



AN EXPANSION BY
TINUZ, PAOLO VALLERGA
& MARCO VALTRIANI



RESURRECTION

BY EXPANSION

ORIGINAL ILLUSTRATIONS BY
ZSOFIA DANKOVA & ALAN D'AMICO



s. 3

Dies ist eine
Erweiterung, kein
eigenständiges Spiel.
Ein Exemplar von
Armata Strigoi ist
erforderlich.



p. 8

This is an expansion,
not a
stand alone game.
Requires
Armata Strigoi.



p. 12

Espansione
non giocabile
singolarmente.
Richiede
Armata Strigoi



p. 16

Ceci est
une extension
du jeu
Armata Strigoi.
Ne peut s'utiliser
seule.



p. 20

Esta expansión
no se juega
singularmente.
Requiere
Armata Strigoi.



ARMATA
STRIGOI

AN ADVENTURE WITH
POWERWOLF™



Pegasus Spiele

SPIELMATERIAL • GAME MATERIALS • ELEMENTI DEL GIOCO
MATÉRIEL DE JEU • MATERIAL DE JUEGO



Falten
To fold
Piegaré
Plier
Doblar

Falten
To fold
Piegaré
Plier
Doblar

3 TÜRME werden wie gezeigt zusammengesetzt
TOWERS to be assembled as shown
TORRI da assemblare come indicato
TOURS à assembler comme indiqué
TORRES para ensamblar como se indica

1 STRIGOIBEUTEL
Strigoi's **BAG**
SACCHETTO Strigoi
SACHET Strigoi
BOLSO Strigoi



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



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



3 JUNGFRAUENPLÄTTCHEN
MAIDEN tokens
Gettoni **VERGINE**
Jetons **VIERGE**
Fichas **VÍRGEN**



10 GIFT-VERLETZUNGSMARKER
POISON WOUND counters
Gettoni **FERITA VELENOSA**
Jetons **BLESSURE EMPOISONNÉE**
Fichas **HERIDA VENENOSA**



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



1 KAMPFMARKER
FIGHT token
Segnalino **COMBATTIMENTO**
Marqueur de **COMBAT**
Marcador **COMBATE**



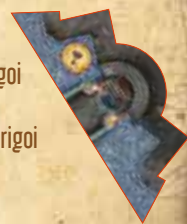
2 EROBERUNGSMARKER
CONQUEST tokens
Segnalini **CONQUISTA**
Marqueur de **CONQUETE**
Marcadores **CONQUISTA**



7 ERWEITERTE AKTIONSKARTEN
(Legendäre Aktionen)
ADVANCED ACTION CARDS
(Legendary Actions)
CARTE AZIONE AVANZATA
(Azione Leggendaria)
CARTES ACTION AVANCEE
(Légendaires)
CARTAS ACCIÓN POTENCIADAS
(Acción Legendaria)



6 Strigoi **GEHEIMGÄNGE**
Strigoi's **SECRET PASSAGES**
PASSAGGI SEGRETI degli Strigoi
PASSAGES SECRETS Strigoi
PASAJES SECRETOS de los Strigoi



4 COBRA KING-KARTEN
COBRA KING CARDS
CARTE COBRA KING
CARTES COBRA KING
CARTAS COBRA KING



1 SUKKUBUS-KARTE
SUCCUBUS CARD
CARTA SUCCUBE
CARTE SUCCUBE
CARTA SÚCUBO



8 BELOHNUNGSKARTEN
REWARD CARDS
CARTE RICOMPENSA
CARTES RÉCOMPENSES
CARTAS RECOMPENSA



3 NEUE RÄUME ohne Plattformen
NEW ROOMS w/o Platforms
NUOVE STANZE senza Piattaforma
NOUVELLES CHAMBRES sans Plateformes
NUEVAS HABITACIONES sin Plataforma



6 ROTE BEGEGNUNGSMARKER
RED ENCOUNTER tokens
Gettoni **INCONTRO ROSSI**
Jetons **RENCONTRE ROUGES**
Fichas **ENCUENTRO ROJAS**



