cover, see Example 4: Partial Cover, page 15.
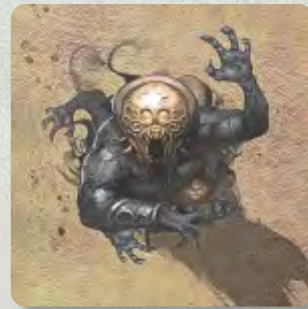
Full Cover (FC)

Gladiators may not end their movement on, or move over, this field. Any attack that draws line of sight through Full Cover cannot be made, even if the Gladiator is adjacent to the Full Cover (no aiming around corners).

Spinning Blades (SB)

Spinning Blades is identical to Full Cover with one addition: any Gladiator that is pushed (via Knockback) into this field is assigned 2 damage and Bleed. To see this interaction, refer to Example 10: Knockback, page 18.

Pit (P)

Any Gladiator who enters a Pit field must end their activation immediately, forfeiting any unused Speed/Actions. They must also spend their entire next activation to move to an adjacent field.

FINAL SETUP

BOARD, TOKENS AND CARDS

With your troupes drafted, it's almost time to begin the match. Shuffle the Silvestrem deck and open the game board, placing all of the cards and tokens around it as seen below. Collect the cards, miniatures (including summons) and tokens for each of your troupe's Gladiators (Gladiator and Equipment tokens have the same picture on one side as their associated card) and place them in front of you. Gladiator card placement determines activation order for the entire match, so consider your strategy carefully. Place your Assent card in front of you on the far left to indicate they activate first. Then place your Creatures next to your Assent one by one in the order you wish them to activate. Place your Equipment cards on your Assent's Equipment Slots and choose two of their Skill cards to place on their Skill Slots (the remaining three may be returned to the box).

OBSTACLE AND GLADIATOR PLACEMENT

All that remains is placing obstacles and your Gladiators on the game board. Gladiators for the players / teams start on the first two rows on opposite sides of the Arena, as indicated on the light red (columns 1 & 2) and light blue (columns 9 & 10) numbered columns on the image below. Obstacles are placed in the three rows on that player's/team's half of the board (columns 3-5 for the red team and 6-8 for the blue). Each player/team takes one each of the Obstacles and take turns placing them, beginning with Player 1 from drafting (see Drafting, Page 11). Obstacles cannot be placed adjacent to each other, even if the obstacle is not on your side of the board. After all Obstacles are placed, Player 2 places their first Gladiator, followed by Player 1 and then back to Player 2, and so on until all Gladiators are placed. You are now ready to begin!

If setup proves too cumbersome, players can forego alternating Gladiator and obstacle placement and place everything simultaneously while eyeing each other suspiciously.

THE SILVESTREM DECK

The first step of a new round is drawing a card from the Silvestrem deck. The Silvestrem deck represents Vareclea's overt influence over the match and can have a profound effect on the overall outcome. Silvestrem cards are placed next to the Silvestrem deck on the side of the board. There are three types of Silvestrem cards: Whim, Edict and Demand.

- **Whim:** The effects of Whim cards are resolved immediately. Read the bulleted text carefully and carry out the action indicated. Once a Whim card is resolved, it is discarded.

- **Edict:** Edict cards, once drawn, remain for the entire match. Their effects are varied; some are passive stat increases (or decreases) that are always active, while others are resolved at the end of each round.

- **Demand:** Demands are quests of sorts, requiring each player (or team) meet a specific criteria (the Condition text) to receive a modest reward (Success text). Failure to complete a Demand's requirements results in a harsh punishment (Failure text). Demands are discarded at the end of the round, after being resolved.

WHIM

2 •BALANCING THE SCALES **3**

The troupe that has lost more Creatures (or has the most damage tokens, in the case of a tie) rolls 2 more Momentum Dice. If both troupes have lost the same number of creatures and have the same number of damage tokens, discard this card and draw a new one.

EDICT

2 •RAINSTORM **3**

Each Gladiator's Speed is reduced (Speed cannot reduced below 1).

