

KINGDOMS RISE & FALL

DORIAN

RETURN OF ZARGETH

In the year 408, several years before the Dark War, Zargeth Girsu and his army of mercenaries invaded Estaria. Zargeth's forces were strong and merciless, but after several battles, Hermus Dantes was able to defeat Zargeth in a direct duel.

Though badly wounded by Hermus' magic, Zargeth managed to flee and was not heard from for a long time. Some people thought he might have died, due to the severity of his injuries. However, he remained hidden in the Wildlands of the province of Asgador. A jewel on the continent of Shivar, east of Dorian.

After Zargeth's defeat, it took him several days to travel back to his homeland over the great ocean of Galrea. Ashamed, wounded, without an army, frustrated and vengeful. He had to devise a plan to take revenge on the arch-wizard, Hermus Dantes, who now ruled Estaria. For now he had no choice but to rest and recover.

During his exile in the vast hills in the Wildlands of Asgador, he freed a hatchling dragon from poachers and in the years to come he became close friends with this fierce young dragon, he calls Isa. Years later, around 420, Hermus Dantes had won the Dark War and therefore he had taken control over the entire region. He merged the four provinces and established the kingdom of Dorian.

Meanwhile in Asgador, Zargeth had regained his strength. Together with Isa, he became powerful enough to plunder the rich and proud cities of Asgador. City after city fell. By confiscating the loot in those cities, he was able to raise a skilled and diverse army of warriors, beastmasters, mages and many more. Years later, not long after the death of King Dantes, Zargeth arrives at the shores of the Kingdom of Dorian. Ready to claim the throne!

WHAT THIS EXPANSION IS ABOUT

This expansion adds the Character 'Zargeth Girsu' to the game. Together with the AI Behaviour cards, Zargeth functions as a Non-Playable Character (NPC) following predetermined rules. So he will behave almost like a normal player but with a few differences which will be explained in this manual. Additionally, the difficulty level is adjustable. Zargeth can also be selected as a Player Character, increasing the player count to a maximum of 7 players.

USING THIS BOOKLET - we recommend reading: CHAPTER 1 - LEARN TO PLAY of the Manual of Kingdoms Rise & Fall - Dorian first. This booklet of the Return of Zargeth provides additional rules to play with a NPC.

ALL COMPONENTS



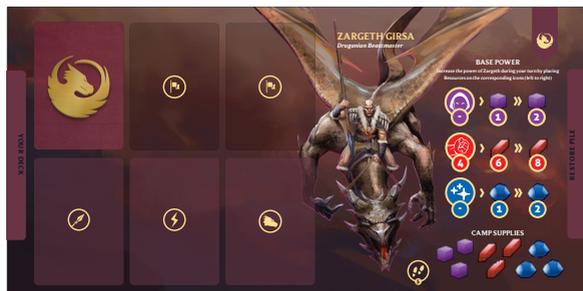
30 Attack cards



15 AI Behaviour cards



11 Starter Deck cards



1 Character Board



Character Figure



24 Upgrade cards



2 Battle Markers &
20 Character Markers

GOAL OF THE GAME

To determine the winner, the same rules apply as in CHAPTER 1 - LEARN TO PLAY. Just like any other player, the NPC will need to earn **IP** to win. When a Final Battle needs to take place between a player and the NPC (in case of a tie), that player automatically wins. If more than one player participates in the Final Battle, it will be resolved between those players without the NPC participating.

1. SETUP: ZARGETH AS NPC

If you choose Zargeth as an NPC, you can return his Character Board, Upgrade cards, Character Markers, Battle Markers and his Starter Deck to the box. Set up the game as normal (see CHAPTER 1 of the Manual of Kingdoms Rise & Fall - Dorian), but during setup ignore the Kingdom Event cards. After you have completed this setup you can follow the instructions below:

1.1 DETERMINE AMOUNT OF PLAYERS (2-6)

1.2 ATTACK CARDS

Select the 10 Attack cards based on the number of players (excluding the NPC). Look at the icon in the top left of the Attack cards and shuffle the Attack cards to create a deck and place it closed on the table.



1.3 READY THE AI BEHAVIOUR CARDS

The AI Behaviour cards will replace the Kingdom Event cards and follow the same rules as with a regular setup. Select and shuffle the AI Behaviour cards. The amount of cards will determine the number of Rounds. Most AI Behaviour cards will be resolved during the NPC's Turn, unless the card states otherwise.

