

BASTION™

OVERVIEW

The castle is under siege! Endless hordes of monsters line the outer walls as they march against the citadel. Never before have the forces of darkness been so well organized; leading the troops are archmages, dragons, and fearsome legendary creatures. Only a select few heroes are able to harness the power of the magical sources and repel the invaders back from whence they came.

You are one of the few who remain to defend the mighty fortress. You must travel around the castle districts, generate mana from sources, and attack enemies along the wall. As you defeat monsters, you convert their life-force into powerful spells that you can use against the other invaders. *Bastion* is a cooperative adventure, so it is essential that you coordinate with your teammates; you either win together by defeating all enemies or lose together by succumbing to the onslaught!

COMPONENTS

6 DISTRICT TILES



1 CITADEL TILE



4 HERO FIGURES



90 MANA DISCS



15 PER COLOR

1 CASTLE GATE WITH PLASTIC STAND



1 ENEMY CAMP



50 REMINDER TOKENS



42 EMPTY SOURCE/
+1 STRENGTH



4 ANTI-FIREBALL



4 ANTI-LIGHTNING

4 REFERENCE SHEETS



24 BASIC ENEMY CARDS



48 ADVANCED ENEMY CARDS



10 LEGENDARY ENEMY CARDS



30 RITUAL CARDS

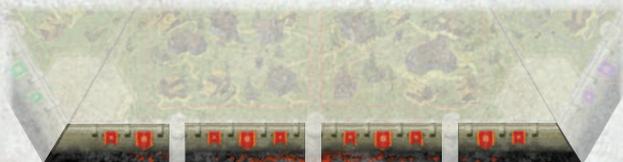


INTRODUCTORY GAME SETUP



The steps for setting up your introductory game are presented here. For the full setup for future games, see “Complete Setup” on the back cover of this rulebook.

1. Assemble the bastion by placing the citadel tile in the center of the play area and then placing the district tiles around the citadel as shown above. Note that the the district tiles have a statue on one side and not on the other; for this game, the side showing the statue should be faceup.  STATUE
2. Place the mana discs near the bastion to create the supply.
3. Each player chooses a hero figure, takes its matching reference sheet, and takes one mana disc of each color from the supply. Place your hero figure in the citadel. Return all unused figures and reference sheets to the box.
4. Place the enemy camp in the leftmost wall section of any district. Insert the gate into the slot on the enemy camp.



THE 4 WALL SECTIONS OF A DISTRICT

5. Gather the enemy cards listed below. The enemies are listed by type; an enemy counts as a certain type if the type appears in its name (for example, a scout has “Scout” in its name). Do not look at enemy cards after randomly selecting them. Shuffle all gathered enemy cards together and place them in a facedown pile on the enemy camp to create the enemy deck. Return all unused enemy cards to the box.

ENEMIES FOR INTRODUCTORY GAME

- 3 Random Scouts
 - All 6 Beasts
 - 3 Random Fliers
 - All 6 Warriors
 - 3 Random Giants
 - All 6 Mages
 - 1 Spy
 - All 6 Cavalry
 - 1 Valkyrie
- Total: 35 Enemy Cards**

6. Add a number of enemies from the enemy deck equal to the number of heroes plus one (see “Add an Enemy” on page 3). Some enemies have abilities that modify how they are added (see “Enemies” on page 4).
7. Return the ritual cards and reminder tokens to the game box; you will not need them for this game.
8. Randomly determine the first player.

PLAYING THE GAME

Bastion is played over a series of turns starting with the first player and proceeding clockwise. Each turn consists of two phases: the hero phase and the enemy phase. After both phases are resolved, the turn ends, and the next hero's turn begins.

HERO PHASE

You take actions during this phase. There are three actions: move, channel, and attack. You can take each action once per turn. All actions are optional and can be taken in any order.

MOVE

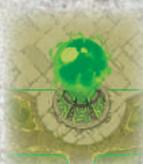
Move your figure to an adjacent tile; tiles are adjacent if they share an edge. Multiple figures can occupy the same tile.

CHANNEL

There are three different ways to channel mana: from a source, from a tower, or from the citadel.

CHANNEL A SOURCE

Place one of your mana discs of any color on a source in your district, then take three mana discs matching the source's color from the supply.



SOURCE

If you channel a source and have no mana discs to place on it, instead place a matching disc from the supply onto that source; if there are no matching discs in the supply, you cannot channel that source.