☙ VARECLEA'S DAY OFF

The Silvestrem deck may not be for everyone. If all players agree, Vareclea's deck of vile of desires can be left inside the box. Even the owner of the Silvestrem takes a day off, once in a while.

DEMAND

2 •GIVE ME BLOOD! **4**

CONDITION: Damage an enemy Assent this round
SUCCESS: Heal one allied Creature for 5.
FAILURE: Assign 5 damage to the allied Creature with the highest Health.

1 **Event Type**: The type of Silvestrem card.

2 **Name**: The name of the Silvestrem card.

3 **Effect:** For Whims and Edicts. The immediate or persistent effect caused by drawing the Silvestrem card.

4 **Condition, Success and Failure:** For Demands. The Condition is a task one or all players must complete in the current round. If a player completes the Condition, they resolve whatever action is detailed in the Success text. Any player who fails to complete the condition must resolve the Failure text.

MOMENTUM DICE

Momentum dice reflect the shifting fortunes and morale of the troupes and are rolled at the beginning of each round after the Silvestrem card is drawn. There are five possible results for Momentum dice, each with its own distinct effect, as seen below. With the exception of Healing dice (and Blanks), the results are assigned to Creatures with a limit of one type per Creature and no more than two dice per Creature. The bonuses the dice provide persist for the entire round. As for Healing dice, there is no limit to the number that can be assigned, but their healing effects are combined (assigning three Healing dice to a creature gives them Heal for 3, not three instances of Heal for 1). Healing dice are the only Momentum dice that may be assigned to Assents.

1. Damage: +1 Damage to all Attacks.

2. Defense: +1 Physical and Magical Defense.

3. Speed: +1 Speed.

4. Healing: Heal a Gladiator for 1.

5. Blank: No Effect.

Gurantev's player is down to three Creatures: a River Guardian, Horned Golem and Phoenix. The player rolls 5 Momentum dice because Gurantev has no special Skill modifying the number of Momentum dice he should roll. The player rolls 2 Damage, 1 Heal and 2 Blanks. The player assigns 1 Damage and 1 Heal to the Phoenix, moving its Health tracker one higher than it currently is and increasing its damage output for the next round. The player then assigns 1 Damage to the River Guardian, also giving the Creature increased damage. The player chooses the two blanks to reroll, getting 1 Speed and 1 Damage. They assign both to Horned Golem, giving the Creature greater movement and damage capabilities. If the player had rolled 2 Damage, 1 dice would be discarded because of the "1 type per Creature" rule.

ACTIVATING GLADIATORS

When activated, each Gladiator may move and then perform an action. Both require an understanding of the facing of a miniature on the board:

Each square on the board is known as a "field." The green field directly in front of Koralt is his "Front." That field and the green fields on the left and right of it are considered his "Frontal Arc." Finally, the red field directly behind Koralt is his "Back."

MOVEMENT

Gladiators may move up to their Speed value in fields at the start of their activation. They can only move to the adjacent field in front of them (Front in the diagram above), or the adjacent fields on their left or right (unless they have Swift; see Example 2 on the next page). Moving in any other direction requires rotating first, at the cost of 1 Speed to rotate in any direction. Gladiators may not enter a field occupied by another miniature or certain obstacles unless they have Flying (see Example 3, on the next page). Performing any action, even a free action, ends movement. Any unused Speed is lost.
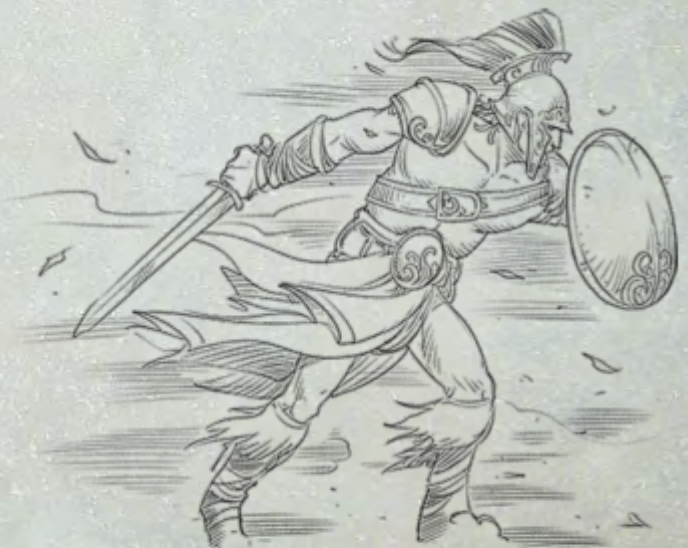
EXAMPLE 1: NORMAL MOVEMENT