6 GRAUE BEGEGNUNGSMARKER
GREY ENCOUNTER tokens
Gettoni **INCONTRO GRIGI**
Jetons **RENCONTRE GRIS**
Fichas **ENCUENTRO GRIS**



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



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The Strigoi are nearing extinction. The Master and his Apprentice, locked up in the fortress of Tismana, are besieged by the Powerwolf and play their last card, hoping to complete an ancient sacrificial rite that leads to the rebirth of the Deus Diabolus Tempter: the Cobra King! To complete the rite, the Maidens imprisoned in the fortress towers must be turned into Succubi. But the Cobra King's will and ferocity is uncontrollable even for the Strigoi, to the point that it may manifest itself ahead of time! Will the Powerwolf succeed in getting the Maidens to safety and prevent the rise of the Cobra King?

AIM OF THE GAME

Resurrection (by Expansion) maintains the rules of the base game with some additions and variants to allow the Powerwolf to face a new threat: the Strigoi's attempt to bring the Cobra King and its Succubi into our world.


To win, the Powerwolf must try to defeat the Strigoi (as in the base game) **before the resurrection**, otherwise the Strigoi's vital energy flows into the Cobra King which, more powerful than ever, takes possession of the fortress and unleashes its fury. The Powerwolf also have the ungrateful task of saving as many Maidens as possible and preventing their transformation into Succubi subservient to the Cobra King, or face all of them together in a fight to the death.

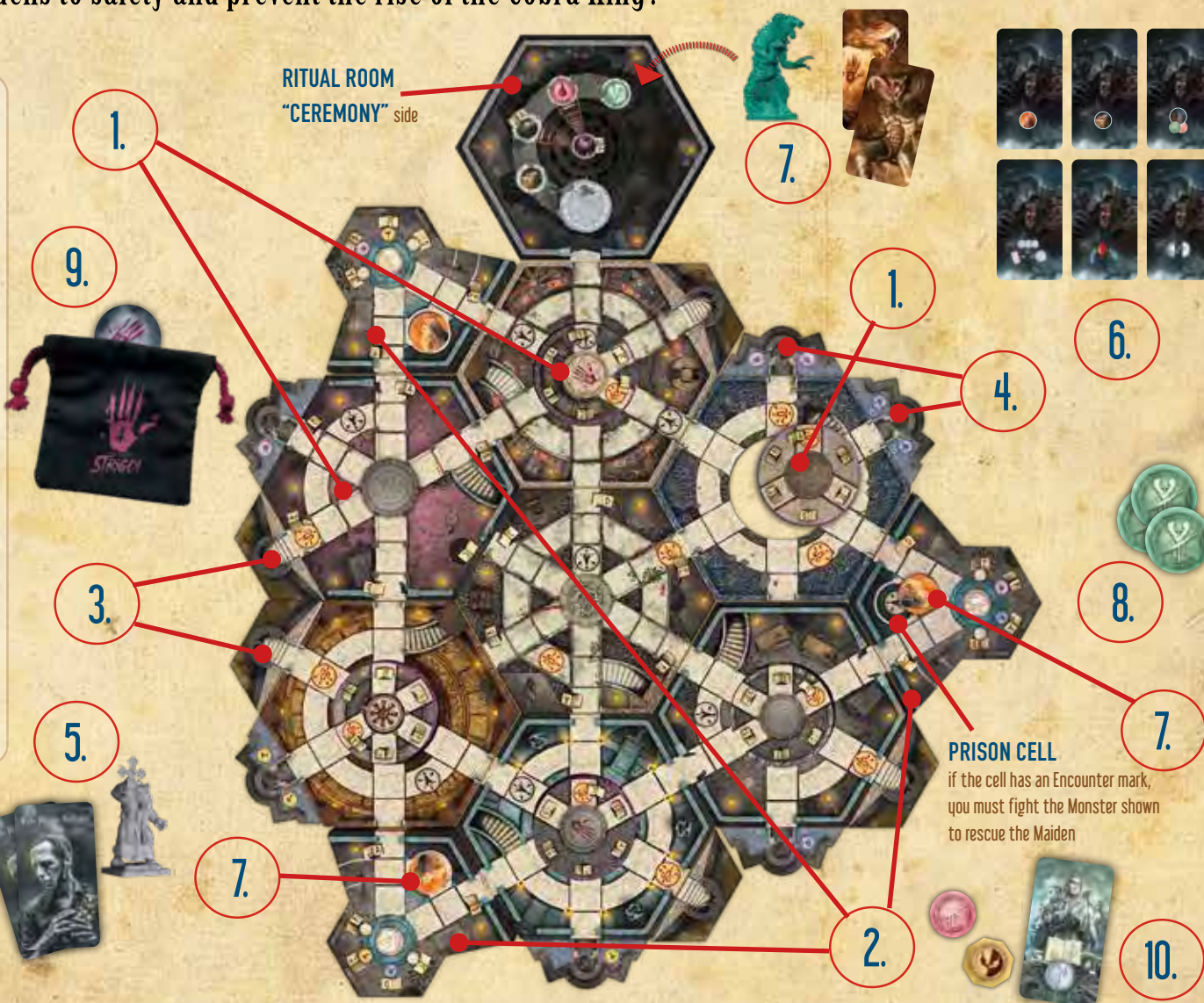
This is far from an easy adventure, suitable only for the real Powerwolf!