Sources are either open or closed, and you can channel only open sources. A source is open if it has no mana discs on it; otherwise it is closed. After you channel a source, it stays closed and you cannot channel it until it becomes open again. To open a source, you will need to channel the tower in its district.

CHANNEL A TOWER

Place one of your mana discs of any color on the tower in your district, then take all mana discs from closed sources in that district. Channeling a tower opens all sources in that district so that they can be channeled again.



TOWER

If you channel a tower and have no mana discs to place on it, instead place a matching disc from the supply onto that tower; if there are no matching discs in the supply, you cannot channel that tower.

Towers are either open or closed, and you can channel only open towers. A tower is open if it has no mana discs on it; otherwise it is closed. After you channel a tower, it stays closed and you cannot channel it until it becomes open again. To open a tower, you will need to channel the citadel.

CHANNEL THE CITADEL

While in the citadel, take all mana discs from closed towers. Channeling the citadel opens all towers so that they can be channeled again.



CITADEL

ATTACK

Choose an enemy on your tile or at one of your tile's wall sections. Spend a number of your mana discs equal to the enemy's strength that matches the color shown in the circle. Return the mana discs to the supply.



ENEMY STRENGTH

Then take the enemy card as a spell. Keep your spells faceup in front of you oriented with the spell icon at the top (see "Casting Spells" on page 4).



SPELL ICON

ENEMY PHASE

The enemies act during this phase. You either add an enemy card or advance an enemy depending on the state of the enemy deck.

ADD AN ENEMY

If there is at least one card in the enemy deck, flip the top card of the deck faceup. Move that card **counterclockwise** around the bastion until it reaches an empty wall section immediately before an obstacle; the gate and other enemy cards count as obstacles. It is possible for an enemy to move past one or more adjacent enemies in this way.



Some enemies have abilities that modify **how** they are added (see "Enemies" on page 4). Also, some enemies have abilities that occur **when** they are added; resolve these abilities immediately after adding the enemy.

ADVANCE AN ENEMY

If there are no cards in the enemy deck, take the closest enemy card **counterclockwise** from the gate and move that card counterclockwise around the bastion until it reaches an empty wall section immediately before an obstacle. It is possible for an enemy to move past one or more adjacent enemies in this way.



CASTING SPELLS

After you attack an enemy, you convert its life-force into a powerful spell that you can cast later. Each spell's description explains the spell's effect and when it can be cast; some spells can even be cast during other heroes' turns. After you cast a spell, return that card to the box. There is no limit to the number of spells you can cast during an action or in a turn.

For your introductory game, these are the only spells you will see:

FIREBALL

Infuse an attack with deadly flames.

You may cast this spell **when any hero** in your district attacks an enemy. The number next to the fireball icon is the spell's power. Reduce the amount of mana needed for that attack by this spell's power, to a minimum of one.



PLENTY

Draw extra mana from a source.

You may cast this spell when you channel a source. The number next to the plenty icon is the spell's power. Take a number of additional mana discs of the same color equal to the spell's power for that action.



ALCHEMY

Transmute mana into a more useful form.

You may cast this spell when you attack. Spend mana in any combination of colors for that attack.



MISSILE

Form your attack into a ranged projectile.

You may cast this spell when you attack. Choose an enemy on any tile or at any wall section for that attack.



PRISM

Temporarily change the nature of a source.

You may cast this spell when you channel a source. Instead of taking mana discs that match the source's color, take mana discs of **any one color**.



SPEED

Dash across the bastion at incredible speeds.

You may cast this spell when you move. Immediately move again; you cannot take any actions between these moves.



ENEMIES

The color of an enemy's strength shows the color of mana needed to attack the enemy. The Spy and Valkyrie's circles are white, which does not match any color of mana. Instead, a white circle assumes the color of the enemy's current district, shown by the district's banners. Thus, the color can change over the course of the game as the enemy moves from district to district.



STRENGTH



BANNERS

Enemies can have up to two abilities, as shown by icons under their art. Enemies with only one ability or no abilities have "X" icons to show the lack of an ability.



ABILITY ICONS

For your introductory game, you will need only the following ability information. For future games, see "Enemy Abilities" on pages 8–11 for complete descriptions of each ability.

 After this enemy is added, immediately add one additional enemy. If that enemy has this ability, resolve it as well. If there are no cards left in the enemy deck, this ability has no effect

Note: The Spy has two of these icons, so you resolve its ability twice.

 After this enemy is added, immediately move it to its district's square. If there is already an enemy in that square, continue moving this enemy counterclockwise to the next square until it reaches an empty square. Return all mana discs on sources and the tower in that district to the supply. If there are no empty squares for this enemy to occupy, it stays at the wall section where it was added.



