



Karak IMPERIUM

RULES OF THE GAME



KARAK 2: IMPERIUM

The struggle for the fate of humanity seems to have no end. Armies of good and evil are waging difficult battles across the land, but hope hangs in the air that good will prevail. Yet, the forces of evil have another dirty trick in store. A huge rift opens in the earth, and out of it rolls another large army of the Dark General. The heroes, regardless of their mutual strife, rush to help prevent this unexpected strike from the depths of the earth. To have any hope of victory, however, the heroes must choose a leader to take the throne of the ruler of Karak, and unite the forces of good. Let it be the one who most distinguishes themselves in the battle against the monster army!

Karak 2 : IMPERIUM is an expansion for the adventure board game Karak 2. This expansion adds 5 new Heroes, 8 new landscape tiles, 4 new monster army and item tokens, new rules for player-vs-player combat, and a new game mode in which players can take the throne of the ruler of Karak.

GOAL OF THE GAME

The goal of the original game remains unchanged by this expansion, so the winner of the game is still the player who collects the most Soul Stones of the Dark Army over the course of the game.

CHANGES IN SETUP

- 1** Shuffle the new landscape tiles into the corresponding landscape tile decks.
- 2** Add the new monster army tokens to the others in the token bag.
- 3** Near the monster army token bag, also place the Lord of Time die, the Emperor's Guard die, and the Emperor's Crown token.
- 4** When selecting Heroes, add the Hero cards from the Imperium expansion to the cards of the core game.

COMPONENTS

- 1** 5 cardboard Hero standees and 5 plastic stands
- 2** 8 landscape tiles
4 first-tier landscape tiles (1× Goblin Cave, 1× Stone Eater Mines, 2× Rift) and, 4 second-tier landscape tiles (2× Rift, 1× Forest/Rock, 1× Farm/Rock)
- 3** 5 Hero cards
- 4** 5 city tiles (1 for each Hero)
- 5** 5 larger dice (1 for each Hero)
- 6** 1 Emperor's Crown token
- 7** Game rules in English, French and German
- 8** 1 smaller Emperor's Guard die
- 9** 1 smaller Lord of Time die
- 10** 4 monster army tokens (1× Lord of Time, 3× Ghosts)



NEW LANDSCAPE TILES

The Imperium expansion adds 3 new types of landscape tiles. Attention! When entering any of the new landscape tiles (Goblin Caves, Stone Eater Mines, Rifts), do not draw any Monster Army tokens from the bag!

Goblin Cave & Stone Eater Mines



When entering this landscape tile, the Hero must fight a band of goblins or group of Stone Eaters, respectively, that inhabit the tile. After defeating the goblins, the player takes 1 food token and 1 wood token from the common supply. The goblin band has a strength of 1, and by defeating it the player can advance to glory level "1", just like when fighting a monster army of strength 1. After defeating the Stone Eaters, the player takes 1 stone token from the common supply. The group of Stone Eaters has a strength of 2, and by defeating it the player can advance to glory level "2", just like when fighting a monster army of strength 2. After the battle with the goblins or Stone Eaters, the player's turn automatically ends,

just like in a normal battle. If the Hero is not victorious, they must return to the tile from which they came.

If the Hero defeats the inhabitants of the tile and remains standing on that landscape tile, other Heroes can pass through that landscape tile. However, as soon as no Heroes are left on the tile, a new band of enemies will emerge from their hideout and begin to reoccupy the tile. The next Hero who enters this tile must then defeat them again. Heroes can use their abilities when fighting goblins and Stone Eaters (for example, the Scout automatically wins in a battle against the band of Goblins).

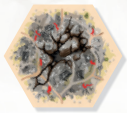
Note: You cannot perform the Gathering Resources action on this tile. A player only gains resources on defeating the enemies inhabiting the tile.

Note: Players cannot build cities on these landscape tiles.



EXAMPLE: Lord Xanros enters a Goblin Cave landscape tile 1. He wins the battle and gains 1 food token and 1 wood token 2. Kirima then enters the tile 3. She does not fight because Xanros is already on the tile. The following turn, both Heroes leave 4 and then Elspeth enters the tile 5. Since the tile is empty again, she must fight the goblins yet again.

Rift



This landscape tile represents the rift from which a portion of the Dark General's army has emerged, clawing its way to the surface to exterminate humanity. All Heroes must immediately rush to the rescue and fight with all their might to repel this attack and close the Rift. Upon discovering this landscape tile, immediately move all Heroes in the game to it. Each Hero must fight at this point and use their Hero dice and any amount of the Unit dice in their Army. The Hero with the highest attack power in this battle wins the Crown and becomes the Emperor (see explanation there). If there are several Heroes with the highest attack power, the tied players roll again. This time, however, they only roll their Hero die and add the result of the previous army roll to it. They roll as many times as necessary until the winner is decided. The Heroes' special abilities may be invoked just like in a battle with an army of monsters.

