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HEROES OF LAND, AIR & SEA

7TH PLAYER EXPANSION

PESTILENCE

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for the Base Game



Aughmoore's Great War rages on...

Across the continents, Humans and Orcs, Dwarves and Elves, Lizardfolk and Lionkin, Goblins and Undead, all have grievances with the others and all out war has consumed the world with each race seeking to eradicate the others. Fire blazes across the plains rendering their soils fallow, deforestation strips the verdant green from the land as mages search for mana to fuel their spells of combat, and the majestic mountains crumble after exhaustive ore mining to build the grandest and most impenetrable fortresses. Aughmoore's land races have become a pestilence, destroying the very world they fight for.

Watching the chaos below from their perch in the clouds, the Birdfolk have seen the land races as barbarians unworthy of their attention. Generations before this Great War, there had been another, later named by Halfling bards as the War of Wings because it had been the Birdfolk who swooped down from their elegant cloud fortresses to claim victory and bring peace once more to Aughmoore.

Their gravitas and superiority inspired songs and tales, and the Birdfolk returned to their cities in the sky and built great monuments to honor themselves. They were as gods to the puny wingless races below, and when those races forgot the great peace they had brought, the Birdfolk turned a blind eye and forsook their inferiors.

But now as the land races erect air spires and take their battles to the sky, they can ignore these pests no longer. Still, it was with an almost bored sigh that their leader, Lord Skein, raised his talon and decreed that the Birdfolk would once again intervene, and that this time, they would not only bring peace but enforce it.

Not only has the fighting drawn the Birdfolk reluctantly down from their floating pedestal, but it has also awoken a long forgotten force beneath Aughmoore's surf, a race the Elves have casually dismissed as a myth.

The naval vessels have spilled blood and oil into the sea and much of the ocean life has perished as a result of this war. Sensing the turmoil, the mighty Merfolk, long denying the existence of land races, realize that if they do not send an army to the surface, the Great War may destroy their ecosystem.

All Merfolk unite against the pestilent races above. Even the dastardly undersea pirates, ordinarily outcast by their own people, have joined the cause. The notorious Captain Hookfin and the great warrior K'r'kn make fight side by side. Uninterested in diplomacy, the Merfolk will not settle for anything less than total annihilation of the land races. In their minds, the land races have destroyed themselves by waging this senseless war.

But in the midst of their harrowing fight, the land races see the arrival of the Birdfolk from the skies and the Merfolk from the deep as the true pestilence, meddling in a conflict that does not involve them. Laelithar's Humans, nor the other factions, will allow an easy defeat, but face these new foes with a renewed vigor and a lust for blood.

Faction Lore



Birdfolk

Residing in elegant golden palaces built on floating platforms held in the sky by ancient magic, the Birdfolk are among Aughmoore's most mysterious races. More paranoid races like the Orcs have hypothesized that they used their wings to invade Aughmoore from another world. The more spiritually minded Lionkin believe them to be fallen gods, celestial deities cast out of the cosmos. The scientific Elves suggest they evolved from a long extinct land race of barbarians, developing wings to escape Aughmoore's inhospitable prehistoric famine.

The Birdfolk are content to live in isolation among the clouds, viewing all the land races as culturally, architecturally, spiritually and militarily inferior. They see themselves as gods, having conquered the sky, and they see all others as ordinary beasts toying with technologies they do not understand.

The winged gods interfered with Aughmoore's land races only once before in the great "War of Wings." In that ancient time, the Birdfolk warriors rained down from above and with their insurmountable airpower forced an era of peace across the land. Overseer Orawk, at that time a mere Steward, built temples across the six continents and commanded the land races to pay alms to their saviors and worship the Birdfolk there. But the Birdfolk soon grew flighty, and returned to the sky. After a few generations, the Birdfolk's heroics in the War of Wing were forgotten and the temples were left to ruin and myth.

Now under Lord Skein's leadership, the Birdfolk have largely ignored this new Great War raging on the land beneath. That was until a Human Airship and an Orc Dragon, locked in a fierce battle, stumbled their way into skies of the Floating Continent. As the dust from the terrible battle settled, the Birdfolk's beloved Pyramid of Avi was tragically leveled to the ground. The Birdfolk can sit idly by no longer. The time has come for the winged gods to rise again, reclaim the skies, and bring peace and stability back to Aughmoore.

