



A GAME BY MARCO VALTRIANI & PAOLO VALLERGA  
ORIGINAL ILLUSTRATIONS BY ZSOFIA DANKOVA



# ARMATA STRIGONI



s. 4



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AN ADVENTURE WITH  
**POWERWOLF™**



**7 SECHSECKIGE PLÄTTCHEN** stellen die Räume der Festung dar (ab jetzt nur "Räume" genannt)  
**HEXAGONAL TILES** representing the fortress halls (from now on called "rooms")  
**TESSERE ESAGONALI** raffiguranti le sale della Fortezza (da qui in poi chiamate Stanze)  
**TUILES HEXAGONALES** représentant les couloirs de la forteresse (ou Chambres)  
**TARJETAS HEXAGONALES** que representan las salas de la Fortaleza (de aquí en adelante, se les llamarà habitaciones)



Schlitze für Standfüße  
 Assembly slots  
 Fori di montaggio  
 Encoche de montage  
 Fisura para el montaje

**6 RUNDE PLATTFORMEN** (werden wie gezeigt zusammengebaut)  
**CIRCULAR PLATFORMS** (to be assembled as indicated).  
**PIATTOFORME CIRCOLARI** (da assemblare come indicato).  
**PLATES-FORMES CIRCULAIRES** (à assembler comme indiqué)  
**PLATAFORMAS CIRCULARES** (que se colocarán como se indica)

**5 TRAPEZFÖRMIGE LEITERPLÄTTCHEN**  
**LADDER TILES** (trapezoidal)  
**TESSERE SCALE** (trapezoidali)  
**TUILES ÉCHELLES** (trapèzes)  
**TARJETAS ESCALERA** (trapezoidales)



**30 AKTIONSKARTEN** (6 je Powerwolf - Siehe Seite 29)  
**ACTION CARDS** (6 for each Powerwolf - See p.29)  
**CARTE AZIONE** (6 per ciascuno Powerwolf - Cfr p.29)  
**CARTES ACTION** (6 pour chaque Powerwolf - Voir p.29)  
**CARTAS ACCIÓN** (6 para cada Powerwolf - Ver p.29)



**17 ERWEITERTE AKTIONSKARTEN**  
 (12 Heldenaktionen und 5 Legendäre Aktionen)  
**ADVANCED ACTION CARDS**  
 (12 Heroic actions and 5 Legendary Actions)  
**CARTE AZIONE AVANZATA**  
 (12 Azione Eroica e 5 Azione Leggendaria)  
**CARTES ACTION AVANCEE**  
 (12 héroïques et 5 légendaires)  
**CARTAS ACCIÓN POTENCIADAS**  
 (12 Acción Heroica y 5 Acción Legendaria)



**2 STRIGOI-MINIATUREN**  
**STRIGOI MINIATURES**  
**MINIATURE STRIGOI**  
**FIGURINES DE STRIGOÏ**  
**MINIATURAS STRIGOI**



**5 POWERWOLF MINIATUREN** - **POWERWOLF MINIATURES**  
**MINIATURE POWERWOLF** - **FIGURINES DE POWERWOLF**  
**MINIATURAS POWERWOLF**



**2 STRIGOI-KARTEN** (Meister und Lehrling)  
**STRIGOI CARDS** (Master and Apprentice)  
**CARTE STRIGOI** (Maestro e Apprendista)  
**CARTES STRIGOÏ** (Maître et Apprenti)  
**CARTAS STRIGOI** (Maestro y Aprendiz)



**28 BELOHNUNGSKARTEN**  
**REWARD CARDS**  
**CARTE RICOMPENSA**  
**CARTES RÉCOMPENSES**  
**CARTAS RECOMPENSA**



**1 ALTARKARTE**  
**ALTAR CARD**  
**CARTA ALTARE**  
**CARTE AUTEL**  
**CARTA ALTAR**



**1 INFERNOKARTE**  
**INFERNO CARD**  
**CARTA INFERNO**  
**CARTE ENFER**  
**CARTA INFIERNO**



**15 VERLETZUNGSMARKER**  
**WOUND counters**  
 Gettoni **FERITA**  
 Jetons **BLESSURE**  
 Fichas **HERIDA**



**10 BLUTPUNKTCOUNTER**  
**BLOOD POINT counters**  
 Segnalini **PUNTI SANGUE**  
 Jetons **POINTS DE SANG**  
 Fichas **PUNTOS SANGRE**



**6 KAMPFMARKER**  
**FIGHT tokens**  
 Segnalini **COMBATTIMENTO**  
 Marqueur de **COMBAT**  
 Marcador **COMBATE**



**1 STRIGOI-ANGRIFFSMARKER**  
**STRIGOI ATTACK marker**  
 Segnalino **ATTACCO STRIGOI**  
 Marqueur **D'ATTAQUE STRIGOÏ**  
 Marcador **ATAQUE STRIGOI**



**10 BELOHNUNGSMARKER**  
**REWARD tokens**  
 Gettoni **RICOMPENSA**  
 Jetons **RÉCOMPENSES**  
 Fichas **RECOMPENSA**

**7 STRIGOI-AKTIONSMARKER**  
**STRIGOI ACTION tokens**  
 Gettoni **AZIONE STRIGOI**  
 jetons **ACTION STRIGOÏ**  
 Fichas **ACCIÓN STRIGOI**



**21 ROTE BEGEGNUNGSMARKER** (Monster und Mönche)  
**RED ENCOUNTER tokens** (Monsters and Monks)  
 Gettoni **INCONTRO ROSSI** (Mostri e Monaci)  
 Jetons **RENCONTRE ROUGES** (Monstres et Moines)  
 Fichas **ENCUENTRO ROJAS** (monstruos y monjes)



**20 GRAUE BEGEGNUNGSMARKER** (stärkere Monster)  
**GREY ENCOUNTER tokens** (Stronger Monsters)  
 Gettoni **INCONTRO GRIGI** (Mostri più potenti)  
 Jetons **RENCONTRE GRIS** (pour les monstres les plus forts)  
 Fichas **ENCUENTRO GRIS** (monstruos más poderosos)



