

WARQUEST

WAR PATH



ARENA MODE

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In times of peace, it is difficult for an Orc warrior to prove their worth to the god of fighting, Badass. Rather than sparking a war, the alternative, more within reach for an Orc, is to participate in the games of the Ragnar Arena.

At the crossroads of the paths leading to the four realms of Istarra stands an imposing oval structure. In this arena, thousands of spectators from across the continent witness brutal battles, well-known for their cruelty.

It is said that Ragnar himself comes to finish off those whom successive waves of enemies have failed to defeat. However, the last time this happened was many moons ago, even before the birth of Gorbag the Ancient, that is to say!

In short, it's the perfect place for an Orc in search of glory and skulls to crush! The objective is simple: bring Ragnar down from his throne to taste Orc steel, or die gloriously in battle and join Badass in Valhall'Orc!

SPECIAL RULES FOR THIS GAME MODE

► Event Cards ◄

The Event Cards from the core box are used except for the "Unwanted Attention!", "Dead Silent!" and "Oops!" Cards, which are removed from the deck.

► Alert Gauge ◄

The Alert Gauge is not used in this Game Mode.

► Patrol Cards ◄

No Patrol Cards are used in this Game Mode.

► Badass Track ◄

The Badass Track follows the core box rules. The Badass Token is placed on the position "10" of the Track, and the Badass Limit Token on the position "30".

► End of Quest Phase ◄

There is no End of Quest Phase in this Game Mode.

MAIN OBJECTIVE

GLORY TO BADASS!

«They may take our lives ... But they'll never take our glory!»
- BraveOrk

► **Eliminate as many waves of Enemies as possible, survive as long as you can, and etch your name into the pantheon of Orc Heroes!**

Eliminate as many waves of Enemies as possible while still having at least 1 Orc Hero alive. When all the Orc Heroes are dead, or the players have eliminated the 22nd wave, the game ends and the players earn as many Glory Points as waves eliminated.

Finally, they refer to the "Badass Pantheon" to determine how History will remember them.

SPECIAL RULES

• Orcs' starting positions

This Game Mode requires 4 Orc Heroes. At the start of each new wave of Enemies, the Heroes are placed in the areas indicated in green on the Board, at the players' choice.

• Enemies' Reaction and Activation

Enemies react and activate as described in the core box rules.



SPECIAL RULES


• *Death of an Enemy*

When an Enemy is killed, only the Badass Points are won.

• *Wave of Enemies*

Each game starts at Level 1 of the “Wave of Enemies” chart. Each wave consists of 3 groups of Enemies whose sole objective is to kill the Heroes.

• *Bringing a wave of Enemies into play*

When a new wave of Enemies is about to enter the Arena, players roll 1 Defense  three times.

For each roll, a group of Enemies (starting with the leftmost group) is placed in front of the corresponding Entry Token based on the die result (see game board page 4). If multiple groups need to be placed in front of the same Entry Token, the new group is placed in front of the previous one. The Enemies entering the game are directly oriented to face the Heroes.

• *Eliminating a wave of Enemies*

A wave is eliminated when all the Enemies in that wave have been killed. The Heroes then consult the “Rewards” and “Bonus” columns of the “Wave of Enemies” chart.

They can choose only one Reward and only one Bonus from those listed.

Then, the players check the next Level in the chart and bring the next wave into play.

• *Reward*

At the start of the game, after taking the starting Loot cards of their Heroes, players shuffle all the remaining Loot cards (base box and expansions except *PorkQuest*) to form a draw pile. Then, the first 4 cards are placed face up next to it. These 4 cards represent the equipment found in the Arena by the Heroes and are called the River.

When players choose a card as a Reward, they choose from the River. When players choose the Reward “Resources x2”, they take 2 cards from the River and have to perform a Rekup on these cards. Once their Reward is chosen, players draw new Loot cards to always have 4 cards in the River.

It is possible to spend 2 Badass points at any time during the game to shuffle the 4 cards of the River back into the Loot card draw pile and draw 4 new ones.

