The Great Wall

Rulebook
Black Powder
Black Powder Expansion

Component List

- 4 Towers
- 3 War Machine Help cards
- 5 Special Soldier Help cards
- 12 Horde cards
- 12 Advisor cards
- 6 Artifact cards
- 6 War Machine tokens
- 9 Siege Engine
- 6 Snake Clan
- 12 General cards
- 4 Towers
- 8 Stickers Sheet

Depending on your version, your game will contain meeples or miniatures.

15 Special Soldier (3 for each Clan)
The Black Powder expansion brings new Soldiers, Hordes, and War Machines to the game. Players will have new powerful options to choose from during play, but the invaders’ threat will also be greater. This expansion may be added to almost any game mode. *(Ancient Chronicles excepted)*

**Setup**

Setup the game as normal, except for the following changes:

1. Place the Time token on its ‘+1’ side.
2. Each player takes their Special Soldiers (each Clan has different Special Soldiers!) in addition to all the other components.
3. Prepare the Horde deck: First, remove 3 card types from the basic Horde deck (for a total of 9 removed cards) at random. Then add the 4 new types of Horde from the Black Powder expansion to the deck (for a total of 12 added cards). Shuffle all the Horde cards to and place the deck on the top side the board.
4. Draw a number of Horde cards equal to the number of players +1, and place them on the Wall Sections as normal.
5. Do not place any Barricades. Instead, place a 1st level Wall in each Section. Place the 4 Towers in the areas indicated on the graphic (X).

11. Shuffle the Black Powder Advisor cards into the Advisor deck and deal 2 random face down cards to each player.
12. Each player Upgrades 3 Overseers to level 1 in 3 Locations of their choosing.
13. Set up the War Machines. In Tea order, each player places 1 War Machine on 1 Wall Section (X). Each of the 3 War Machine types must be placed once. The 3 remaining models are placed next to the board, along with the 3 War Machine Help cards. Shuffle the Rocket Shoot cards to form the Rocket deck and place it near the board.

You are now ready to start the game.
**New Soldiers**

**Monkey Clan - Warrior Monks**
Cost: 2, 1
Effect: A Warrior Monk covers 1 Vital spot and can Attack any Horde card on a given Wall Section.

**Panda Clan - Bombers**
Cost: 1, 1, 1
Effect: When Attacking, a Bomber is placed in a Firing spot and deal 1 Wound to any 1 Horde card on that Wall Section. Immediately after Attacking from the Wall, a Bomber may be placed on the Horde card in the first row, just like a Spearman.

If the Bomber is left in the Firing spot, it will also Attack in the Winter’s Firing phase and may still be placed on a Horde card after attacking.

**Dragon Clan - Flamethrowers**
Cost: 3, 1
Effect: A Flamethrower can only Attack a first row Horde card. When placed on a Vital spot, it deals 1 Wound to each adjacent Vital spot (not diagonally).

**Snake Clan - Crossbowmen**
Cost: 2, 2, 2
Effect: When Attacking, a Crossbowman is placed in a Firing spot and deal 1 Wound to any 1 Horde card on that Wall Section. When a Wound is dealt, the controlling player places a special Snake Clan token on the Vital spot instead of a Wound marker. When the Horde card is Defeated, each Snake Clan token on the card counts as 1 Soldier. Snake Clan tokens also protect the player from getting a Shame token in case of a Breach, and they are not discarded when a Breach takes place. A Crossbowmen also Attacks in the Winter’s Firing phase.

**Turtle Clan - Tank**
Cost: 2, 2, 2
Effect: A Tank can only Attack a first row Horde card. It covers up to 4 Vital spots and may be placed even if it doesn’t cover 4 spots (because some of them are missing), as long as it covers at least 1 spot and is placed inside the Vital spot’s grid. It may also be placed on Vital spots already covered with Wound markers (but not with other Soldiers), but the player does not get rewards from these spots. The Tank is immune to War Machines.

**New Horde Cards**

**Battering Ram**
Special ability: After the Assault phase, swap the Battering Ram with the Horde card on the next upper row of the same Wall Section. If the Ram reaches the first row, destroy 1 Wall level of this Wall Section.

**Siege Trebuchet**
The Siege Trebuchet card may only be placed only in the 3rd row of the Horde slots and cannot move closer to the Wall. After the Assault phase, destroy 1 Wall level of this Wall Section.

**Siege Ladders**
Special ability: If the Siege Ladders card is in the first row of the Horde slots, the Defense value of the Wall is reduced to 0. Additionally, if a Breach occurs, all Soldiers on this Wall Section and in the Rest Zone are Killed, and all War Machines on this Wall Section are destroyed.

**Elite**
The Elite Horde card has no special abilities.

The Battering Ram, Siege Trebuchet and Siege Ladders models are placed on their respective Horde cards.

**Special Rules**
1. When a Wall level is destroyed, all Soldiers occupying Firing spots on that Wall Section are moved to the corresponding Rest Zone.
2. If all Wall levels are destroyed, the players are considered defeated and they all lose the game immediately.

**Credits:**
Game design: Kamil ‘Sanex’ Cieśla, Robert Plesowicz, Łukasz Włodarczyk
Art direction: Marcin Świerkot
Tests and Development Lead: Ernest Kiedrowicz, Tests and Development: Krzysztof Belczyk, Bartłomiej Kalisz, Adrian Krawczyk, Łukasz Krawiec, Michał Lach, Paweł Samborski, Jan Truchanowicz
Rulebook: Hervé Daubet, Łukasz Krawiec
Writing: Andrzej Betkiewicz
Proofreading: Hervé Daubet, Jonathan Bobal with the invaluable help of our backers.
Graphic design: Jędrzej Cieślak, Rafał Janiszewski, Adrian Radziun, Jan Truchanowicz
Illustrations: Jakub Dzikowski, Piotr Foksowicz, Patryk Jędraszek, Ewa Łabak, Anna Myrcha, Piotr Orleański, Michał Peitsch, Krzysztof Piasek, Pamela Łuniewska
3D Graphics: Jędrzej Chomiczki, Piotr Gacek, Mateusz Modzelewski, Jakub Ziółkowski
Production lead: Michał Matłosz, Dawid Przybyła

**Special Thanks:**
Jimmy Durden, Michał Frendo, Małgorzata Mitura, Sergiy Pavliuk, Aliesia Pavliuk, Jakub Petz, Marcin Szczerbaty, Jasiek Thejester
All Kickstarter backers who helped us make this game a reality.
All people who spent their time and effort testing, blind testing and participating in the development of the game.