1.4 OBJECTIVE CARDS

Choose to play with or without Objective cards. If you do, the

behaviour of the NPC will be more unpredictable. When you decide to play with Objective cards, take the top 2 Objective cards and assign them to the NPC. Make sure to keep them a secret.

1.5 CHOOSE A DIFFICULTY

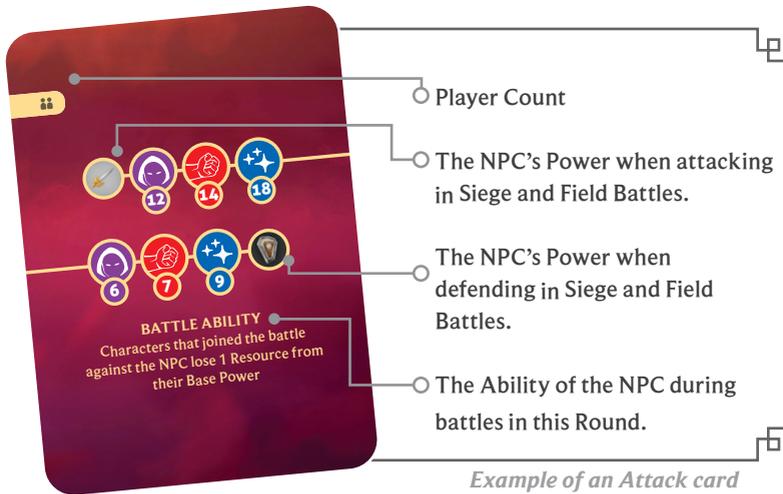
If this is your first game, we recommend choosing an easy- or medium difficulty.

- **Easy:** the NPC has 1 Attack Action during its Turn. Zargeth will not be a threat during this game, but will contribute like a normal player.
- **Medium:** the NPC has 2 Attack Actions during its Turn. Zargeth will be a threat during the game, but players will be able to stop him without too much effort, if they work together
- **Hard:** the NPC has 3 Attack Actions during its Turn. Zargeth will pose a great threat for the players and will be hard to stop, even if players work together!
- **Legendary:** the NPC has 4 Attack Actions during its Turn. Zargeth will conquer all!

1.6 START LOCATION

Place the Zargeth Figure (or any other Character you have chosen to be the NPC) on the board. Choose 1 of the following ★-Locations to be Zargeth's (NPC) Start Location. Place a Character Marker on that Location.

- Monksay
- Gates of Kinara
- Siége
- Starfall (for 5+ players)



Example of an Attack card

5. THE NPC'S ATTACK ACTIONS

☘ of the NPC is related to the number of attacks it has every Turn. When the target for the NPC is determined, every Attack Action has a maximum of ☘4. If there is no ★-Location within ☘4 to attack, move the NPC ☘4 towards the closest and most favorable ★-Location and it will lose that Attack Action.

DETERMINE THE TARGET

First, determine the target of the NPC for the first Attack Action. Do this by looking at the revealed Objective cards. If the NPC is able to reach the Location and complete the goal this Turn, the NPC will pursue this.

If the NPC is able to pursue both Objective cards, it will always aim to get the highest IP result (from the ★-Location plus Objective card reward). If both options are of equal IP value, choose the most left Objective card. The NPC will not pursue Objective cards without any IP Reward.

If players did not choose the Objective cards during set-up or when there is none to complete this Turn for the NPC, it will select the ★-Location it does not own already and the one closest to the NPC, based on its ☘4 per Attack Action. When 2 ★-Location (or more) are within the same ☘, the NPC chooses the ★-Location with the highest amount of ★ (Stars) (unless when playing with 2 players, the NPC will not attack a Location with ★-3 or more, unless it has IP 8 or more). If the number of ★ are the same, the first player on the Turn Order Track chooses (second player if the NPC is first).

The NPC will never attack the same ★-Location twice in a Turn. If the NPC has more Attack Actions after it has retreated from battle, it will attack the next target instead.

RESOLVING THE NPC'S ATTACK ACTION

The NPC moves to the target ★-Location and attacks immediately, starting a Siege Battle. Same rules as with other Siege Battles apply. When asking other players to participate in this battle, use the Turn Order Track starting with the first player.

Calculate the Power of the NPC (for Siege and Field Battles):

- Count the Power from the Attack card: Base Power and Ability.
- Add IP+1, ☘+1 and IP+1 for every IP 2 it currently has, rounded down. For example, the NPC has IP 11 on the Influence Track. Add IP+5, ☘+5 and IP+5 to its Power

If your difficulty mode is medium or higher, the NPC will attack multiple ★-Locations, based on the number of Attack Actions. Meaning, if the NPC has more Attack Actions left, determine the next target of the NPC and if possible, resolve the Attack Action. Keep in mind that Field Battles do not count towards the number of Attack Actions it has.