Note: The presence of the ritual does not alter the victory or defeat conditions from the base game. At the moment there are enough Blood Points on the Inferno card for a Powerwolf defeat (based on the number of players), the Strigoi (or Cobra King and his Succubi) will have won.


GAME SETUP



The "Resurrection" expansion has three new rooms **without Platforms**: The Ritual Room, to be added to the rooms from the base game, and two other rooms that **can replace** two rooms from the classic configuration. Unused rooms remain outside the game, but if you want to include them, see the **Extended Variants** at the end of the rulebook. For your first few games, however, we recommend you maintain the overall shape of the fortress as indicated in the picture (the general form, not the location of the specific rooms and Platforms, which can be freely chosen).

1. Set the **Ritual Room** aside, it will be placed last. Arrange **7 rooms** of your choice side-by-side (as in the base game) and place **Platforms** in those rooms that need them. Platforms marked with the Strigoi's mark  must be positioned in non-adjacent rooms.
2. Place the **3 Towers** in **non-consecutive corners**, and finally place the **Ritual room** on one of the outermost sides of the fortress **adjacent to only one room**. The **Ritual Room must be placed with the Ceremony side up**.
3. Place **all the Ladder tiles** along the outer perimeter, where you prefer, as long as each connects to a corridor. These will be the starting places for the Powerwolf.



4. Then, randomly place the **6 Strigoi Secret Passage** tiles around the outer perimeter (they do not have to be connected to corridors), making sure that the same symbols (Goblet , Spider  and Skull ) do not point to the same room.
5. Each player chooses a **Powerwolf (Attila, Falk Maria, Charles, Matthew, or Roel)**, and takes the **6 Action cards** related to the character and a miniature. They place their miniature on the Ladder tile of their choice.
6. Remove the **Legendary Action Cards "Vampires Don't Die" and "All You Can Bleed"** from the base game and add the **new Legendary Action Cards ("Resurrection by Erection," "Demons Are a Girl's Best Friend," and "Kiss of the Cobra King")** with the others next to the board.
7. The **Cobra King miniature** has to be placed in the Ritual Room as in the picture. The **Cobra King and Succubus**

cards will come into play when the ritual is completed, so leave them aside for the moment along with the Succubi miniatures. Instead, place the three **Maiden tokens** with the **Innocent side**  up on the prison cells between the corridors of each Tower (see pic).

8. Shuffle and stack the **new Poison Wound counters** face down  and place them beside the game board.
9. Place **all the Strigoi Action tokens** (base game plus expansion) in the black cotton bag with the Strigoi's mark. 
10. Add all new cards and tokens to their decks and stacks and arrange everything according to the base game instructions.

Note: As in the base game, the Strigoi miniatures are placed on their starting spaces **only at the beginning of the second game round**.

GAME ROUND

The game round, PHASES 1 and 2, and all related Powerwolf and Strigoi fighting and movement rules remain the same as the base game, as well as how cards and tokens are used.

PHASE 3. POSSIBLE ADDITIONAL STRIGOI TURN is completely replaced by this new Phase 3 as indicated below.