+ DIESES REGELHEFT  
 + THIS RULESBOOK  
 + QUESTO REGOLAMENTO  
 + LA PRÉSENTE RÈGLE  
 + EL PRESENTE REGLAMENTO



SPIELAUFBAU • SETUP • ALLESTIMENTO  
MISE EN PLACE • CONFIGURACIÓN

**1.**

**2.**

**3.**

**4.**

**5.**

**6.**

**7.**

**8.**

LEITERPLÄTTCHEN  
LADDER tile  
TESSERA SCALE  
TUILE ECHELLE  
TARJETA ESCALERA

TREPPE  
STAIRCASE  
SCALINATE  
ESCALIER  
ESCALERAS

RAUM OHNE RUNDE PLATTFORM  
ROOM WITHOUT PLATFORM  
STANZA SENZA PIATTAFORMA  
CHAMBRE SANS PLATE-FORME  
HABITACIÓN SIN PLATAFORMA

"Fire & Forge" "Fist by Fist"

VORAUSSETZUNGSSEITE  
REQUIREMENT side  
Lato SPIEGAZIONE  
Face CONDITION D'OBTENTION  
Lado EXPLICACIÓN

\* NOTE TO THE READER: IN ORDER TO KEEP OUR LANGUAGE AS INCLUSIVE AS POSSIBLE, WE HAVE USED THE PRONOUN "THEY" WHEN REFERRING TO AN INDIVIDUAL OF UNDEFINED GENDER. WE APOLOGIZE FOR ANY CONFUSION THIS MAY CAUSE.

HINWEIS: DER BEGRIFF "SPIELER" IN DIESER REGEL BEZIEHT SICH SOWOHL AUF WEIBLICHE ALS AUCH AUF MÄNNLICHE PERSONEN, IM SINGULAR WIE IM PLURAL.






The eternal struggle between vampires and werewolves is coming to an end. The last Vampire Master and his Apprentice, Strigoi from Wallachia, are dwelling in the ancient fortress of Tismana: a stronghold haunted by evil undead creatures. Nevertheless, the Powerwolf—sons of the Legends of the Night and the Armenia Savage Army—the defenders of the “Real Truth,” prepare for a last frantic assault knowing there are no alternatives to victory!

## AIM OF THE GAME

*Armata Strigoi* is a game in which the **Powerwolf** win or lose as a team, but each player makes their own decisions about their actions and movements. Each player represents one of the **Powerwolf** heroes which assault the Strigoi's fortress as a single pack. In order to win they have to defeat both Vampires. However, the two foes are initially invulnerable and their vitality is intrinsically linked to their dwelling fortress, thus, upon the demise of the first vampire the whole structure will start to crumble and collapse on itself, making the victory a race against time!


The Powerwolf act collectively, but a pack of werewolves during a furious assault is not known to be a highly organized band that can devise and set up high-profile strategies and tactics. **Hence, the players are forbidden from sharing details about their cards**, though they can talk to each other, propose joint actions, or heal a comrade.

**Victory is achieved by defeating both Strigoi.** To make them vulnerable, the Powerwolf must first collect Blood Points  by decimating the fellow Creatures of the Night who haunt the fortress. During their quest, they can also collect weapons and magical artifacts.

If one Strigoi perishes, the other immediately turns into a **Supreme Master Vampire**, making them even more lethal. At the same time, the fortress starts to crumble and collapse room by room. If both Strigoi are defeated, the Powerwolf pack wins the game. **It is not an easy task, but let the hunt begin!**

## GAME SETUP

For game preparation, refer to the **SETUP** illustration on page 3.

1. Arrange the 7 rooms and place the 6 Platforms any way you wish. For your first games, it's advisable that the Platforms marked with the Strigoi's mark  are not adjacent.

**Important:** The Strigoi do not react until all of the Powerwolf have entered the fortress, so do not place the Strigoi miniatures on their starting spaces (with the Strigoi's mark) until the beginning of the second game round. Place each Strigoi on a different space, randomly.

2. Each player places a Ladder tile on the outside edge wherever they like, but not in contact with the Strigoi's starting rooms. These Ladders are the Powerwolf's starting positions.
3. Each player chooses a Powerwolf to play (**Attila, Falk Maria, Charles, Matthew, or Roel**), and takes their Powerwolf miniature and the six corresponding action cards in hand. Then, each player places their miniature on the Ladder tile they placed in step 2.



4. Create two separate stacks of **Heroic Advanced Action cards** (“Fire and Forgive” and “Fist by Fist”). Place them and the five **Legendary Advanced Action cards** near the board with the “requirement” side visible.
5. Place the **Altar** card, the **Inferno** card, and the **Blood Point** counters in a location accessible to all players. Place the two **Strigoi cards**, with the colored side up, and the **Strigoi Attack** marker nearby.
6. Shuffle the **Reward cards** and the **Reward tokens** and place them face down near the game board.
7. Mix the two types of **Encounters** and the **Strigoi Action** tokens separately, creating three face-down stacks.
8. Place the **Wound counters**, and the **Fight tokens** near the board, accessible to all players.

## GAME ROUND

The game is played in rounds, with each round split into three phases:

1. **Initiative**
2. **Player Turns**
3. **Possible Additional Strigoi Turn**

### PHASE 1. INITIATIVE

Each player secretly and simultaneously chooses one Action card from their hand to play this round, placing it face down in front of them. Once all are ready, turn the cards face up. **In Phase 2, the players will take turns in the order of the Initiative values on their cards, starting with the lowest value.**






### PHASE 2. PLAYER TURNS

In Initiative order, each player takes the actions allowed by the card they played, in this order:

- a. **Move Powerwolf**
- b. **Fight Enemies**
- c. **Strigoi Moves and Attacks**

**GOLDEN RULE:** The player can use any Abilities shown on their Action card at any time during their turn before the Strigoi moves and attacks.