DISTRICT SQUARE

While this enemy is in a square, you cannot channel sources or the tower in that district.



When this enemy is drawn, instead of adding it as normal, place it at the closest empty wall section clockwise from the gate.



While this enemy is in a square, you cannot attack enemies at that district's wall sections.

RULES ON REFERENCE SHEETS

Your reference sheet contains brief summaries of various rules. These summaries are meant only as a reminder; for the complete rules of each ability, spell, etc., see the descriptions in this rulebook.

EXAMPLE OF A TURN

Dagdar's turn begins with the hero phase. He has three green mana discs and two spells. He wants to attack the Mountain Cavalry on the other side of the bastion, but to do so will require Sannir's assistance. First, he will need more mana.



1. Dagdar starts by channeling the tower in his district. He places one of his green mana discs on the tower and takes the green, blue, and yellow mana discs from the sources in his district. These sources are now open and can be channeled on a future turn.



2. Dagdar takes a move action to move to the citadel, then casts his speed spell to immediately move again to the black district where the Mountain Cavalry is. He returns the enemy card showing the speed spell to the box.



3. Dagdar begins his attack by casting his alchemy spell, allowing him to spend mana of any color. No longer restricted to only blue mana, he spends all of his mana—three green, one yellow, and one blue—but that wouldn't be enough on its own. Fortunately, Sannir is in Dagdar's district, which enables her to assist his attack with her fireball spell. She casts the fireball to reduce the mana Dagdar needs by one, which is enough to defeat the Cavalry. Dagdar and Sannir return the enemy cards showing the alchemy and fireball spells to the box, then Dagdar takes the Mountain Cavalry for himself as a new fireball spell.



4. Having taken all his actions, Dagdar proceeds to the enemy phase. There are still cards in the enemy deck, so he flips the top card faceup—the Valkyrie! It moves counterclockwise around the bastion until stopping before an enemy, then flies into the district's square. Until the Valkyrie is defeated, the heroes cannot attack enemies at this district's wall sections, and the heroes cannot channel anything in that district (neither a source nor the tower). Now Dagdar's turn ends.



GAME END

Bastion is a cooperative game, so all players win or lose together. The game ends immediately if one of the following conditions is met:

- When you would add an enemy to a wall section but there are no empty wall sections remaining, the bastion has been overwhelmed and you lose the game.
- When you advance an enemy but there is no empty wall section it would reach before the gate, the bastion's defenses have been overrun and you lose the game.
- If all wall sections are empty **and** there are no cards left in the enemy deck, the bastion is saved and you win the game. Any enemies inside the bastion flee as the siege is broken.

STOP!

You now know all you need to play the introductory game. Good luck defending the bastion!

After finishing the game, see "Beyond Your First Game" on page 6 to learn everything else *Bastion* has to offer.

BEYOND YOUR FIRST GAME

Now that you have played the introductory game, you are ready to experience the full game, which adds the rules explained on this page. For all future games, use the complete setup rules found on the back cover of this rulebook.

ENEMIES

There are three classes of enemies: basic, advanced, and legendary. The introductory game included a sampling from all three classes; most were basic enemies, but the scouts, fliers, and giants were advanced enemies, and the Spy and Valkyrie were legendary. Your future games can involve various types of enemies. For the rules for each type of enemy, see “Enemy Traits” on page 8 and “Enemy Abilities” on pages 9–11.

SPELLS

There are more types of enemies than those you saw in your first game and different types of enemies have different spells. For the rules for these new spells, see “Spell Descriptions” on page 12.

RITUALS

Ritual cards allow you to create powerful artifacts and magical structures that will help you defend the bastion. Although not used in the introductory game, they will be used in all future games. For the rules for playing with rituals, see “Rituals” on page 7.

SOURCE DISTRIBUTION

Each district tile has two sides: one with a statue in the square and one without. The introductory game uses the statue side, which more evenly distributes the colors of sources among the districts. On the non-statue side, two of the three sources in each district are the same color. You can use either side in future games, though all districts must have the same side (statue or non-statue) faceup.

GAME MODES

Bastion has two modes of gameplay: standard mode and scenario mode. The introductory game uses standard mode on normal difficulty. Details for standard mode are presented here. For the scenario mode rules, see “Scenario Mode” on pages 13–15.