Koralt's back is exposed to Gurantev and he needs to escape. He moves one field forward, rotates 90 degrees to his right, moves forward again and then rotates 180 degrees toward the direction he just came from for a total of 4 Speed. Gurantev will likely not be able attack Koralt from behind any time soon.

EXAMPLE 2: SWIFT MOVEMENT

The Exalted Effigy is wounded, but well protected. Gurantev, the Lava Fiend and the Partial Cover create a commendable defense, but not against Gladiators with Swift, such as the Streamcaller. Swift allows the Streamcaller to move diagonally forward, giving it great range of movement without needing to rotate. The Streamcaller moves forward one, and then diagonally forward and to the left for a total of 2 Speed. The Streamcaller is now free to attack the Exalted Effigy, but it has also opened itself up to back attacks from Gurantev and the Lava Fiend.

EXAMPLE 3: FLIGHT MOVEMENT

The Phoenix wishes to attack the River Guardian. The Full Cover may stop lesser Gladiators from achieving this goal, but Flight allows the Phoenix to fly over the Full Cover and attack the River Guardian for only 3 Speed. If the River Guardian was just one field closer, the Phoenix could have flown over it for 4 Speed and had 1 Speed remaining to rotate to face the River Guardian after its flight (allowing it to attack from behind).

EXAMPLE 4: PARTIAL COVER

Unlike Full Cover, Partial Cover can be crossed over at the cost of 3 Speed. Gurantev can take advantage of the +1 Defense by being adjacent to Partial Cover and then use 3 of his Speed to valiantly leap over it to attack the range-oriented Daemonretch. Not only is this more efficient than moving around the Partial Cover, the move protects Gurantev's back from melee-based attacks from behind.
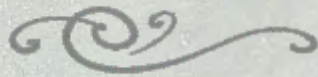
ACTIONS

After moving, a Gladiator may perform one action. Actions generally consist of either making a default attack using the stats on the Gladiator's card or using an active Skill available either on their card or from Equipment. Using an action usually ends a Gladiator's activation unless they have a Skill that overrides that rule, such as the Gryphon's Agile Skill which allows the Gryphon to activate twice each round. Skills identified as "free action" do not require an action to use and may be used without ending a Gladiator's activation.

LINE OF SIGHT AND RANGE

To make an attack against an enemy, the attacker must establish both line of sight to, and range of, the target. Line of sight is established by drawing an invisible line from the center of the field the attacker occupies to the center of the field the target occupies. That imaginary line must be within the attacker's frontal arc (between the center of the two fields on either side of the front field) and not cross a field occupied by Full Cover or another Gladiator. Range is established the same way movement is, except diagonal fields may be used. Count up to the Range value of the attack in fields (as seen in Example 7 on the opposite column) to see if a target is in Range. If the imaginary line of sight crosses the back of the target, the attack has +2 damage. Gladiators may not directly target or attack their allies, but some area of effect Skills may result in an ally taking damage.

EXAMPLE 6: TARGETING

In the diagram below, the Exalted Effigy has line of sight to Gurantev and the Horned Golem. The Phoenix is safe behind Full Cover, and though the Daemonretch is in the same position as the Horned Golem (on the opposite side), a straight line from the center of its field to the Effigy's field crosses over part of Gurantev's field. An attack cannot be made without moving first.
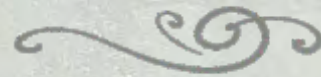

EXAMPLE 5: LINE OF SIGHT

The Exalted Effigy has line of sight of all the blue highlighted fields in the diagram below as there are no Gladiators or obstacles blocking his view. The non-highlighted fields on either side and behind him are not in line of sight; he will have to rotate if he wishes to target a Gladiator in those fields. The fields beyond the blue fields in front of the Exalted Effigy are out of Range, requiring him to move forward if he wishes to attack a target there.