### ► Phase 2a. MOVE POWERWOLF



The player **must** move their Powerwolf a number of spaces up to the value shown on the card they played. If they move onto an Encounter mark (red  or grey ) they **must stop** (ending the movement) **and fight** unless it can be avoided thanks to the Stealth Ability  (see “Powerwolf Abilities” on page 12).

#### Special Powerwolf Movement Cases:

- Two miniatures cannot stay in the same space.
- If a Powerwolf crosses or ends up on a space occupied by another Powerwolf, they “jump” to the next space without counting it for movement.
- A Powerwolf can pass through a space with a Strigoi, but only if they played a card with the Stealth Ability, or if they discard one from their hand. Otherwise, they must fight (if there are sufficient Blood Points on the Altar—see page 11).
- There are some spaces on the board that depict stairs connected to the underground tunnels of the fortress (including the Ladder tiles). A Powerwolf may move directly from one stairs space to another, counting both spaces for movement: one step onto the entry stairs, a second step onto the arrival stairs; then possibly continuing their movement.






### ► Phase 2b. FIGHT ENEMIES

When a Powerwolf moves onto an Encounter mark (red  or grey ) they **must stop and fight**: Flip the top Encounter token from the matching pile—here you will find Monsters and Monks.

**Important:** The Monsters that can be faced in the **red encounter spaces are slightly weaker** than those that can be met on grey encounter spaces. At the beginning of your adventure, it may be wise to deal with situations that are easier to solve and upgrade your capabilities with Reward tokens...



**If the Encounter token shows a Monster**, the Powerwolf must fight it by comparing their Strength to the Monster's Strength, shown on the token . The Strength of the Powerwolf is equal to the value shown on the Action card they played for the round, plus any bonuses provided by Reward cards and/or Reward tokens they choose to play. The player may play any number of Rewards as they deem appropriate, without limits (see page 12). Then, compare the Strengths:

- If the Powerwolf's Strength is equal to or greater than the Monster's, **the Powerwolf wins the fight**, and receives the reward shown on the Encounter token:
  -  If there is a bat icon on the Encounter token, the player draws **1 Reward token**.
  -  If there is an axe icon on the Encounter token, the player draws **1 Reward card!**





If there is a blood icon, the player also takes a **Blood Point** counter and places it on the Altar: the group has gained a Blood Point! **The number of Blood Points the Powerwolf need to attack the Strigoi is shown in the table on page 11.**





If there is no reward, the Monster was just a miserable creature hardly worth the effort. Either way, if you have not already, remember to take your Heroic Action card (see p. 11).



- If the Powerwolf's Strength is less than the Monster's, the Powerwolf is likely to be injured. **The player can avoid the Wound if:**

1. There is a Protection Ability  on their played card; or
2. The player discards a card (Action or Reward) from their hand or uses a **Reward token** with the Protection Ability .

If the Powerwolf does not use the Protection Ability, they will be injured by the Monster. They **must draw 1 Wound counter** (Monsters always inflict only 1 Wound), flip it over, and place it in front of them. As long as they have the token, they suffer the effects shown!

**Note:** Wound counters may apply penalties to Movement or Strength, and may prevent the use of some Abilities. This damage is active until the Powerwolf is healed  (see "Powerwolf Abilities" on page 12).

If the Encounter token shows a Monk  the player can either:

1. Decide that the holy man is one of the few creatures not yet turned into a Monster by the Strigoi. They can then set him free (discarding the Monk token) and recover  all the cards from their discard pile as reward; or
2. Decide to attack the Monk, who transforms into a grey Monster . In this case, discard the Monk and draw the first grey Monster from the pile and fight it as normal.


After resolving the encounter, discard the Encounter token. Then, the player must pick one of the **6 Fight tokens** and places it on the Encounter space where they are located. No one can have an Encounter in this space again until it is reactivated: The Powerwolf has to go look for new prey elsewhere.

**Important:** The Fight tokens are limited: If all of them are on the board, the player who just finished an Encounter takes one from the board that is **not in the same room** as their Powerwolf and is **not in a space occupied by another Powerwolf**. This will reactivate an Encounter space. The players may discuss which space they should reactivate. **Note:** In the extremely rare possibility that no tokens fulfill both requirements, use any token of your choice.

**A player can play only one encounter** (red or grey) **per turn**. An encounter ends this part of the player's turn. Proceed to **Phase 2c**.

**Note:** If an Encounter token stack runs out, reshuffle the discards and create a new stack.

### ► Phase 2c. STRIGOI MOVES AND ATTACKS

 After moving and/or resolving any encounter, the player must flip the top Strigoi Action token in the stack. It will show the Master or the Apprentice. The Strigoi shown immediately "teleports" from the platform they are on to an adjacent platform, moving in the direction indicated by the letter at the bottom of the player's card. Find the same letter on the Strigoi's platform: it shows which direction the Strigoi moves (see the example).

**Important:** The Strigoi must be teleported even if the corridor is interrupted: they do not need to walk as the Powerwolf do.

After moving, the Strigoi may attack a Powerwolf—see "A Strigoi Attacks a Powerwolf."

**EXAMPLE:** Roel plays "When the Moon Shines Red." He moves 5 spaces, ending his move on an Encounter mark. After fighting a Monster, he must move the Strigoi. He flips a Master Strigoi token, so he has to move the Master's miniature from the Platform it is on to the center of the Platform indicated by the book at the bottom of Roel's card, which shows the letter "E." Finding the book on the Strigoi's Platform with the letter "E," he teleports to the next Platform.

From his new location, the Master Strigoi can see Matthew in a straight line. Since there are no obstacles, he attacks Matthew. Note that the Strigoi cannot see Roel because the corridor in that direction is interrupted.