If you win with the Birdfolk, read aloud:

Lord Skein stomps a talon down on the heap of land race corpses where he stands and cries out a piercing call of victory, which his warriors echo in unison. Overseer Orawk immediately assembles an expedition to unearth and restore the ruins of the temples he had built long ago. The Birdfolk plan to reign over Aughmoore as gods once again, and this time they will not allow themselves to be forgotten. The surviving land race refugees bow to Skein but the Elves whisper, "Norellia, you are not forgotten."



Merfolk

Centuries before Aughmoore even had a name, civilization toiled in her depths. The mysterious and seldom seen Merfolk were the first advanced race in the realm, building elaborate undersea settlements before the volcanic chaos and molten mayhem of the surface had even solidified into habitable continents. Aughmoore's noxious atmosphere could not yet sustain life on land, but the Merfolk thrived, breathing the pure salt water through their gills.

Content with their life below the surface, even after the continents cooled and the land races began to emerge, the Merfolk never encountered them. Not until a young Merfolk maiden had a dark vision about other races beyond the water destroying all of Aughmoore with war. The young maiden appealed to the Merfolk Council but they rejected her premonition as a mere dream and declared that all the world is water, no such world beyond the water exists, and any who believe it shall be sentenced to death.

Determined that diplomacy with the races she envisioned could save the world, the young Merfolk girl fled the Council's custody and swam toward the lighter water above until her head burst through the waves and entered the air for the first time where she saw a land race's ship floating by. Old sailor folklore persists that alleged of "mermaids" are the illicit offspring of men and fish, but the truth is the opposite: many of the races living on Aughmoore's surface now are descended from that Merfolk maiden and the sea captain that found her.

The Merfolk Council declared the maiden dead and the citizens told her story for generations as a warning to their children not to go looking for a land beyond the water, a land that does not exist. The Merfolk thrived, sullen and hardened by the dark waters where no sunlight penetrates, and no one ever spoke of land races again, until now. The ancient maiden's prophecy has come true as a Great War on land threatens to tear Aughmoore apart. Unable to ignore the surface any longer, the Merfolk silently prepare an assault to eliminate the land races and claim Aughmoore as a world of water once more.

If you win with the Merfolk, read aloud:

Perhaps it was the element of surprise that led the Merfolk to their victory. The land races and even the mighty Birdfolk were completely unaware of their existence. But after the adrenaline of combat wears off, the Merfolk warriors and serfs gradually realize that the stories the Council had told them all their lives were lies and that there was a whole world beyond the water. A mutinous faction forms against the devoted and an undersea civil war looms on the horizon.





Birdfolk Faction Ability Overview

The Race of Birdfolk occupies the **Floating Continent**, lofting high above the **Central Sea Region (C.S.R.)**.



Birdfolk's Flight Ability:


After unlocking this ability by building the *Jousting Ring*, all Birdfolk Serfs, Warriors, and Heroes (*excluding non-flying Mercenaries*) may move with a *Fly* Action:



- Units together in a Region may *Fly* together as an army (*following normal Fly Action rules*).
- The Speed of the army is limited by the lowest  unit.
- The army may include the Sphinx Air Vessel.
- Like *Flying* for an Air Vessel, the army cannot end movement in a Sea Region. The C.S.R. still counts as  when *Flying* through it.
- Like *Marching*, a *Flying* army may not exceed 5 units.

The Floating Continent



Flying To and From the Continent:

When *Flying* an Air Vessel (*or a Birdfolk Unit*), it **MUST** move a minimum of  to land on the the Floating Continent:

1. : It must first *Fly* through the C.S.R. when coming or going (*if a Sea Vessel occupies the C.S.R. then they must stop and Battle*).
2. : It then may move to ANY "Shore Region" on the Continent.

Using Ferry Routes:

All "B" and "2" Graticules are always connected to the game board. Land Units may *March* to connected Regions as if adjacent.