EXAMPLE 7: RANGE

The Exalted Effigy has a Range of 3. The diagram below shows what range is needed to attack each field in his line of sight. Any field highlighted in red (or not highlighted at all) cannot be targeted without moving. Even though the Exalted Effigy has line of sight to Koralt, he cannot attack him without moving because he is 4 fields away, 1 field short of the Exalted Effigy's Range. If the Exalted Effigy wants to stay where he is, the Phoenix and Horned Golem are the only valid targets.

⬟ ATTACKING AND DEFENDING

If the attacker has range and line of sight of its target, it may perform an attack. Roll the indicated number of Attack Dice and add the number of damage symbols rolled to the Base Damage of the attack. The result is the total damage of the attack, which is compared to the corresponding defense of the defender (physical or magical). The defender's defense value is subtracted from the total damage of the attack and any remaining damage is assigned to the defender. Move the defender's Health tracker along the side of the board to indicate the Health lost. If the Health token reaches "1" and there is still damage to account for, the defender is slain (or injured, if a Seeker). Remove their miniature and Health tracker from the board and place them on their card; they may not be used for the rest of the Encounter.

① Success - One additional damage to the attack.

② Special - One additional damage to the attack and also activates Skills with the word "Special" in the text.

③ Blank - No effect.

EXAMPLE 8: ATTACKING

Gurantev wants to attack a Horned Golem with his default attack. He has the Gryphon Hide Gloves Equipment card, which gives him +1 Attack Dice against Creatures. He rolls 4 dice (the 3 on his card and the 1 from the gloves) and gets two Successes. He adds those 2 to his Base Damage of 3 for a total of 5 damage for his attack. Gurantev does Physical Damage with his default attack, meaning he must contend with the Horned Golem's Physical Defense. The Horned Golem's Physical Defense of 5 negates the 5 damage of Gurantev's attack; Gurantev has wasted his action. *Calculation: 2 + 3 - 5 = 0*

EXAMPLE 9: DAMAGING

In a different match, Gurantev meets the Horned Golem once again, but this time he has come prepared. During setup he selected his Onslaught Skill, which allows him to Assign damage if his target is damaged. The Horned Golem is not at full Health, so Gurantev rolls his 3 Attack Dice and gets 1 Success and 1 Special. He adds the 2 to his Base Damage of 3, for a total of 5 damage to the Horned Golem. Since the damage is assigned, it ignores the Horned Golem's Physical Defense, taking almost ⅓ of his Health in a single strike. *Calculation: 2 + 3 = 5.*

EXAMPLE 10: KNOCKBACK

Some Skills have the Knockback trait, like the River Guardian's Tidal Wave. In this example, we see the River Guardian is in a tough spot, surrounded by three enemy Gladiators, a Daemonretch and a Daemonspawn as well as an Exalted Effigy. Rather than trying to move away, the River Guardian uses its Tidal Wave skill, hitting all three Gladiators. The River Guardian rolls 3 Successes with the 5 Attack Dice rolled. Tidal Wave has the On Attack: Knockback trait, so even if no damage occurred, all adjacent Gladiators must be moved 1 field away from the River Guardian. The Daemonspawn has 1 Health and no Magical Defense, so it is destroyed. The Daemonretch has 3 Magical Defense, so the damage of Tidal Wave is negated. However, the Creature is in front of the Spinning Blades obstacle, so it remains where it is and is assigned 1 damage. Like the Daemonspawn, the Exalted Effigy has no Magical Defense, so it takes the full 3 damage and is knocked 1 field away.

UNIQUE TOKENS

Unlike the general tokens in the Status Effect section below, some Gladiators (and Equipment) have Skills that need tokens unique to them. These are easily identified by the character portrait on one side of the token. Note that some Creatures may have tokens that are needed for the Hunt mode but not the Arena. That's okay. If you have all of a Creature's tokens together you will always have the token you need when they activate. Below are some examples of unique tokens.