### Special Strigoi Movement Cases:

- If the card played shows a letter that does not point to an adjacent room or that points to a room with a collapsed Platform (see page 11), the Strigoi "bounces" and teleports in the opposite direction. If there is no room in that direction either, the Strigoi remains in their room.
- **Ladders:** If the card indicates a direction where there is no room but there is a Ladder tile, **the Strigoi destroys the Ladder tile** (return it to the game box).

If the Ladder tile is occupied by a Powerwolf, the Pack immediately loses 1 Blood Point (see "Loss of Blood Points" on page 11). Move the Powerwolf miniature to another staircase or Ladder tile of the player's choice.

If there is a Powerwolf between the Strigoi and the Ladder tile, the Strigoi attacks the Powerwolf instead of destroying the Ladder.

**Important:** If the Strigoi destroy all of the Ladder tiles, **the Pack immediately loses 1 Blood Point**.

- If the card played shows a letter that would teleport the Strigoi to a Platform occupied by the other Strigoi, neither one moves.
- If the card played shows the letter "X," the Strigoi remains in their room.

**GOLDEN RULE:** If the Strigoi does not move, they also do not attack this turn.

After the Strigoi move and possible attack, the player keeps all cards they played this turn in front of them until the end of the round. Then, the next player (in Initiative order) takes their turn. If this player was the last to go this round, the players **check if there is a Strigoi Attack marker on the Master Strigoi's card**.

If there is, they remove the marker and the next round starts. If there is no marker, they move on to **Phase 3: Possible additional Strigoi turn**.

## PHASE 3. POSSIBLE ADDITIONAL STRIGOI TURN

If neither of the Strigoi were able to attack any Powerwolf during the round (see below), the Master Strigoi, furious at the intruders in his fortress, takes an additional turn.

First, the Master Strigoi teleports to the room indicated by the card played by the first player that round. But, instead of attacking "on sight" in a straight line, he casts a **Curse on the entire room, automatically hitting and causing 1 Wound to every Powerwolf there**.

If a Strigoi has been defeated, it's up to the Supreme Strigoi to perform this additional action.

The Powerwolf affected can avoid these Wounds as normal by using the Protection Ability, but they cannot respond to the Curse with a Counterattack (see page 11).


## FIGHTING WITH STRIGOI

There are two ways combat can occur between a Strigoi and a Powerwolf:

- a. A Strigoi attacks a Powerwolf
- b. A Powerwolf attacks a Strigoi

### ► a. A STRIGOI ATTACKS A POWERWOLF

As described above, at the end of **each player's turn**, a Strigoi teleports to another room, based on the card that player used for the round.

If the Strigoi can see a Powerwolf after moving, following any of the corridors in a straight line (even into another room), they attack. The attack always hits, inflicting the number of Wounds shown on the Strigoi card plus any modifiers on the Strigoi Action token revealed (unlike Monsters, Strigoi may inflict more than one Wound when attacking). The Powerwolf can prevent these Wounds by using the Protection Ability  as normal. Each card or token played (including their Action card for the round if not already used) blocks one wound.

**The Powerwolf must draw one Wound counter for each Wound they do not prevent.**

**Important:** The Strigoi attacks only one Powerwolf. If there is more than one in sight, they attack the nearest one. If the distance is tied, they will attack the Powerwolf with the higher Initiative value. After the Strigoi attacks, place the Strigoi Attack marker on the Master Strigoi's card as a reminder that the Strigoi have attacked at least once that round so there will not be an additional Strigoi turn in **Phase 3**. At the end of the round, remove the Strigoi Attack marker from the Master Strigoi's card.

**Special Case:** If a Powerwolf is on the center space of a Platform and a Strigoi moves to the same space, the Powerwolf cannot protect himself **AND the Pack immediately loses 1 Blood Point** (see "Loss of Blood Points" on page 11). Then, move the Powerwolf to any staircase or Ladder tile of the player's choice. **It is absolutely not advisable for a Powerwolf to stop in the center of a room!**



## COUNTERATTACK!

After the Strigoi's attack, if there are enough Blood Points on the Altar, the attacked Powerwolf can Counterattack with a Melee Fight or Ranged Attack (see "A Powerwolf Attacks a Strigoi," below).

## LOSS OF BLOOD POINTS

Each Powerwolf has limited resistance. If a Powerwolf with 2 Wounds gets a third, **the Pack immediately loses 1 Blood Point**. When the Pack loses a Blood Point, a **Blood Point counter on the Altar must be moved to the Inferno card**. This could make the Strigoi "invulnerable" again, forcing the Powerwolf to hunt for other Monsters again or, at worst, mean the defeat of the Powerwolf (see "Strigoi Victory," below). **If there are no Blood Points on the altar, use one from the supply beside the game board.**

**Important:** If a Powerwolf gets their third Wound, after the Pack loses a Blood Point, that Powerwolf returns to full strength, discarding all of their Wound counters.

## ► b. A POWERWOLF ATTACKS A STRIGOI

A Powerwolf can attack a Strigoi instead of a Monster during **Phase 2b. Fight Enemies**, but only if there are enough Blood Points on the Altar, which depends on the number of players. **However, for any number of players, there can never be more than 5 Blood Points on the Altar card.**

### BLOOD POINTS ON THE ALTAR

Number of players:	2	3	4	5
Blood Points required:	2	3	3	4

If there are enough Blood Point counters on the Altar card, a **Powerwolf can attack (or Counterattack) the Strigoi**. They can do this with a **melee fight** or with a **ranged attack**.

### ► Melee Fight

If a Powerwolf is in a space adjacent to a Strigoi after moving, they may start a melee fight. Using their basic Strength (on the Action card played), they may play as many Reward cards and/or Reward tokens as they deem appropriate, without limits, to reach a Strength equal to or greater than the Strigoi's Strength (written on the Strigoi card). **In this case, the Powerwolf wins the fight and places a Wound token face down on the Strigoi card.**

### ► Ranged Attack

If a Powerwolf can see a Strigoi in a straight line **following any of the corridors** after moving (even if it is in another room), they may decide to make a ranged attack. Using their basic Strength (on the Action card played) they may play as many Reward cards from their hand as they deem appropriate, but **only in "Wild Strength" mode** (see "Using Reward Cards" on page 12).