• *Kraft*


Kraft follows the core box rules. When Krafting, the used Resource Cards are not discarded but shuffled back into the Loot draw pile.

• *Bonus*


If players choose the “1 Enchant card” Bonus, they can freely choose this card from all available ones (base box and expansions except *PorkQuest*).


If players choose the “1-level higher Kraft card” Bonus, they must take the card immediately higher in level (Level 2 if Level 1 is owned, Level 3 if Level 2 is owned).

• *Random Pork Boss*

When the Level 11 wave has to be brought into play, a Pork Boss enters the Arena. Players roll 1 Defense  to determine which Boss they will fight.

If the result is a blank, it is Kassler the Piglet Hunter.

If the result is , it is Borts the Piglet Artificer.

If the result is , it is Morcilla the Piglet Witch.

The Pork Trackers accompanying this Boss follow *PorkQuest* rules detailed page 51 of the *PorkQuest* booklet.

• *Spike Pillars*

Any Character that hits a Spike Pillar suffers 1 Automatic Damage.

• *Badass Mode*

For an even more heroic death, the Heroes can choose to start the game by placing the Badass Token on the “0” position of the track. The final Boss of wave 22 is replaced by the “The Destroyer” Aspect of Ragnar (see page 10 of the *Blood For Blood* Chapter rulebook).

BADASS PANTHEON

GLORY POINTS	RANK
1 TO 4 POINTS	ORC ROOKIES ARE YOU SURE YOU UNDERSTAND WHAT “GLORIOUS DEATH” MEANS? NEXT!
5 TO 8 POINTS	KOMBATANTS IT'S NOT BAD, BUT BADASS STILL FELL ASLEEP FROM BOREDOM.
9 TO 11 POINTS	KLAN CHIEFS YOU HAVE PIQUED BADASS'S INTEREST. YOUR GRUESOME DEATH WILL NOT HAVE BEEN IN VAIN.
12 TO 16 POINTS	ORC HERO YOUR BRAVERY AND ENDURANCE ARE CELEBRATED THROUGHOUT ISTARRA. BADASS IS SATISFIED.
17 TO 21 POINTS	WAR MASTERS YOUR NAMES WILL FOREVER BE COVERED WITH GLORY AND ADMIRATION! BADASS GIVES YOU AN APPROVING NOD.
22 POINTS	BADASS CHAMPIONS YOUR FEATS WILL BE SUNG FOR CENTURIES TO COME! YOU'VE EARNED YOUR PLACE AT THE RIGHT HAND OF BADASS!