1.7 CHARACTER MARKERS

Place a Character Marker on the Start Location, the IP-Track and in the token bag with the other Character Markers and determine the Turn Order.

2. NPC'S TURN

PREPARATION PHASE

- Take the top Attack card for this Turn and reveal it.
- When playing with Objective cards: replace the 2 Objective cards (unless it is the first Round) and place them closed next to each other, make sure to keep them secret!

INFLUENCE PHASE

- Resolve the effect of the AI Behaviour card (if any).
- Reveal the 2 Objective cards (if available).
- Determine the target for the NPC's next Attack Action.
- Resolve the NPC's Attack Action.

3. ATTACK CARDS

Instead of Battle Cards, Character Boards and Upgrade cards, the NPC has Attack cards to determine its Power and Abilities. In the Preparation Phase, at the start of the NPC's Turn, reveal the top Attack card. Use that card during this Round. When the deck of 10 cards is empty, shuffle the cards to create a new deck.

4. AI BEHAVIOUR CARDS

The AI Behaviour cards add behaviour to the NPC. They will be revealed at the start of the Round and the amount of AI Behaviour cards also determine the number of Rounds. Effects are resolved during the NPC's Influence Phase, unless it states: 'Resolves directly after revealing' or '...this Round'. In that case, the effect will be carried out directly.



SEA ROUTES

The NPC will take Sea Routes as any player, if this brings him closer to a ★-Location target.

MOVING PAST CHARACTERS AND OWNED ★-LOCATIONS

While traveling, if the NPC encounters a Character or a ★-Location owned by another player, it will automatically ask Permission to Pass. If a player denies the NPC Permission to Pass, it will immediately attack that Character (Field Battle) or that ★-Location (Siege Battle). In the latter, it will count as an Attack Action.

If there is more than one Character at the ★-Location when the NPC wants to pass, it will ask permission from every Character. Starting with the highest player on the Turn Order Track. The first to deny passage will be attacked directly (Field Battle). After battle and when the NPC wins, it asks permission to the next Character on the Turn Order Track it wants to pass.

NPC LOSING A SIEGE OR FIELD BATTLE

Whenever the NPC loses a Siege or Field Battle, the same rules apply as with players (see Chapter 1 - LEARN TO PLAY of the Manual). If the NPC has lost a Siege or Field Battle and its Character is removed from the board (because it did not own a ★-Location), place the Character back at its Start ★-Location.

6. INTERACTING WITH THE NPC

REFERRING TO THE NPC

In most cases the NPC will act as a Player Character, but all references to a 'player' will be ignored when it comes to the NPC. For instance if an Ability states that: "a player needs to return a card to their Hand", this does not affect the NPC.

MOVING PAST THE NPC OR ITS ★-LOCATIONS

A player does not need to request Permission to Pass the NPC or any ★-Location the NPC owns (unless stated otherwise on an AI Behaviour card).

NPC PARTICIPATING IN BATTLE

The NPC will never participate in a Siege or Field battle initiated by other players that do not target the NPC or owned ★-Locations from the NPC.

ATTACK A ★-LOCATION OWNED BY THE NPC

Whenever you attack a ★-Location owned by the NPC, always add the  Defence Stat to the defence of the Location and the added Power based its . The NPC will never join the battle personally when defending a ★-Location, not even when he is within 1. Additionally, negate the Ability on the Attack card.

ATTACK THE NPC IN A FIELD BATTLE

When you start a Field battle with the NPC, use the  Defence Stat on the Attack card and the added Power based on its  as his Power for this battle. Also use the Ability on the card for this battle.

7. ADDITIONAL RULES

REWARD TABLE

The NPC will benefit from the  reward from the Star Reward table. Ignore the Resource reward.

USING OTHER CHARACTERS INSTEAD OF ZARGETH FOR THE NPC

You can choose to use another Character as an NPC instead of Zargeth. If you do so, use their original Start Location (at the back of their Character Board).

CHOOSING ZARGETH GIRSA AS A PLAYER CHARACTER DURING SET-UP

Use the Character Board, Upgrade cards, Character Markers and Starter Deck of Zargeth Girsa and play him as a Player Character.

For more background story, game modes, corrections and rule variations, please check our website:
www.kingdomsriseandfall.com