**During a Ranged attack, a Powerwolf CANNOT use Reward tokens.**

If the Powerwolf has a total Strength equal to or greater than the Strigoi's Strength (on the Strigoi card), they win the fight and place a Wound token face down on the Strigoi card.

**Important:** Icons on the Wound tokens have no effect on Strigoi: the Wound token only shows that the Strigoi has lost an Existence Point.

Once the fight is resolved, the turn continues with the Strigoi moving as usual.

## ► DEFEAT OF A STRIGOI AND RISE OF THE SUPREME STRIGOI

If the Wounds suffered by a Strigoi are equal to or greater than their Existence value (♥), the Strigoi perishes. And things change for the worse...

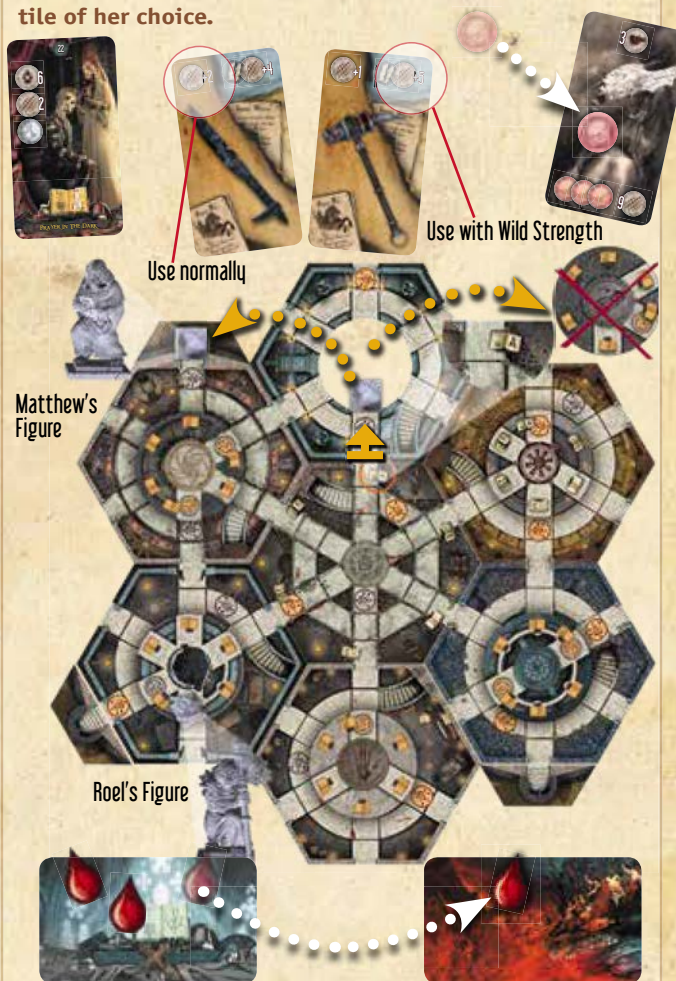
Flip the other Strigoi card over: they become the **Supreme Strigoi** and gain new values for Existence, Damage, and Strength, **but keep all Wounds suffered previously**. From now on, the Supreme Strigoi moves every turn (based on the player's Action card) without revealing any Strigoi Action token (being the only one in play). Moreover, when the vital essence of a Strigoi expires, the fortress intrinsically connected to it begins to crumble.

### ► THE FORTRESS CRUMBLES

Once the Supreme Strigoi enters play, **each time** a Powerwolf wounds him, a Platform **collapses**. Find the book matching the letter on the player's card for the round in the **only room without a Platform** (see p.3). The Platform in the room in the indicated direction is removed from the game. If that Platform was already destroyed, nothing happens.

**Example:** Roel plays "Prayer in the Dark" and moves next to the Supreme Strigoi to attack him in melee. To reach the Supreme Strigoi's Strength of 9, he uses a Sword worth +2 (he uses it normally, so he can reuse it later) and breaks his Hammer on the Strigoi's head for +5 (using Wild Strength, which destroys it so he won't be able to use it again). His total Strength is now 9, which equals the Strigoi's Strength. Roel inflicts 1 Wound.

Now, looking at the room without a Platform and following the direction indicated by the letter on his card ("A"), he determines which Platform is destroyed. Unfortunately, Matthew is on the Platform that was destroyed and he does not have a Leap card available! **The Pack immediately loses a Blood Point. Then Matthew's player must move him to a staircase or Ladder tile of her choice.**



Any Powerwolf on the collapsing Platform can escape from the rubble if:

1. They have a Leap icon (🌀) on the card they played during **Phase 1: Initiative**; or
2. If they discard a card from their hand (Action or Reward) or a Reward token that has the Leap Ability on it (🌀).

In this way, the Powerwolf can jump, just in time, to any other space in the room.

Otherwise, **the Pack immediately loses a Blood Point** and the player must move their Powerwolf to any staircase or Ladder tile of their choice.

**Note:** Each Ability icon can be used only once each round. If the player for example has already used a Leap icon earlier in the round, he can leap again only by playing another card or token.

**Important:** If the **Supreme Strigoi** is on a collapsing Platform, move him to the center of the room **without a Platform**.

## STRIGOI VICTORY

If, at any time, there are as many Blood Points on the Inferno card as indicated on the table below (according to the number of players in the game), the assault is hopelessly lost and the Strigoi triumph!

### BLOOD POINTS ON THE INFERNO

Number of players:	2	3	4	5
Blood Points required:	3	3	4	5

## POWERWOLF VICTORY

Once the Supreme Strigoi is defeated, the Powerwolf complete their epic mission! **The Pack wins!**

## USING ACTION CARDS

Each player starts with 6 cards in their hand to choose from during **Phase 1. Initiative**. Each turn, they use only the Abilities shown on the card they played for that round. However, in the case of attacks by Monsters or Strigoi, it may be possible to avoid Wounds by discarding one or more cards with the Protection Ability (🛡️). Each discarded card protects against a single Wound. The card is placed next to the others played in that turn and are added to their discard pile at the end of the turn.