PHASE 3. POSSIBLE ADDITIONAL STRIGOI TURN

If neither of the Strigoi were able to attack any Powerwolf during the round, the Master Strigoi, furious at the intruders in his fortress, speeds up the Resurrection Ritual.

Move the Cobra King miniature (placed in the Ritual Room at the beginning of the game) one step forward and apply its effects.

When the Cobra King reaches the last space, the **Resurrection Ritual is complete**. See the **Resurrection Ritual** and **Ritual Room** paragraphs.

SECRET PASSAGES AND TOWERS

As mentioned, all the rules for movement from the base game are valid even with this expansion. However, there are additional forms of movement (and effects) related to the **Secret Passages of the Strigoi** and the **Towers**.

The new Secret Passage tiles are marked with complementary symbols: a **spider / two spiders**; a **goblet / two goblets**; a **skull / two skulls**.

They can only be used by the Master, the Apprentice, the Cobra King, and his Succubi; never ever by the Powerwolf.

When their movement is in the direction of one of these passages, the Strigoi (or the Cobra King or a Succubus) teleports from the center of their room to the center of the room (or Platform) indicated by the matching Secret Passage.



Example: Matthew played "Son of the Wolf." At the end of his turn, his antagonist (in this example, a Succubus) will teleport from the center of the Tower following direction "D" to the center of the room adjacent to the Secret Passage with the same symbol (🕷️).

The three Towers, meanwhile, are marked with three symbols: the **Snake** (🐍), the **Banner** (🚩), and the **Cross** (✝️).

If the Strigoi (or the Cobra King or a Succubus) are in the central space of one of the Towers, they can teleport to the center of:

- one of the other Towers
- one of the rooms linked by the Secret Passages
- one of the adjacent rooms down the corridors

THE RESURRECTION RITUAL

To complete the Resurrection Ritual and give life to the Cobra King, the Strigoi must prepare the Maidens and turn them into Succubi. When all three Maidens have been turned into Succubi (or saved, see **Rescue a Maiden**), the ritual is complete. The Maidens are held captive in the Towers, and if either Strigoi reaches the center of a Tower they carry on the **Resurrection Ritual** and the Maiden in the prison of that Tower changes status.

If the token is on the **Innocent** side (👤), it must be flipped to the **Prepared** side (👤); if it is on the **Prepared** side, it turns into a **Succubus** and can no longer be saved. In the latter case, replace the token with the miniature (I-II-III). It will remain there, helpless and inactive until the complete resurrection of the Cobra King (see **Resurrection of the Cobra King**).

THE RITUAL ROOM

The new Ritual Room is a two-sided room. Until the Cobra King has revealed itself to the world, keep the room on the **Ceremony** side, as per the initial arrangement. This side is not passable in any way by the Powerwolf.



At the beginning of the game, place the Cobra King miniature in the space with the snake icon (🐍). When a game situation causes the Cobra King to "take a step" (such as **Phase 3 Possible Additional Strigoi Turn** or an event listed below), move the miniature forward one space along the path leading to Rebirth and apply its effects:

- **Step 1:** Add 1 Blood Point to the **Inferno** card; taken from the reserve.



- **Step 2** The Master Strigoi moves in direction "A" and inflicts 1 Wound to every Powerwolf in that room. If for any reason it can't move, it doesn't attack.

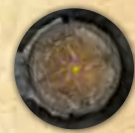


- **Step 3:** A Maiden in a prison (in numerical order I, II, or III), whatever her status is, immediately turns into a Succubus.



Attention: It may happen that the last Maiden in play is one that a Powerwolf is bringing to safety (then not in a prison cell). In that case, unfortunately, the Maiden turns into a Succubus and triggers the Resurrection of the Cobra King (see the next page).

- **Step 4:** Rebirth (see **Resurrection of the Cobra King**).



Note: The space linked to the main path by stairs (between the loss of the Blood Point and the Master's movement) represents an additional step for the Cobra King. It is the Players' choice to use it or not to lengthen or shorten the Resurrection Ritual. **This choice must be made at the beginning of the game.** If the players want to use it, it works like this: **Additional Step: The Apprentice** moves in direction "A" and inflicts 1 Wound to all Powerwolf in that room. If for any reason it can't move, it doesn't attack.