STANDARD MODE

In standard mode, you choose a difficulty level and three types of advanced enemies to include for this game (for the introductory game, scouts, fliers, and giants were chosen). For the complete rules for setting up a standard mode game, see step 5 of “Complete Setup” on the back cover of this rulebook.

DIFFICULTY

There are four difficulty levels: easy, normal, hard, and nightmare. Difficulty level determines how many of each type of advanced enemy and how many legendary enemies to include in your game as shown here:

	Easy	Normal	Hard	Nightmare
Advanced Enemies (3 types)	2 each	3 each	4 each	5 each
Legendary Enemies	1	2	3	4

BASTION FEATURES

- 1 Wall Section (with banners)
- 2 Foundation
- 3 Square
- 4 Source
- 5 Tower (with banners)
- 6 Citadel Tile
- 7 District Tile
- 8 Gate
- 9 Enemy Camp



RITUALS

Rituals offer permanent benefits that heroes can gain over the course of the game. Heroes start each game with a small selection of rituals and gain more as they perform them. For the complete rules for setting up a game with rituals, see step 7 of “Complete Setup” on the back cover of this rulebook.

PERFORMING RITUALS

After you attack an enemy, you may perform one of your rituals; the ritual’s color must match the color of the attacked enemy’s strength.

A ritual’s color is indicated by the color of the card’s template or the color of the structure appearing on the card. If you have multiple rituals matching the enemy’s color, you choose which to perform.



RED ARTIFACT

After you perform a ritual, draw two cards from the ritual deck, choose one to keep, and place the other card on the bottom of the deck. Keep your unperformed ritual cards faceup to the left of your reference sheet.



RED STRUCTURE

TYPES OF RITUALS

There are two types of rituals: artifacts and structures.

ARTIFACTS

To perform an artifact ritual, take the card from the left of your reference sheet and place it faceup to the right of your sheet to indicate that it is active. You can have any number of active artifacts.

When playing with rituals, an additional action is available to you during your turn:

Use Artifact: Resolve the effect shown on one of your active artifact cards.

Unlike moving, channeling, or attacking, which are limited to once per turn, you can take the “Use Artifact” action **once per turn for each of your active artifacts**.

There are two types of artifacts:

COLLECTOR



Take one mana disc of any color from any other hero if that hero allows it.

TRANSDUCER



Exchange one of your mana discs with a mana disc of any color from the supply.

STRUCTURES

To perform a structure ritual, choose any foundation in the bastion; place the performed ritual card in that foundation. If you want place a structure in a foundation that already contains a structure, place the existing structure card on the bottom of the ritual deck and then place the new structure in that foundation

There are three types of structures:

SOURCE

A source structure counts as a source in its district. The source is closed and opened as normal.

If a closed source is removed from a foundation, return the mana disc on it to the supply.



OBELISK

When you channel a source in the obelisk’s district that matches the obelisk’s color, take one additional mana disc of that color.



EMITTER

Each enemy in the emitter’s district or at a wall section of that district has **-2** strength if the enemy matches the emitter’s color. This cannot reduce an enemy’s strength below 1.



ENEMY TRAITS

CLASSES

There are three classes of enemies: basic, advanced, and legendary. An enemy's class is shown by a number of dots next to its name.



BASIC



ADVANCED



LEGENDARY

BASIC ENEMIES

A basic enemy has a single dot next to its name. Basic enemies have no abilities. There are four types of basic enemies and six cards of each type, one per color (the enemy's strength is shown in parentheses):

Beast (3), Warrior (4), Mage (5), Cavalry (6).

ADVANCED ENEMIES

An advanced enemy has two dots next to its name. There are eight types of advanced enemies and six cards of each type, one per color (the enemy's strength is shown in parentheses):

Scout (3), Symbiote (4), Flier (5), Priest (6), Giant (7), Archmage (8), Shapeshifter (X), Dragon (10).

LEGENDARY ENEMIES

A legendary enemy has three dots next to its name. There is only one copy of each legendary enemy. There are 10 legendary enemies (the enemy's strength is shown in parentheses):

Spy (3), Belliguemin (4), Rocay (5), Valkyrie (5), Golem (6), Black Wing (6), Inquisitor (6), Knellerwyrn (10), Leviathan (12).

STRENGTH

The color of an enemy's strength shows the color of mana needed to attack that enemy. Most enemies show only a single color of mana, however some enemies show multiple colors or colors not matching any mana. These special cases are explained here:



To attack this enemy, spend mana matching the color of this enemy's district, shown by the district's banners. The color can change over the course of the game as the enemy moves. After you attack this enemy, you can perform a ritual matching the color of this enemy's district during the attack.