At the end of **Phase 3. Possible Additional Strigoi Turn**, each player puts all the cards they played this round in their own discard pile. The player's entire discard pile can be returned to their hand only after they play the last Action card in their hand, or when some situation gives them the Recover Ability (🔄).

**Important:** The "Discard Pile" is personal and never includes cards played during the current turn.

## THE ADVANCED ACTION CARDS

The Advanced Action cards placed to the side of the game board at the start of the game are added to the players' hands when specific events occur during the game.

There are two kinds of Advanced Action cards: **Heroic Actions** and **Legendary Actions**.

**Important:** A player can never gain two identical cards!





**Fire & Forgive:** A Powerwolf earns this **Heroic Action** card the first time they defeat a **red Monster**.

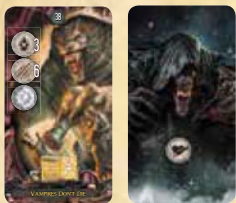


**Fist by Fist:** A Powerwolf earns this **Heroic Action** card the first time they defeat a **grey Monster**.

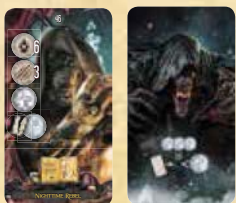
**Legendary Action** cards can only be obtained by performing specific actions or being in particular situations:




**All You Can Bleed** is taken by the first player who receives a Wound from a Strigoi.

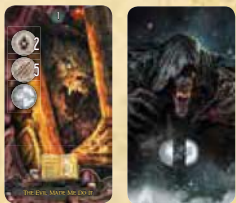


**Vampires Don't Die** is taken by the player who defeats the first Strigoi.



**Nighttime Rebel** is assigned to the Player that has the fewest Reward cards as soon as another player gets their third Reward card. In case of a tie, the card will go to the player with the lowest Initiative value that round.

This card can be used for the Retrieval Ability  or it can be used to draw a Reward card directly, but in this case **Nighttime Rebel** is immediately removed from the game.



**The Evil Made Me Do It** is given to the first player whose Action card played for a round allows a Strigoi to attack and cause the third Wound to one of their comrades (and the loss of a Blood Point).



**Incense & Iron** is taken by the first defeated Powerwolf (who gains their third Wound, adding a Blood Point to the Inferno card).

## USING REWARD TOKENS



Reward tokens are acquired by defeating feeble **Monsters** and can be used at any time during the turn to gain additional bonuses and Abilities. A player can use as many **Reward** tokens as they want, whenever they want to, but after using them they immediately go to the Reward token discard pile. If the Reward token pile runs out, shuffle the discards and create a new one.

## USING REWARD CARDS



Reward cards can be used at any time during the turn to get additional bonuses and Abilities. During a fight, the Player can use all the Reward cards from their hand they want to, placing them in front of them next to the card they played for the round.


Reward cards can be used in two ways:

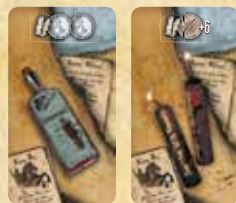
**Use Normally**

or

**Use with Wild Strength**

If a player uses a weapon or object normally, apply the bonus or Ability shown at the top left of the card. The card will be added to the player's discard pile at the end of the round.

If the player needs to improve the effects and is ready to sacrifice the object, **they can use their Wild Strength** and apply the value or Abilities next to the "destruction" icon . The weapon or object is assumed to have been smashed over the head of the enemy, irretrievably damaged, or lost. The object is permanently destroyed and must be removed from the game (return it to the box).



Note that some Reward cards can only be used with Wild Strength. These cards have only one set of icons.

**Important:** The objects in the fortress are limited, and if the Reward card deck runs out, there is nothing more to be found. The players must manage their resources carefully. If you have to destroy a weapon, think about it twice!

**Note:** Powerwolf on adjacent spaces can exchange Reward cards, but not Action cards or Reward tokens.

## SPECIAL ICONS

These symbols appear on the cards and tokens and have the following effects:



**WOUND:** The Powerwolf suffers a Wound. The Wound icon is present on some **Reward cards** and **Action cards**. This means that the Powerwolf's weapon or action is so lethal that, in addition to damage to the enemy, it causes an injury to the Powerwolf himself. For the **Double Wound** see p. 29.



**SHOCK:** The Powerwolf must choose and discard 1 card from their hand (Action or Reward), placing it beside their played cards. The player will discard all these cards at the end of the turn.



**RECOVERY:** The Powerwolf returns all the cards from their discard pile to their hand.



**THE GATES OF HELL:** When this Ability is used, all Fight tokens are removed from the game board. In this way, all of the Encounter spaces are reactivated. If a Powerwolf is on a reactivated Encounter space, they can't stay and fight. To fight, they must first move to another Encounter space.



**EXISTENCE VALUE:** This icon indicates the number of Existence Points a Strigoi has: how many Wounds they must suffer before they are defeated.



**DESTRUCTION:** This icon indicates that the card will be removed from the game after use.

## POWERWOLF ABILITIES

Each icon on an Action card, Reward card, or Reward token is an Ability that the Powerwolf can use by playing that card or token. Abilities can be used at any time during the player's turn before the Strigoi moves and attacks (exception: Protection can be used at any time, and Leap can be used out of turn by a Powerwolf on a collapsing Platform).



**Protection:** The Powerwolf avoids a single negative effect (a Wound or a Shock). Each Wound inflicted by Monsters or Strigoi must be blocked individually.

**Note:** Protection cannot be used to avoid a Wound caused by an Action card or Reward card used by the player (those actions are so dangerous that the Powerwolf will always be hurt by using them!).