THE OTHER NEW ROOMS

The new rooms that don't have Platforms work just like other fortress rooms, but they cannot rotate. Also, if they collapse, any Powerwolf there cannot Leap to safety. If there are Powerwolf in one of these room at the time of the collapse, the Pack immediately loses 1 Blood Point (follow the basic rules).



When it collapses, flip the room tile over. It is no longer accessible to the Powerwolf, but the Strigoi, Succubi, and Cobra King can continue to use it as usual, with full visibility in all directions for their attacks. But, in the same way, they will be visible to ranged attacks from the Powerwolf (as per the base game rules).

RESCUE A MAIDEN

If there is at least 1 Blood Point on the **Altar** card, the Powerwolf can attempt to weaken the Resurrection Ritual by bringing Maidens to safety before they are transformed into Succubi. First, a Powerwolf must go to the Tower space where a Maiden is held prisoner. Some prison cells are also Encounter spaces, and the Powerwolf must fight the Monster that appears there. If they win (or if the cell is not an Encounter space), they take the Maiden token. Then, they must attempt to reach a Ladder tile, and only if they reach one will they actually save the Maiden from her sad fate (and the player can take the related new **Legendary Action** card).

If a Powerwolf who is bringing a Maiden to safety suffers one or more Wounds from any attack, they immediately lose the Maiden, who returns to her prison cell in the "Prepared" status.

Attention: A player may attempt to save a Maiden whether she is in the **Innocent** status (👤) or in the **Prepared** status (👤).

Note: Saving a Maiden actually speeds up the Resurrection Ritual, but makes the Cobra King weaker when it is reborn (see **Resurrection of the Cobra King**).

RESURRECTION OF THE COBRA KING

The Resurrection Ritual is completed and the Cobra King comes into play when one of the following occurs:

- all Maidens have either been saved or become Succubi
- the Cobra King has reached the last space in the path of the Ritual Room

At this point, carry out the following steps in order:

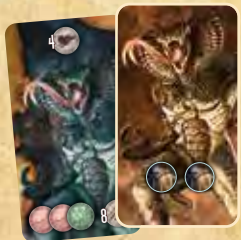
- Remove the Strigoi from the game.** There will never simultaneously be both Strigoi and the Cobra King on the game board. Thanks to the Strigoi's sacrifice, the new enemy will be the Cobra King with his Succubi.
- Replace the Strigoi cards with the Cobra King and Succubus cards.**
- Flip the Ritual Room** by placing one of its corridors connected to the adjacent room. If the Strigoi destroyed at least one Ladder tile during the game, place that Ladder tile at the end of another corridor.



- Place the Cobra King miniature in the center of the room.** From now on, the room will also be accessible by the Powerwolf.
- If any are still in play,** replace all Maiden tokens with their Succubus miniatures (I-II-III). Then move all Succubi from their prison cells to the central spaces of their Towers.

Attention: It may happen that the ritual gets completed while a Powerwolf is bringing a Maiden to safety. In that case, unfortunately, the Maiden turns into a Succubus and is placed in the center of the room or Platform where the Powerwolf is located.

- Select the correct Cobra King card** and put it beside the Succubus card. These replace the Master and Apprentice cards.



There are four Cobra King cards, but only one is used, based on the number of Maidens turned into Succubi during the current game (example: the card here indicates that there are two Succubi in the game). They work just like Strigoi cards, showing a number of Existence points, a number of Wounds they inflict if victorious, and its Strength.



Each Succubus has only one Existence point. When a Succubus is defeated, remove the miniature from the board. The Powerwolf that defeated it receives the indicated reward.

► Movement of the Cobra King and Succubi

From the moment the Resurrection Ritual is complete, every time a Powerwolf moves, both the Cobra King and the Succubi will move.



The Cobra King and the Succubi move exactly like the Strigoi, but they always move at the same time. The Cobra King has priority and moves first, then the Succubi move in the numerical order I - II - III shown on their miniatures.

Note: Always use the Master and Apprentice Strigoi movement rules and special cases when moving the Cobra King and Succubi. So, if for any reason one of them can't move, it means that they don't attack, if their movement leads them to a Ladder tile they destroy it, and so on for all other cases.