To attack this enemy, spend **one** mana disc of **each** color. After you attack this enemy, you can perform a ritual matching the color of this enemy's district during the attack, shown by the district's banners.



To attack this enemy, you must spend **two** mana discs of **each** color. After you attack this enemy, you can perform a ritual matching the color of this enemy's district during the attack, shown by the district's banners.



To attack this enemy, you must spend a number of mana discs equal to its strength of **any combination of colors**. After you attack this enemy, you can perform a ritual of any color.

ENEMY ABILITIES

Advanced and legendary enemies have special abilities that make them all the more dangerous. Enemy abilities are summarized on the reference sheet. The complete rules for all enemy abilities are presented here.



After this enemy is added, immediately add one additional enemy. If the additional enemy also has this ability, resolve it as well. If there are no cards left in the enemy deck, this ability has no effect.



To add this enemy, instead of moving it, attach it to the closest enemy card counterclockwise from the enemy camp. These enemies are now combined; place this enemy under that enemy card, keeping the name and strength visible. This enemy and its host are not considered to be adjacent to each other. If there are no enemies at wall sections, add this enemy as normal.

Treat this enemy and its host as a single enemy for purposes of moving, attacking, or casting a spell that affects them. It is possible for multiple enemies with the ability to attach to a single host.

To attack a combined enemy, you must spend the total mana that would be needed if you were attacking each of those enemies separately. After the attack, you can perform one ritual for each of those enemies in the order of your choice. Draw new ritual cards as normal after performing each ritual.

If an ability affects a combined enemy's strength, it affects each enemy separately.



This enemy cannot attach to an enemy with the ability, so it attaches to the next counterclockwise enemy instead. If all enemies at wall sections have the ability, add this enemy as normal.

Fireball and lightning spells reduce the mana of any combination of colors needed to attack a combined enemy. It is possible to reduce the total mana needed to attack a combined enemy to one by using fireball and lightning spells; the color of the one mana needed for the attack can match either the strength of an attached enemy or the strength of its host.



After this enemy is added, move it to the square of its current district. If there is already an enemy in that square, continue moving this enemy **counterclockwise** to the next district until it reaches an empty square. Return all mana discs on sources and the tower in that district to the supply. If there are no empty squares, this enemy stays at the wall section.



While this enemy is in a district's square, you cannot channel sources or the tower in that district, not even sources on ritual cards.

After you attack this enemy, the sources and the tower in its district are open and can be channeled.



While this enemy is in play, enemies adjacent to it cannot be attacked. Orient this card horizontally as a reminder of this ability.



Enemies with the ability can protect each other. If you allow multiple enemies with this ability to reach the wall sections closest to the gate, it can become impossible to win the game.

During setup, if an enemy with the ability is added to a wall section adjacent to another enemy with the ability, set the newest enemy aside and add an additional enemy. At the end of setup, take any cards set aside in this way and shuffle them into the enemy deck.



To add this enemy, instead of moving it, place it at the closest empty wall section clockwise from the gate.

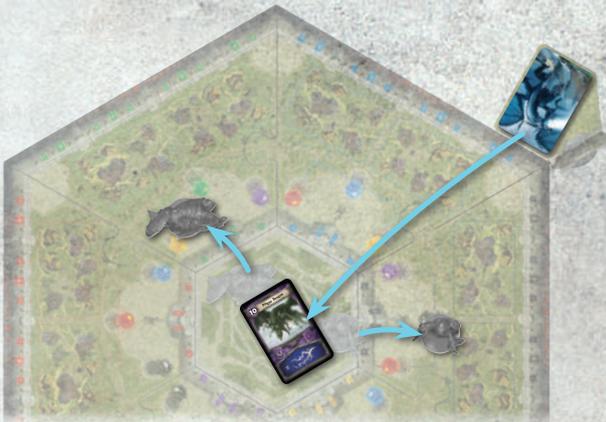


While this enemy is in play, you cannot channel sources that match the color of this ability icon, even if you would take mana of a different color (such as with a prism spell).

Note: The color of this enemy's ability icon is different from the color of mana needed to attack this enemy.



To add this enemy, instead of moving it, place it in the citadel. If there are already one or more enemies in the citadel, place this enemy on top, perpendicular to the card below it. If any heroes are in the citadel, they immediately move to an adjacent district; they cannot move into a district that they could not move into normally (for example, a district with the Rocay in it).



