



FATEFORGE

- CHRONICLES OF KAAAN -

KIN OF THE WILD

~ Expansion Rulebook ~

SETUP

At the start of the campaign, instead of taking their two starting skills, each hero combines both level I and level II skills into one deck and then takes 15 gold. They may spend up to 12 gold from this amount on skills and the remainder on equipment.

Each hero may buy up to 1 food for 1 gold.

Lay out the 8 *starting equipment* items available for purchase at the start of the game. These are marked with a letter S on the back instead of a number. After buying any of these items, place them back in the box as they will not be used in the rest of the game.


*Please be aware that this rulebook is a draft and subject to change.
It is not the final version.*

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EXPANSION RULES

PET RULES

When you encounter pets for the first time each player selects 1 pet to use during this campaign and then put the others aside. That hero is the pet's warden. They take the pet's miniature, their pet board and one pet die. In addition place the relevant number of morale cubes  on the pet board.

PREPARATION PHASE

During Preparation each hero with a pet still present in the combat map rolls one pet die along with their normal complement of combat dice. The pet die can be played in addition to the 4 combat dice allowed for heroes. The warden may re-roll their pet die once by exhausting 1 .

Place the pet portrait token under its warden's player order tile. Pets may take their turn before or after their warden's turn. All the pets actions must be played in one go and not split.

TARGETING PETS

Unless an ability or effect states otherwise, pets can only be targeted if there are no heroes or henchmen in their zone. If there are heroes in their zone enemies will always target heroes first. If there are multiple pets but no heroes available at a particular range, they are considered to be in the same player order as their warden for targeting purposes.






MORALE



Pets do not have health like heroes do. Instead, every time they are hit by an enemy, remove one of their available morale cube from their board.




Pets lose one morale cube every time they are attacked, regardless of the amount of damage the attack would do. When the last morale cube is removed the pet **panics**. Remove the pet miniature from play immediately, executing any abilities that may trigger at that point.



If a pet has a  token it blocks 1  as usual. Unless the pet can block all damage the attack would do, it still suffers 1 .

Replenish all morale cubes at the end of the Combat Scene and use the pet normally in the next Combat Scene.

MOVEMENT





Pets have a special movement action called Pet Step . This works similar to a hero's  action, but ignores the Blocker ability, difficult terrain, and Traps. A  action cannot be used to open doors or enter portals.

Pets cannot Dash during Preparation, but may use the free complement of  on their turn, as indicated on their pet board, to move one zone for each .



PET SKILL



The pet die includes a result called Pet Skill . At any time during its turn a pet may use a  result to activate one of the skills on its pet board.

ADDITIONAL RULES

Unless stated otherwise by any Combat Scene special rules, a pet does not count as a hero for the purposes of victory or defeat. If all heroes are knocked out the Combat Scene ends in defeat, even if any pets are still in play.

Pets cannot pick up gems or food. pets ignore the effects of Traps and difficult terrain. They cannot interact with combat map tokens that have  or  icons on them, nor can they use healing fountains.

Any enemy ability that applies to heroes applies to pets as well if they are targeted (aside from Blocker).

Enemy or hero abilities that target heroes may be used normally on pets if the abilities apply to them.

Pets do not take damage when exiting a Combat Scene.

If the warden of a pet gets KO'd that pet immediately panics. Resolve any abilities triggered by panic and then remove the pet from play for the rest of the Combat Scene.

NEW COMBAT MAP FEATURES





HIDEY HOLES

A zone with a hidey hole token on it does not count as a zone except for pets and white enemies. They may enter it normally. Heroes and other enemies treat this zone as if it does not exist for the purposes of movement or targeting.





PET EXPLORATION

These work similarly to exploration tokens, but both heroes and pets can interact with them since they have both a  and  icon on them. They are interactable tokens in the app.



ENEMY RULES





LEADER SPELLS

In this expansion some leaders cast spells using one of the two Schools of Magic decks provided: Imperial School  or the Shamanic School .




If a leader activation band has one of these Schools of Magic icons  /  in one or more of its sections, find the School of Magic deck with the corresponding symbol. Draw a card at random whenever this action is triggered during Enemy Turns. This indicates what spell the leader will cast this round.

Some abilities require the placement of the spell token. The spell token is the token with the School of Magic icons  /  on it. Use the side corresponding to the deck of School of Magic spells which is being used. The spell token is placed where indicated and is removed only if the leader is defeated or the leader uses another spell requiring the placement of the spell token. Otherwise the spell token remains in play and its effects are in place till it is.

Spell cards indicate the zone they target. If more than one zone meets the criteria indicated randomize which zone gets effected.



EVASIVE MOVE

Enemies with the Evasive Move  icon will move to a random adjacent zone with other enemies present. If this is not possible they move to a random adjacent zone with the least heroes, henchmen or pets in it, randomizing equally viable zones.