Special Cases of Multiple Attacks

With this expansion, it is possible that the Powerwolf's enemies will move simultaneously—the Strigoi thanks to the new Strigoi Action tokens or the Cobra King together with the Succubi. This means that there is the possibility that multiple enemies will attack the same Powerwolf from different directions.

If this happens, the fights are resolved in priority order: the Master attacks first then the Apprentice; or first the Cobra King and then the Succubi (I-II-II).

Attention: If a Powerwolf is defeated during one of these multiple attacks (and the Pack loses a Blood Point), the simultaneous attack ends!

Example: Matthew is attacked simultaneously by the Cobra King and a Succubus. The Cobra King attacks first, than the Succubus (although it is more distant) and inflicts two Wounds and a Poison Wound. Matthew has no Protection and is defeated. The Pack loses a Blood Point. The Succubus no longer attacks. If Matthew survived the first attack, he would suffer the second one from the Succubus!



STRIGOI VICTORY

By convention, it is considered a Strigoi victory even if it is the Cobra King who wins. In either case, if the number of Blood Points indicated on the table below are on the Inferno card (according to the number of players in the game)—whether due to Strigoi, Cobra King, or Succubus attacks—the assault is hopelessly lost and the Strigoi triumph!

BLOOD POINTS ON THE INFERNO CARD

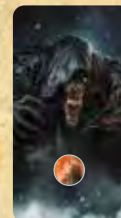
Number of players:	2	3	4	5
Blood Points required:	3	3	4	5

POWERWOLF VICTORY

Once all foes are defeated, the Powerwolf succeed at their epic quest and free humanity from the tyranny of the Strigoi and the Cobra King forever! (or at least until the next game...)

NEW LEGENDARY ACTION CARDS

In Resurrection (by Expansion) there are 3 new kinds of Legendary Action cards:



Resurrection by Erection (3 copies) is taken by any Powerwolf who successfully rescues a Maiden.



Demonic Are a Girl's Best Friend (3 copies) is taken by any Powerwolf when, for any reason, their action causes the transformation of a Maiden into a Succubus.

Note: The base game rule which states that you can't have multiple copies of the same Action card in your hand remains valid. So, if a Powerwolf gets one of these two cards again, they choose another Powerwolf to assign it to.



Kiss of the Cobra King is taken by the first Powerwolf who is injured by the Cobra King.

NEW REWARD CARDS

In this expansion, there are some new Reward cards and tokens, which are added to the respective decks and stacks from the base game. Except for the following exceptions, they use the same rules as the base game:

FAMILIAR CARDS

A Familiar card must be placed face up in front of the player who found it and is always active, so it is not put in the discard pile at the end of the game round! The icon at the top indicates the Familiar's Skill and the effects are the same as the Powerwolf Abilities as described in the base game rulesbook. Like those, the Familiar Skill can be used only once in each game round.



The icon at the bottom indicates how the Powerwolf can lose the Familiar: if a player suffers any Wound (normal or Poison) that they can't prevent in any way, the Familiar acts as a shield, absorbing 1 Wound counter (if it is the Double Wound, it absorbs both), and the card is discarded permanently from the game.




The defensive Familiar card works slightly differently. Once each game round it can be used as Protection (but only against normal Wounds) , if the player can't parry an additional normal Wound, they take the Wound counter as normal without losing the Familiar. They only lose it if they can't avoid a Poison Wound . In this case, the Familiar sacrifices itself, absorbing the Poison Wound, and the card is discarded permanently from the game.

NEW ICONS

Resurrection (by Expansion) introduces a number of new card and token icons, some related to the Cobra King and Succubi, others that add functionalities to in-game actions. Here are the details:



New **Strigoi Action tokens** (to be added to the base game tokens). Two of these will move both Strigoi, with the Master having priority for movement and attack.

In the event of a multiple attack, follow the rules described previously. The third Strigoi Action token has the “A step for the Cobra King” icon  explained below.



A step for the Cobra King indicates that the Cobra King steps forward in the Ritual Room (Ceremony side). This icon is also present as an effect on some new Wound counters added to those from the base game.