While this enemy is in the citadel, you cannot channel the citadel. You cannot move to the citadel unless you can attack the topmost enemy in the citadel during that same turn. If you move to the citadel, you must immediately attack the topmost enemy.

If you start your turn in the citadel with an enemy, you must either attack the topmost enemy or move out of the citadel that turn. An enemy in the citadel cannot be attacked if there is an enemy above it.



While this enemy is the topmost enemy in the citadel, each other enemy matching the color of this ability icon has +1 strength.



While this enemy is the topmost enemy in the citadel, each other enemy has +1 strength.



While this enemy is in play, its strength is equal to the total strength of all enemies adjacent to it, including combined enemies.



$$3 + 4 + 5 = 12$$

If there are no enemies adjacent to this enemy, its strength is 9.

If multiple enemies with the ability are adjacent to one another, each of their strengths is 9 regardless of any other adjacent enemies.



9

9

Effects that modify this enemy's strength are applied **after** the strength is determined by this ability; first determine the enemy's strength, then apply any modifiers to it.



$$5 - 2 = 3 \rightarrow 3 - 2 = 1$$

REMINDER TOKENS

You can use reminder tokens to help you remember certain enemy abilities.

Some enemy abilities increase the strength of other enemies or prevent heroes from channeling sources. You can place +1 tokens on an enemy to track its strength increase or place empty source tokens covering a source as a reminder that it cannot be channeled.



The Shaggon's abilities prevent heroes from casting fireball or lightning spells. You can place the anti-fireball and anti-lightning tokens near your spells as a reminder that they cannot be cast.





When this enemy moves to a square, if any heroes are in that district, they immediately move to an adjacent tile; they cannot move to a tile they could not move to normally (for example, the citadel with a dragon in it).



While this enemy is in play, you cannot move to its district unless you can attack it during the same turn. If you move to this enemy's district, you must immediately attack it.



While this enemy is in play, fireball spells cannot be cast by anyone at any time.



While this enemy is in play, lightning spells cannot be cast by anyone at any time.



While this enemy is in a square, you cannot attack enemies at that district's wall sections—even if you are not in that district (using the missile spell, for example).



While this enemy is in play, spells cannot be cast when attacking it, and it is unaffected by structures and other enemies' abilities.



While this enemy is in play, enemies adjacent to it have +1 strength. Orient this card horizontally as a reminder of this ability.



SPELL DESCRIPTIONS

ALCHEMY

Transmute mana into a more useful form.
You may cast this spell when you attack. Spend mana in any combination of colors for that attack.



COPY

Mimic the power of a different spell.
This spell acts as a copy of another spell in front of **any hero**. You may cast this spell only at a time when you could cast the copied spell.



EXCHANGE

Swap two foes in the blink of an eye.
You may cast this spell **when any hero** could take an action. Switch the places of two enemies at different **wall sections**.



FIREBALL

Infuse an attack with deadly flames.
You may cast this spell **when any hero** in your district attacks an enemy. The number next to the fireball icon is the spell's power. Reduce the amount of mana needed for that attack by this spell's power, to a minimum of one.



LIGHTNING

Call forth a storm from the skies above.
You may cast this spell **when any hero** attacks. The number next to the lightning icon is the spell's power. Reduce the amount of mana needed for that attack by this spell's power, to a minimum of one.



MISSILE

Form your attack into a ranged projectile.
You may cast this spell when you attack. Choose an enemy on any tile or at any wall section for that attack.



PLENTY

Draw extra mana from a source.
You may cast this spell when you channel a source. The number next to the plenty icon is the spell's power. Take a number of additional mana discs of the same color equal to the spell's power for that action.



PRISM

Temporarily change the nature of a source.
You may cast this spell when you channel a source. Instead of taking mana discs that match the source's color, take mana discs of **any one color**.



REPEAT

Manipulate time to your advantage.
You may cast this spell at the end of your hero phase. You immediately resolve another hero phase, then resolve the enemy phase as normal.



SPEED

Dash across the bastion at incredible speeds.
You may cast this spell when you move. Immediately move again; you cannot take any actions between these moves.



TELEPORT

Hurl an enemy to a new position.
You may cast this spell **when any hero** could take an action. Move one enemy at any wall section to any empty wall section.



SCENARIO MODE

Scenario mode offers different setups and special rules to provide new and varied challenges. Unlike standard mode, the scenarios can modify many different parts of setup, and even add new rules during the game.