ARENA MODE

IF 
DISPLAYS A BLANK
FACE

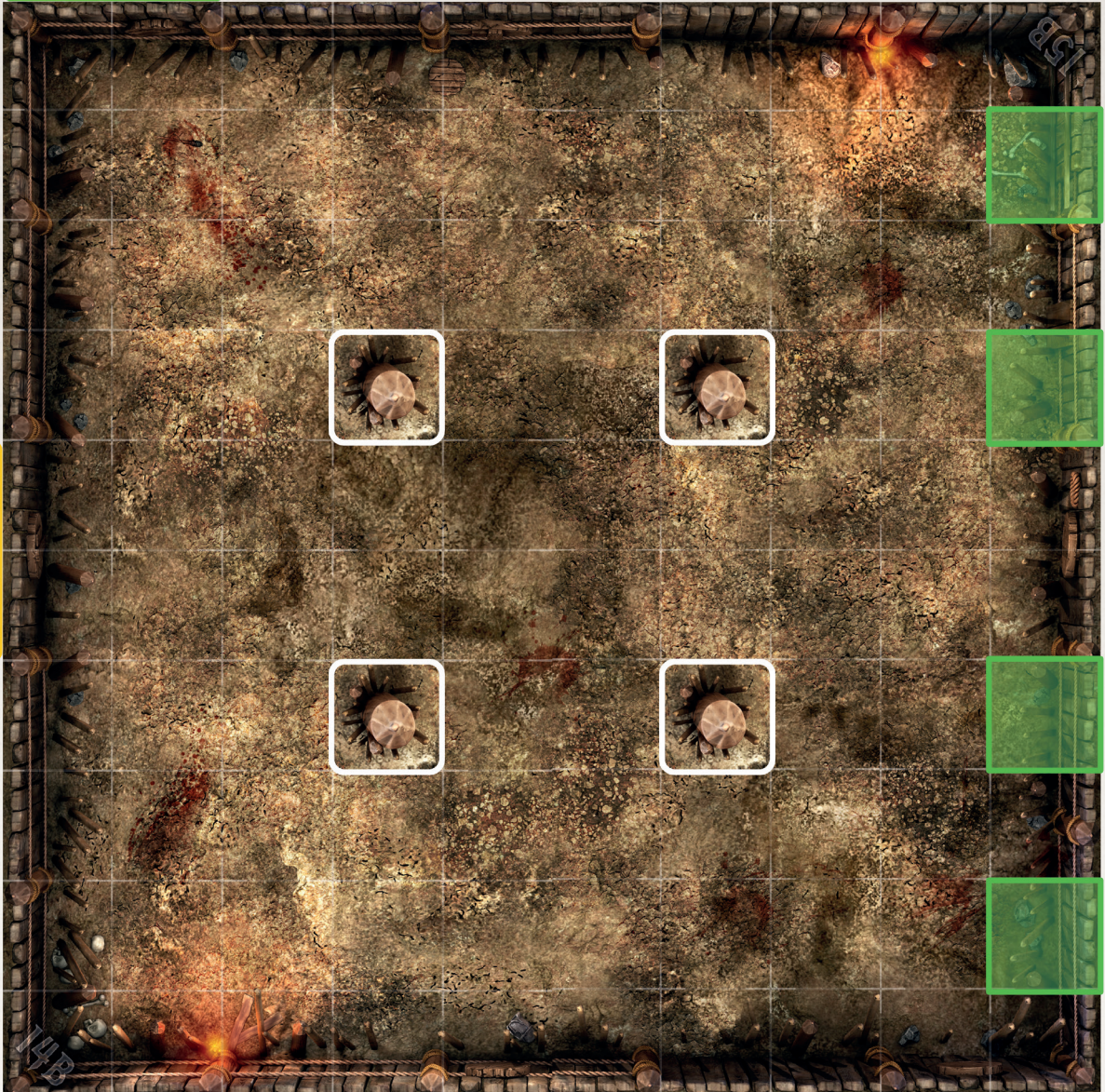
SPIKE PILLAR



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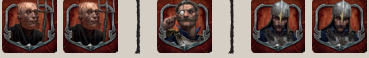
































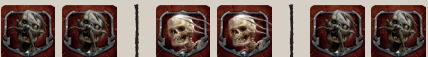


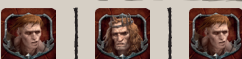
IF 
DISPLAYS

IF 
DISPLAYS


SPECIAL RULES

WAVE OF ENEMIES

LEVEL	GROUPS OF ENEMIES	REWARD	BONUS
1		 x1	1 HP
2			1 HP
3			 x1 OR 2 HP OR  x1
4			1 HP
5			 x1 OR 2 HP OR  x1
6			1 HP
7			1 HP
8			 x1 OR 2 HP OR  x1
9			1 HP
10			 x1 OR 2 HP OR  x1
11		 x2	THE HEROES HEAL ALL THEIR DAMAGE AND TAKE THE LEVEL 2 STUFF CARDS FROM THE DEFEATED BOSS.
12			2 HP
13			2 HP
14			 x1 OR 2 HP OR  x1
15			2 HP
16			 x1 OR 2 HP OR  x1
17			2 HP
18			2 HP
19			 x1 OR 2 HP OR  x1
20			2 HP
21		 x2	2 HP
22	 THE ADVENTURER		