If drawn before the Cobra King enters the game, it moves a step forward in the Ritual Room, and the Wound remains in the player's possession, and is worth **1 Wound point**. If drawn when the Cobra King is already in play, it counts as a **Poison Wound**.



Poison Wound: Base game Abilities like **Protection** or **Heal** have no effect against Poison Wounds. The Poison Wound **has no side effects**, it is simply worth **1 Wound point** (remember that

the third Wound collected by a Powerwolf immediately causes the Pack to lose 1 Blood Point).



If the Poison Wound icon is **shown on a Monster token**, it simply indicates that the Powerwolf, if injured, will **take a Poison Wound counter** instead of a normal Wound.



Heal Poison Wound and Poison Protection: These act like the equivalent base game Abilities, but apply only to Poison Wounds.



Sanctification: When a Powerwolf meets a Monk, they **can** ignore the effects of the encounter and take the Monk as a follower. The player places the Monk token close to them and in case they suffer an attack they **can** use the Monk as a shield. The monk **absorbs 1 Wound counter and is removed from the game** (if it is the Double Wound, it absorbs both). *In fact, the holy man is fed to the monsters so that the Powerwolf saves their fur!*



Exchange: The use of this token allows a Powerwolf to exchange their position with any other Powerwolf of their choice. **It can also be used in combat** if, for example, an already injured Powerwolf is going to be attacked. Swapping positions for the purpose of not losing a Blood Point could change the course of battle!



In the base game, Reward tokens couldn't be used for **ranged attacks**, but this new Reward token can be! **The Destruction icon** indicates that the token is removed from the game after use.



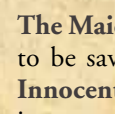
Call of the Wild: This icon allows the player to “call” another Powerwolf and move them to any empty space in the same room (**not an Encounter space** or occupied by other miniatures). They may then carry out an attack using **the combat value of their card in addition to the one played by the “called” Powerwolf**. In this type of attack, no one can use additional Reward cards nor tokens or bonuses given by Familiars.



The Reward icon is visible on some special spaces in the new rooms. If a Powerwolf lands on one of these spaces, they **draw a Reward card for free**. Immediately after, **the space must be covered with one of the new Conquest tokens**.



The Reward space is available again only if a player uses the **Gates of Hell Ability**.



The Maidens: As already seen, when referring to the Maidens to be saved, they can be found in three different “states”: **Innocent, Prepared, and Succubus**, identified by different iconography.



Innocent



Prepared



Succubus



EXTENDED VARIANTS

Armata Strigoi, enriched by the **Resurrection** expansion, gives you a dynamic and challenging gaming experience, like the **Powerwolf** music that inspired the game! The modularity of the game makes it replayable in many ways and forms, and the cruelty of opponents, which varies as the game changes, is another feature that makes us howl at the moon as only real werewolves know how to do! But not yet satiated by battles and assaults, we challenge you to use these additional rules or to look for the “**Killer With the Cross**” expansion for the fiercest Strigoi and deadliest weapons to counter them with!

A) THE ENDLESS FORTRESS: To expand the fortress, use **all the rooms** and change the shape to your liking. This will slightly increase the game length and may make the Strigoi a little less aggressive, but at the same time speed up the entry of the Cobra King and its Succubi! If you space the rooms out a lot, be sure to place the Secret Passages in contact with the more isolated ones, so that your enemies can still visit them easily! You can also make the Strigoi meaner by integrating the 10 special cards from the “**Killers With the Cross**” deck where the Strigoi are truly bloodthirsty! This mini promo deck originally included with the limited edition hand-painted miniatures set is still available on the Scribabs website.

B) A LEGENDARY WORLD: To make your hand more compelling, you can use **all of the Legendary Action** cards from the beginning of the game. And, if you want to be a real Powerwolf, also include those contained in the “**Killers With the Cross**” deck.

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AN ADVENTURE WITH
POWERWOLF™

RAISE YOUR BONE UP TO THE SKY
AND YOU NEVER
GONNA DIE!

(Resurrection by Erektion - Powerwolf)





RESURRECTION

An Expansion for Armata Strigoi
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CREDITS

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