When assembling the bastion in scenario mode, the “District Side” section in the description indicates whether the statue or non-statue side of the districts should be placed faceup. Instead of the standard rules for assembling the enemy deck, gather all enemies indicated by the scenario, shuffle them, and place them facedown on the enemy camp to create the deck. Some scenarios include additional steps that modify setup.

SCENARIO 1: DARKENED SKIES

A shadow passes over you, and then a moment later another follows. The afternoon sky grows dark all too suddenly. Looking up, you see the sun blotted out by shapes of terrible winged creatures descending on the bastion...

DISTRICT SIDE



NO STATUE

SPECIAL RULES

Before creating the ritual deck, place one random source structure faceup in a foundation in each district.

ENEMY DECK

- 24 basic enemies
- 6 fliers
- 6 scouts
- 1 Spy
- 1 Belliguemin
- 1 Rocay
- 1 Valkyrie
- 1 Grim Wing

SCENARIO 2: QUAKING EARTH

You struggle to keep your footing as the thunderous footsteps of the enemy forces shake the very ground beneath you. Hideous giants lumber toward the gate, and shapeshifters morph as they advance. And from behind them comes the rumbling of something larger still...

DISTRICT SIDE



NO STATUE

SPECIAL RULES

Before creating the enemy deck, each hero takes one beast card as a speed spell. Return all remaining beast cards to the box.

ENEMY DECK

- 18 remaining basic enemies
- 6 symbiotes
- 6 giants
- 6 shapeshifters
- 1 Shaggon
- 1 Knellerwurm
- 1 Leviathan



SCENARIO 3: DISPLAY OF POWER

The enemy's ranks are numerous and varied. Monsters of all shapes and sizes march against the citadel. To win the day, you will have to contend with every sort of creature the forces of darkness can muster...

DISTRICT SIDE



STATUE

ENEMY DECK

- 24 basic enemies
- 1 random advanced enemy of each type (8 total)
- 10 legendary enemies

SCENARIO 4: LATE ARRIVAL

The bastion's urgent summons for aid reached you late, but you made for the fortress as swiftly as you could. As you crest the hilltop, your heart sinks; the enemy vanguard has already arrived and begun its siege. Flying creatures wreak havoc on the bastion's sources and a fearsome dragon coils around the citadel. As you slip into the bastion and slam the gates shut, a pack of beasts appears in the distance—heralds of the incoming enemy forces...

DISTRICT SIDE



STATUE

SPECIAL RULES

After assembling the bastion, place one random source structure faceup in a foundation in each district. Place an empty source token on each source in the district farthest from the enemy camp and in each district adjacent to that district.

Place your hero figures in the district with the enemy camp at its wall section instead of in the citadel.

Before creating the enemy deck, place a random dragon in the citadel and a random flier in the square of each district containing empty source tokens. Set all six beast cards aside.

After creating the enemy deck, shuffle the set-aside beast cards and place them facedown on top of the enemy deck.

Do not add enemies during setup.

Sources with empty source tokens on them are damaged; heroes cannot channel damaged sources.

During the game, an additional action is available to you during your turn:

Infuse Source: Spend one mana disc matching the color of a damaged source in your district to remove the empty source token from it.