HUNTING PARTY

RESSURECTION

SUFFOCATE

DIVINE INTERVENTION

STATUS EFFECTS

Certain Skills inflict negative status effects, such as Amalia's default Skill, Debilitate. Place the token on the Gladiator's card to serve as a reminder they are afflicted. Remove the token at the end of that Gladiator's next activation.

• **Immobilize** – The target may not use Speed on their next activation. If a Gladiator is afflicted with Immobilize when they already have the token, they are Stunned (see below).

• **Bleed** – The target is Assigned 1 damage at the beginning of each activation. Bleed is not removed after the target activates. Instead, Bleed is only removed by healing; the target removes the Bleed token but their Health remains the same (regardless of how much they should have been healed).

• **Fatigue** – The target has -2 Speed on their next activation. Speed may not be reduced below 1.

• **Blind** – The target has -2 Attack Dice on their next activation. Attack Dice may not be reduced below 1.

• **Stun** – The target skips their next activation.

IMMOBILIZE	BLEED	FATIGUE	BLIND	STUN

KEYWORDS

Adjacent: All of the eight fields that surround the miniature's field.

Allies: All Gladiators in your and your teammate's troupe (in 4-player matches).

Assign Damage: The damage is applied to the target, ignoring their defense statistics. Defensive Skills may still be used against attacks that Assign damage.

Automatically: The effect is resolved immediately without allowing any sort of intervention (such as a Defensive Skill).

BD: Base Damage.

Damage Dice: Momentum dice that give a Gladiator +1 Damage for the next round.

Defense: The Gladiator's resistance to damage. Any bonus to defense is added to both Magical and Physical Defense.

Defense Dice: Momentum dice that give a Gladiator +1 Defense (Physical an Magical) for the next round.

Destroy: The Summon has been killed and its miniature removed from the board, waiting to be summoned again.

Escape: The Gladiator is removed from the board.

Failure: When a player/team fails a Demand from the Silvestrem deck, they must apply whatever effect is listed under "Failure".

Field: One square on the game board.

Free Action: This Skill does not use an action (but will end movement).

Free Activation: The Gladiator making a free activation may activate without cost.

Free Attack: The Gladiator making a free attack makes their default attack without cost. This is not considered an activation nor an action.

Gladiator: An identifier that means the Skill or other text affects Assents, Creatures and Summons.

Healing Dice: Momentum dice that Heal a Gladiator for 1.

Ignore: Ignore whatever the text describes.

Life Steal: The Gladiator Heals for the amount of damage it inflicts with its attack.

MDEF: Magical Defense.

Melee (Range): The three fields that make up the Gladiator's frontal arc.

On Activation: Resolve the following text as soon as the Gladiator activates.

On Attack: Resolve the following text whenever the Gladiator makes an attack.

On Damage: Resolve the following text as soon as a Gladiator damages another Gladiator with the attack.

On Defense: Resolve the following text when the Gladiator is attacked. Depending on the Skill, this may occur after the attack is resolved; consult the Skill text.

PDEF: Physical Defense.

Place: If a miniature is "placed" on a field, it ignores all other miniatures and obstacles except on the field it is placed.

Range X: This attack or Skill may target any Gladiator on the game board.

Regain: This skill causes the Gladiator to regain something it has lost; usually a token or other beneficial effect.

Retaliate: The Gladiator makes a free attack against their attacker. Retaliate attacks do not trigger Retaliate.

Round: A round consists of each Gladiator activating once.

Speed Dice: Momentum dice that give a Gladiator +1 Speed for the next round.

Slain: The Gladiator has been killed and its miniature removed from the board.

Success: When a player or team successfully completes a Demand from the Silvestrem deck, they receive whatever effect is listed under "Success."

Summon: This skill adds the summoned Creature to the board adjacent to its summoner.

Unoccupied: Any field without a miniature (or certain obstacles, including Full Cover, Partial Cover and Spinning Blades) on it.

"Even the craven shall serve... When we fashion weapons from their bones."

- Vareclea
Owner of the Silvestrem