

True Solo Mode

- COMPONENTS

- 20 **Action Cards** (5 for each themed scenario)
- 10 **Ally Cards** • 50 **Monster Cards**
- 1 **Monster Attributes Die**

- ADDING THE COMPONENTS TO THE GAME

- Add the 5 **Action Cards** for that scenario to the corresponding **Action Card Deck** in the base game. For example, the Water themed scenario, add the 5 Water themed **Action Cards** to the 16-card deck, creating a new 21-card deck. Repeat this process for all scenarios.
- The **Ally Cards** should be added to the existing **Ally Cards** from the base game.
- The **Monster Cards** should be kept separate.
- The **Monster Attributes Die** should be placed with the **Boss Die** from the base game.

We recommend leaving all of the True Solo Mode components in the base game permanently, except for the Monster Cards, which can be placed back in the True Solo Mode box.

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- CARD ANATOMY

Solo mode Action Cards are easily identified by the "S" in the top left corner. Monster Deck cards specific to cooperative mode are marked with a "C" in the bottom left, while cards intended for solo mode only are marked with an "S". It's important to note that the "C" and "S" markings represent cooperative or solo modes, respectively, and should only be used in their respective modes. Cards without markings can be used in all modes.

- ALLY CARDS

Ally Cards are easily identified by the word "ALLY" in the top left of the card. **Ally Cards** should be placed on a hero's ability tab. In solo mode, the player receives an **Ally Card** to accompany their hero throughout the entire campaign, unless the ally dies through **Action Card** decisions. While there is no limit to the number of allies a player can have, during game setup, only one **Ally Card** is permitted to join the adventuring Hero. Additional **Ally Cards** may be added to an adventure through Action Card decisions. **Ally Cards** play a crucial role in turning the tide of battle in solo mode. For more information on how **Ally Cards** work, please refer to page 29 of the main rulebook.

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- OVERVIEW

The goal of scenario mode is to explore all scenarios and defeat each Boss within. You and your **Ally Cards** will work together to achieve this goal. Scenarios are themed areas that can be explored from the Shire starting Hex. **Solo Mode plays similarly to our 1 vs Many mode with a few minor differences, so we recommend that you familiarise yourself with that by referring to pages 21-31 of the main rulebook.**

- SOLO MODE SETUP




- 1) The **Monster Deck** should be separated into 3 decks: Aggressive, Defensive, and Passive. Place each deck face down near the **Trash Mob Deck**.
- 2) Look through each of these 3 decks and remove any cards that have the letter **C** in the bottom left corner. These cards are for cooperative play and should be removed when playing on solo mode. Keep the remaining cards in their respective decks and shuffle each deck separately.
- 3) Place the **Monster Attributes Die** within reach.
- 4) Choose an ally to join you on your adventure and add the selected **Ally Card** to your ability tab.



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The remaining steps for setting up Solo Mode are the same as our 1 vs Many mode. Refer to the back page of the rulebook for a quick reference or page 8 of the main rulebook for a detailed setup guide.

- MONSTER ATTRIBUTES DIE

When a group of Trash Mobs or a Boss is summoned, roll the **Monster Attributes Die** to determine whether the enemies are Aggressive or Defensive. This roll has 2 outcomes: Aggressive  or Defensive . If the Aggressive icon is rolled, take a card from the top of the **Aggressive Monster Deck** and shuffle it into the **Passive Monster Deck** . The same process applies if the Defensive icon is rolled.

- MONSTER DECK

The **Aggressive** and **Defensive Monster Decks** are not used during combat. Only the **Passive Monster Deck** is used. When a Boss enters their Main Phase and is ready to cast a spell, draw a card from the top of the **Passive Monster Deck** and resolve its effects. After resolving the card, place it in a discard pile next to the deck. Throughout a scenario, the **Passive Monster Deck** will increase as Aggressive and Defensive cards are

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shuffled in, granting the Boss new spells and abilities. After a boss battle has concluded (whether won or lost), shuffle the **Passive Monster Deck** discard pile back into the deck.

- ENEMY MONSTERS

TARGETING

- Trash Mobs always target the enemy with the same highest stat as them, excluding HP. For example, the Goblin Bomber has 1 STR | 7 INT | 2 AGI | 6 DEF & 20 HP. The highest stat in this case is INT, so the Goblin Bomber will target the enemy with the highest INT value. In the case of a tie in the same stat values, the enemy with the lowest HP will be targeted.

- If a Boss spell could potentially defeat an ally or pet, those targets take priority as the spell's primary target. If no allies or pets are in danger, the party leader becomes the default target for the spell.

CASTING SPELLS


- Trash Mobs always cast their highest CD spell available.

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- During an enemy Boss's Main Phase, the top card of the **Passive Monster Deck** should be revealed and resolved. The Boss will cast the spell or take the action on the card. Note that the word 'YOU' is frequently used on **Monster Cards**, which refers to the Boss as it's their turn to act.


- SPELL INTERACTIONS ON THE BOSS'S TURN

If an interaction occurs that is not covered by the **Monster Cards**, it is important to always act in the best interests of the Boss. Use your best judgement to determine how the Boss would react in the situation. We've addressed some unique interactions below.

- If a Boss is Confused  and a **Monster Card** instructs the Boss to cast a support spell, the Confused condition prevents the Boss from casting the support spell. In this case, you should discard that **Monster Card** and draw another card from the Passive Monster Deck. This process should be repeated until a **Monster Card** can be resolved that doesn't require the Boss to cast a support spell.

- When the Boss is removing buffs or conditions from a Hero or ally, always remove the most detrimental ones to the Hero in that current situation.

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- When a Boss Immobilises  a hero's spell, they will always target a spell with a CD die present. The spell chosen will be the one with the lowest die value, as this prevents the spell from coming back too quickly. If there are multiple spells with the same lowest die value, the one with the lowest cooldown will be chosen instead. If no spells have a CD die on them, a CD die should be placed on the spell with the highest CD value.

- For the Dragon Knight's 'Whelp Offering' spell and the Warlock's Demon Form, 'Demonic Offering' spell, when the enemy is asked to vote, the decision is made based on the Boss's current HP:

If the Boss has <50% HP, the first offer is selected.

If the Boss has ≥50% HP, the last offer is selected.

- BOSS MODIFICATION CARDS

When setting up a **Boss Board** for battle, retrieve the **Boss Modification Card** specific to that Boss and review the modifications required for the encounter. During the battle, it is recommended to keep the **Boss Modification Card** nearby for easy reference, particularly in solo mode.

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- COOPERATIVE MODE WITH A MONSTER DECK

The Monster Deck is primarily used to automate enemy Boss spells in the game when not playing the games standard 1 vs Many mode. However, if players prefer a cooperative experience, the Monster Deck can also be used in true cooperative mode. The deck is played the same, each time an enemy boss casts a spell, flip a card from the passive Monster Deck and resolve it.

The only difference during the setup for cooperative mode is that, instead, of removing all the cards with a "C" in the bottom left corner, those cards are left in the deck. Instead, the cards with the "S" markings should be removed as they represent solo only mode.

- TUTORIAL

For video tutorials please see our YouTube channel or scan the QR code here.



- QUESTIONS?

Join our Discord: <https://discord.gg/ue7y4cpem6>

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