**Heal:** The Powerwolf can heal themselves and all their comrades in the same room. **Every injured Powerwolf in the room discards 1 Wound** counter for each Heal icon. *The Powerwolf take care of the Pack!*



**Retrieval:** The Powerwolf can take 1 Reward card from their discard pile and, if necessary, use it immediately.



**Stealth:** The Powerwolf can move onto an Encounter space and flip over the matching Encounter token, then decide whether or not to fight. If the Monster is too strong, they can leave it face-up and visible to all. If it's a Monk, instead of the normal encounter, the player using Stealth automatically recovers all the cards from their discard pile and can then decide if they want to fight the Monk by turning it into a grey Monster, following the normal rules.

A Powerwolf may move through a Strigoi if they are using Stealth (from their Action card or by discarding a card or Reward token with the Stealth icon).



**Mechanics:** The Powerwolf may rotate a Platform any way they like, even if there are Powerwolf or Strigoi on it.



**Pack:** The Powerwolf can move directly to any empty space in the same room as another Powerwolf (not on an Encounter space).



**Leap:** The Powerwolf may jump to **any space in the same room** (so also to a space on the Platform of this room), including a staircase. Also, if a Powerwolf is on a collapsing Platform, they may play a card (Reward or Action) from their hand or a Reward token with Leap and move their Powerwolf to an empty space in the same room, avoiding the loss of Blood Points.

**Note:** It is not possible to use Leap or Pack to avoid a fight with Monsters or Strigoi.

## SPECIAL MAP CONFIGURATIONS

It is possible to arrange the rooms in different configurations, but some specific rules must be kept in mind. You will find everything on the website [www.scribabs.it](http://www.scribabs.it) on the game page!



# ROUND SUMMARY

**1** All players choose a card from their hand and place it face down in front of them.



**2** Players flip their cards at the same time. The players will take turns starting with the lowest Initiative value.



Lowest Initiative Value

**3** The active player (the one with the lowest Initiative) can move using steps and/or Leap, searching for Monsters to defeat.



Steps

Leap

Place a Fight token on the Encounter space.

**4** After fighting, the player flips over a Strigoi Action token and moves the Strigoi shown in the direction indicated by the letter at the bottom of their Action card for the round. The Strigoi moves directly ("teleports") to the center of the next Platform in that direction.



**5** If the Strigoi sees a Powerwolf, they attack. Resolve the fight and put the Strigoi Attack marker on the Master Strigoi's card before moving on to the next player.



Not visible

If the Strigoi does not see anyone, the next player takes their turn.



Visible

**6**



If the player is the last of the round, and there is no Strigoi Attack marker on the Master Strigoi's card, go to Phase 3. Possible Additional Strigoi Turn.



If the player is the last of the round, and the Strigoi Attack marker is on the Master Strigoi's card, remove the marker and go to the next step.

**7**



If a player has no more Action or Advanced Action cards in their hand, they recover all the cards in their discard pile, ready for the next round.

**8**

All cards played during the round are discarded — possibly forming a new discard pile (basically, a player can never recover any cards during the same round that they played them).

Once all phases are done: **START A NEW ROUND...**



# ADDENDUM

## POWERWOLF™



Die Aktionskarten der fünf **POWERWOLF** sind nicht identisch. Vier der sechs Karten sind gleich, aber zwei sind verschieden. **ATTILA** ist der Mentor mit mehr Truppenfähigkeiten, **FALK MARIA** ist der Prediger mit mehr Heilungsfähigkeiten, **MATTHEW** ist der Jäger mit mehr Bewegungspunkten, **CHARLES** ist der Berserker mit mehr Kampffähigkeiten und **ROEL** ist der Schmied mit mehr Schutzfähigkeiten.



The Action cards for the five **POWERWOLF** are not identical. Four of the six cards are the same, but two are different. So, **ATTILA** is the Mentor with more Pack Abilities, **FALK MARIA** is the Preacher with more Healing Abilities, **MATTHEW** is the Hunter with more movement Abilities, **CHARLES** is the Berserker with more fighting Abilities, and **ROEL** is the Blacksmith with more Protection Abilities.



Le carte Azione dei **POWERWOLF** non sono tutte uguali. Due su sei sono differenti, così **ATTILA** è il Capobranco e avrà più Abilità Branco, **FALK MARIA** è il Predicatore con Abilità di guarigione, **MATTHEW** è il Cacciatore, più abile nel movimento, **CHARLES** è il Berserker furioso che combatte ferocemente e **ROEL** è il Fabbro che ha più Abilità di protezione.



Les 6 cartes Action des **POWERWOLF** ne sont pas toutes identiques. Quatre sont similaires et deux différentes. **ATTILA** est le Mentor avec le plus de compétences au sein de la Meute, **FALK MARIA** l'Apôtre a plus de compétences de Soins, **MATTHEW** le Chasseur a plus de compétences de Mouvements, **CHARLES** le Guerrier farouche a plus de compétences de Combat et **ROEL** le Forgeron, a plus de compétences de Protection.



Las Cartas Acción de los cinco **POWERWOLF** no son todas iguales. Dos de las seis cartas son diferentes, así que **ATTILA** es el jefe de la Manada con más habilidades Manada, **FALK MARIA** es el predicador con más habilidades de curación, **MATTHEW** es el Cazador con más habilidades de movimiento, **CHARLES** es el "Berserker" furioso con mayores habilidades de lucha y **ROEL** es el Herrero con mayores habilidades de protección.



Jeder Spieler kann die **POWERWOLF** Miniatur wählen, die am besten zu seinem Charakter passt.

The miniatures depict the **POWERWOLF**. You are free to choose your preferred figure to represent your character!

Le miniature raffigurano i **POWERWOLF**. Siete liberi di scegliere quella che preferite per impersonare il vostro personaggio!

Les figurines représentent les **POWERWOLF**: choisissez la figurine qu'il vous plaira pour matérialiser votre personnage!

Las miniaturas representan a los **POWERWOLF**. ¡Eres libre de elegir la que prefieras para da vida a tu personaje!