Sea Vessels:

- Cannot *Sail* to or dock with the Floating Continent.
- They instead may occupy or *Sail* out of the C.S.R. (under the Continent).
- Though the Birdfolk's Ark Sea Vessel is placed in the C.S.R. when built, it is **not adjacent to the Birdfolk's Capital City Region**. It does however have abilities to connect it to the Birdfolk C.C. (*see the Birdfolk's Faction Board*).

When the Ark is built, if the 2 Sea Exploration Tokens in the C.S.R. are not revealed, immediately reveal and resolve them one-by-one.




Merfolk Faction Ability Overview

The Race of Merfolk occupies the **Sunken Continent**, a partially submerged Continent on the gameboard.



Merfolk's Swimming Ability:

After unlocking this ability by building the *Cloister*, all Merfolk Serfs, Warriors, and Heroes (*excluding non-sailing Mercenaries*) may move with a *Sail* Action:

- Units together in a Region may *Sail* together as an army through Sea Regions (*following normal Sail Action rules*).
- The Speed of the army is limited by the lowest  unit.
- The army may include the Octopus Sea Vessel
- The army **CANNOT** end its movement in a Sea Region, unless the units gain the *lv. I* and *II* ability from the *Cloister Building*

Units in a Sea Region without a Sea Vessel:

After unlocking this ability by building the *Cloister*, all Merfolk Units (*excluding the Merfolk Air Vessel*) may occupy Sea Regions without a Sea Vessel, but **CANNOT enter Sea Regions with enemy Units** (*unless they are in an army with the Crusher Hero Unit, see Crusher's Hero Card*).

Alternatively, Merfolk Units in a Sea Region, with or without a Sea Vessel, **CAN** be attacked by enemy Units.

Sailing into Land Battle:

Merfolk Land Units that end their *Sail* by docking at a Shore Region **CAN** battle enemy Units in that Region.

The Sunken Continent

Land Regions in the Sunken Continent are considered "Shallow Water":

- All Land Units may *March* through, build Towers, and end their movement on them. Air Vessels can end their *Fly* movement on them.
- Units cannot *Sail* through Shallow Water and must dock at the Shore Regions as normal.
- They start with **Sea Exploration Tokens** rather than Land ones (*with 2 Tokens in the Swamp Regions*). Any Unit may explore them as normal.
- Towers built in Shallow Water reveal adjacent Shallow Waters' Sea Exploration Tokens as normal. See the *Quick Reference Guide* for how Sea Exploration Tokens are adjusted when resolved in Shallow Water.

Expansion Components

Faction Components:

- 2 Capital City Boards (1 per Faction)
- 40 Miniatures (20 per Faction)
- 6 Hero Cards (3 per Faction)
- 16 Constructs (One-Time Assembly Required):
 - * 6 Capitals (3 stackable levels per Faction)
 - * 6 Towers (3 per Faction)
 - * 2 Sea Vessels (1 per Faction)
 - * 2 Air Vessels (1 per Faction, 3 plastic stands)
- 6 Faction Tokens (3 per Faction)

Other Components:

- 1 Floating Continent Board (and 4 plastic stilts)
- 1 Sunken Continent Overlay Screen
- 7 Tactic Cards (7 Cards for the 7th player)
- 24 Exploration Tokens
- 20 Spell Cards
- 3 Resource Tokens (1 Ore, 1 Mana, 1 Food)
- 1 Quick Reference Sheet

Credits

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Floating Continent Expansion Setup:

1. Remove the peg caps on each of the 4 **Plastic Stilts**, and insert the pegs into the slots on the bottom of the **Floating Continent**. Then place the caps back on top of the pegs.
2. Place the Floating Continent (with stilts) on top of the space above the Central Sea Region (C.S.R.) on the main game board. Make sure that its orientation matches the art on the game board (the "B" and "2" Graticules are over the matching symbols on the game board).

If a player chooses to play the Birdfolk, then that player MUST start on the Floating Continent. If there is no Birdfolk in the game, any player may choose to occupy the Floating Continent.
3. Place **10 Land Exploration Tokens** on the Regions of the Floating Continent, and make sure to place **2 Sea Exploration Tokens** in the C.S.R. under the Floating Continent, as normal.