ENEMY DECK

- 24 basic enemies
- 6 priests
- 1 Golem
- 1 Inquisitor
- 1 Shaggon



CREDITS

Game Design: Evginiy Nikitin & Nikolay Pegasov

Game Development: Petr Tyulenev, Alexandar Ortloff & Steven Kimball

Producer: Alexandar Ortloff

Technical Editing: Andrea Dell'Agnese & Julia Faeta

Hobby World Art Direction: Ivan Popov

Z-Man Art Director: Samuel R. Shimota

Plastic Art Direction: Samuel R. Shimota with Niklas Norman

Plastic Sculpting: Luigi Terzi

Graphic Design: Sergey Dulin & Aleksandar Shaldin with Samuel R. Shimota

Cover Art: Dmitry Labzov

Tile Art: Anton Kvasovarov

Card Art: dao_tae, domik2D, Ellery, Eutheria, igorman, Prat Baron, Ryu, uildrim, Veleno Gorosama, Anubis Studio, Ilya Abdrahimov, Yulia Alekseeva, Pavel Belov, Eduard Borisov, Evgeniy Bunin, Dmitry Burmak, Nika Vasileva, Aleksey Vasyunin, Stepan Gilev, Pavel Guzenko, Roman Gunyavy, Nikolay Dihtyarenko, Dmitry Dubyaga, Sergey Dulin, Anton Zemskov, Anna Ignatieva, Anton Kvasovarov, Marina, Kleyman, Yan Kleyman, Irina Koval, Anton Kokarev, Ilya Komarov, Dmitry Konko, Yaroslava Kuznetsova, Dmitry Labzov, Andrey Maksimov, Ksenia Mamaeva, Andrey Mironishin, Zh. Nasyiranbekov, Nikolay Nikitin, Aleksander Petrov, Dmitry Rogov, Igor Savin, Igor Savchenko, Andrey Savchuk, Sergey Samarskiy, Ruslan Svobodin, Andrey Slavschik, Pavel Spitsyn, Nikita Tabatchikov, Maria Trepalina, Sergey Ushkov, Leo Hao, Dmitry Hrapovitskiy, Roman Tsarkov, Yulia Chirkova, Ekaterina Shapovalova

Publisher: Steven Kimball

Playtesters: Artem Amirhanov, Carolina Blanken, Joost Boere, Eik Bøgh, Michael Boye, Kris Brakke, Andrea Busch, Christian Busch, Mihail Chevtaev, Vlad Choporov, Andrea Dell'Agnese & Julia Faeta, Gavin Dolby, Ian Dolby, Marieke Franssen, Sergey Gordeev, Vladislav Goremykin, Viktor Guberniev, Larna O'Reilly Wagner Hansen, Lars Wagner Hansen, Anita Hilberdink, Jens Chr. Holck, Laban Karlshøj, Aleksander Kiselev, Ekaterina Klyuchnikova, Ilya Komarov, Aleksey Konnov, Natalya Kononova, Morfey de Korellon, Josiah Leis, Kortnee Lewis, Scott Lewis, Zach Lister, Emile da Maat, Antti Mäkelä, Satu Mäkelä, Vladimir Maksimov, Chris Manley, Valentin Matyusha, Edvard Mirnyi, Daniil Nichukin, Aleksandra Novikova, Pasi Ojala, Fredrick Ortloff, Lidija Ortloff, Aleksey Paltsev, Kirill Peretyatko, Konstantin Ponomarev, John and Jenny Proctor, Roman Pure, Sergey Pustovetov, Sergey Raytsev, Maria Rocheva, Ilya Semenov, Vitaly Semenov, Olga Semenova, Anastasia Sbkvortsova, Vera van Schaijk, Nick Shaw, Ivan Sukhovoy, Natalya Telezhkina



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COMPLETE SETUP

1. Start assembling the bastion by placing the citadel tile in the center of the play area. Then choose either the statue or non-statue side of the district tiles and **randomly** place the district tiles around the citadel to form a hexagon. All districts must have the same side faceup.
2. Place the mana discs near the bastion to create the supply.
3. Each player chooses a hero figure, takes its matching reference sheet, and takes one mana disc of each color from the supply. Place your hero figure in the citadel. Return all unused figures and sheets to the box.
4. Place the enemy camp in the leftmost wall section of any district. Insert the gate into the slot on the enemy camp.
5. Choose a difficulty level, then choose three types of **advanced enemies**. For each chosen type, gather all enemy cards of that type and randomly set aside a number of them based on the chosen difficulty level without looking at them. Then, randomly set aside a number of **legendary enemies** based on the chosen difficulty level without looking at them. Shuffle the set-aside cards with the 24 basic enemy cards and place them in a facedown pile on the enemy camp to create the enemy deck. Return all unused enemy cards to the box.
6. Add a number of enemies from the enemy deck equal to the number of players plus one.
7. Shuffle the ritual cards and deal three to each player. Place the remaining cards in a facedown pile near the bastion to create the ritual deck. Each player chooses two cards to keep, then returns all unchosen cards to the bottom of the ritual deck in a random order. Keep your incomplete ritual cards faceup to the left of your reference sheet.
8. Randomly determine the first player.

Note: If you are playing with only one hero, return the Collector cards to the box before shuffling the ritual cards. You will not use them this game.

	Easy	Normal	Hard	Nightmare
Advanced Enemies (3 types)	2 each	3 each	4 each	5 each
Legendary Enemies	1	2	3	4

Note: The strengths and abilities of whichever enemies you choose have a significant impact on the game. Choosing more high-strength enemies (for example, archmages with 8 and dragons with 10) will force you to spend more mana over the course of the game to defeat them all. Enemies with similar abilities (for example, fliers and archmages both block your access to mana) can be difficult to overcome in combination. A balance of strengths and abilities will make for a more manageable game, but you can combine the enemies in different ways to tailor the experience and difficulty to suit you and your gaming group.