## STRIGOI



Strigoi-Karten sind der **MEISTER** und der **LEHRLING** (farbige Seite) und auf der Rückseite (schwarz/weiß) der Oberste Meister-Strigoi. Die Karten nennen die Anzahl der Verletzungen (plus möglicher Boni der **STRIGOI-AKTIONSMARKER**), die der Strigoi erhalten muss, um vernichtet zu werden.



The Strigoi cards represent the **MASTER** and the **APPRENTICE** (on the colored side) and the Supreme Strigoi on the back (black and white). The cards indicate the number of Wounds a Powerwolf must avoid (plus any bonus on the **STRIGOI-ACTION TOKEN**) to prevent injury.



Le Carte Strigoi raffigurano il **MAESTRO** e **L'APPRENDISTA** (lato a colori), mentre sul retro in bianco e nero raffigurano lo Strigoi Supremo. Sono riportati i punti ferita che infliggono ogni volta che attaccano, cui va aggiunto eventualmente il bonus del gettone **AZIONE STRIGOI**.



Les cartes Strigoi représentent le **MÂTRE** et **L'APPRENTI** (face en couleur) et le Strigoi Suprême au dos (en noir et blanc). Les cartes indiquent le nombre de coups qu'un Powerwolf doit parer, (ajouté au bonus sur le jeton **ACTION STRIGOI**) afin d'éviter les blessures.



Las cartas Strigoi representan al **MAESTRO** y al **APRENDIZ** (lado con más color), mientras que en la parte posterior, en blanco y negro, se representa al Strigoi Supremo. En estas cartas se indican las heridas que infligen cada vez que atacan, a las que se suman si se da el caso, las del bonus de la ficha **ACCIÓN STRIGOI**.



**DOPPELTE VERLETZUNGSMARKER** Diese Verletzungsmarker bedeuten 2 Verletzungen, können aber mit 1 Heilungssymbol geheilt werden.

**THE DOUBLE WOUND:** This token counts double, but you can heal it with a single Heal action.

**LA DOPPIA FERITA** Questo gettone Ferita vale doppio, ma si può curare con una sola azione Cura.

**LA DOUBLE BLESSURE:** ce jeton Blessure vaut pour deux mais avec la possibilité de se soigner avec une seule Capacité de Soin.

**DOBLE HERIDA** Esta ficha Herida vale el doble, pero para curarla, basta una Habilidad Médica.



**BESONDERE SPIELPLANKONFIGURATIONEN**  
**SPECIAL MAP CONFIGURATIONS**  
**CONFIGURAZIONI SPECIALI DELLA MAPPA**  
**AUTRES CONFIGURATIONS DE JEU POSSIBLES**  
**CONFIGURACIONES ESPECIALES DEL MAPA**





# ScriBabs

## 20 YEARS OF BOARDGAMES

It is not easy to choose the right words to celebrate this important milestone: In 1999, with my dear friend Valerio Porporato, we started to work as ScriBabs, doing graphic design and boardgames, and right after this, in 2001, we received the “Best of Show” at Lucca Games (the most important fair in Italy for games and comics). The first award in quite a long series, considering how small ScriBabs is. I don’t want to be boring, I just want to explain how for 20 years I worked (or tried to) in a very particular way because, first of all, I’m an artist. For these 20 years, I tried to connect different worlds - games, music, theater, writing, role playing, and everything my inspiration suggested to me.

In this way, projects like “011” and this new “Armata Strigoi” were born, believing in my passion and believing that different worlds like music and games can run in the same way in perfect harmony. What way? The way of dreams. For this reason, I was inspired by Powerwolf for the setting of this new board game: They celebrate 15 years of music, and in those 15 years they created a fantastic and imaginative world. With Marco Valtriani, I tried to create an adventure keeping the same epic spirit of werewolves! Enjoy, stay metal, stay gamers!

*Paolo Malleria*





THE STEAMPUNK  
METAL OPERA



The Experiment no.0  
(D - cat. AE2013  
2014



WELCOME TO  
THE CREATIVE GARDEN



Right After  
The Experiment no.0  
(D - cat. AE2026  
2016



The Black Wounds of  
The Experiment no.0  
(D - cat. AE2040  
2019



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# POWERWOLF™



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START A PRAYER  
WEREWOLVES DON'T DISCUSS  
HU HA!  
(Werewolves of Armenia - Powerwolf)

## SPECIAL THANKS

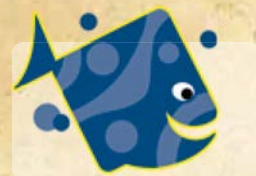
**Paolo** wants to mention his special appreciation, first of all, to the very good friend Mr. **Fortunato "TinuZ" Cappelleri** for supporting this project in every aspect. Many things wouldn't have been done without him! Then, of course, to **Marco** for co-designing another strange game together. An enormous thanks to Mr. **Andy Siry** who believed in the project and **Benjamin Buss** for the kind collaboration. To the **Powerwolf** band, because as the great fan he is and as an artist, it is a fantastic dream to mix job, passion, and a drop of craziness. He can't forget "**Tom Tom**" **Robatsch** for the nice words and the beautiful **Cat Cooke** for her kindness, professionalism, and beauty.

His daughter **Erica** and son **Giorgio**, for testing the game since the beginning (he's a proud father) and his whole family. **Sara**, **Federica**, **Valentina**, **Enrico** and all the special persons who supported (and still support) him in any strange adventure!

After this, he wishes to thank all the playtesters from **Gioca Torino**, **Grugliasco Play**, and the guys of **Vulcania Role Play**.

**Marco** warmly thanks **Costanza** and **Gabriel**, his family. A huge thanks to **Erik Burigo** and all the playtesters of this new adventure... Nevertheless, thanks to all passionate gamers who spread the love of this hobby with endless efforts, and to all Metal fans around the globe.

## DISTRIBUZIONE ITALIANA



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