Note: This battle does not trigger the Plague & Misery effects!

Attention! Units can die in this battle, just as in battles with monster armies or in player-vs-player battles. Heroes can be wounded this way as well (only as a result of the first roll).

NEW MONSTER ARMY AND ITEM TOKENS

Ghosts



Echoes of times long past. They were once part of a nation that defied the Dark General. As punishment, they were all

slaughtered – except one, a wizard known as the Lord of Time. The ghosts are the result of his only partially successful efforts to bring his kind back from oblivion – neither living nor dead, neither material nor immaterial. Just confused and angry.

Blessing



Like the other spells, Blessing must be discarded after use. You may cast a Blessing spell at any time during your turn, and immediately take any one unit die (if your glory level allows that) from the common supply as a result. Additionally, however, if you cast the spell immediately after a battle, you can cancel the effect of any skull icons that you have rolled, preventing all wounds to the Hero and death to units in that battle. Even if you use the item this way, you gain a unit die if your glory level allows it.

Note: Blessing does not protect against obligatory extra wound in a battle with a Dark General.

Note: If you roll the two skulls icon on the Hero die in combat, and use a Blessing spell, the Hero does not lose a life, but you must still apply the rules for Plague & Misery.

Lord of Time



Ancient legends tell of a wizard so powerful that he controlled time itself. And of the great battle between him and the Dark General that resulted in the destruction of the wizard's nation and his own fall into the clutches of evil. He is a terrifying enemy, but if freed from the Dark General's snares, he could in turn become a valuable ally. His affections are fickle, however.

Crystal of Lord of Time



After defeating the Lord of Time and shattering the crystal that binds him to the service of darkness, the Lord of Time joins the Hero's army, so the player gains a Lord of Time die. The Lord of Time die does not count against the limit set by the Hero's glory level. The Lord of Time die contains 2 new icons.



Time Loop: If a player rolls this icon on the Lord of Time die in combat, they may take any number of dice (Hero and unit) in their army and reroll them.



Betrayal: If a player rolls this icon on the Lord of Time die in combat, they must immediately surrender the Lord of Time die to another player of their choosing.



EXAMPLE 1: Argentus is the Emperor and is building a shooting range in his city. So he has to build a shooting range for another player at the same time. Taia already has a shooting range and Lord Xanros has not yet built a city, so the only choices are Horan and Darius. Argentus chooses Darius and builds a shooting range in Darius' city for free.



EXAMPLE 2: In the next action, Horan decides to use the Building action to build a military camp and a wizard tower. He must pay one more resource to Argentus holding the Emperor's Crown in addition to the cost of constructing the buildings. Thus, he pays a total of 4 tokens of food, 3 tokens of stone and 1 token of wood to the common supply, plus one more resource (he chooses the wood) to the Emperor as tax.

THE EMPEROR

The first time the Heroes meet in battle to close the Rift, the player with the highest strength in that battle becomes the Emperor. The Emperor gains the Emperor's Crown token, the Emperor's Guard die, and takes 1 resource token of each resource type from the common supply. The other players become vassals at this point. Slightly different rules apply to the Emperor and vassals from this point on when performing the Building (including City Building) and Recruiting Units actions. In addition, the holder of the Emperor's Crown at the end of the game adds 2 victory points to their score.

Rule Changes: Building Action

The Emperor takes care of the prosperity of their entire Empire, so when they build a building in their city, they will also build the same building for free in the city of another player of their choosing. They may only select a player who has already built the city itself. At the same time, they must choose a player who has not yet built the respective building. If no such player is in the game, this effect does not apply. Also, each time a vassal performs a Building action, they must surrender one resource of their choosing from their own supply to the Emperor as tax. Even if they build multiple buildings at once in a single Building action, they pay only one resource as tax.

Note: Tax must also be paid for building a city itself!

Warning: If the Hero does not have the money to pay tax, they cannot perform the Building or City Building action!

Rule Changes: Recruiting Units Action

The Emperor leads the war effort in fighting the Dark General and makes sure that the armies of their vassals are strong enough. When they perform the Recruiting Units action, they also allocate a unit from the common supply for free to another player of their choosing. In doing so, they may only grant a unit of the same type that they themselves have gained through this Recruiting Units action. The Emperor must respect the limitations imposed by the Hero's glory level and must choose a Hero who, because of their glory, can add another unit to their army. If no such Hero is in play, this effect does not apply.

Note: The Emperor may not redeem all remaining units from the supply if this would mean that there would be no units left to be granted to another player.

Also, each time a vassal performs a Recruiting Units action, they must surrender one resource of their choosing from their own supply to the Emperor as tax, just as they do for the Building action. Even if multiple units are recruited at the same time in a single Recruiting Units action, they pay only one resource as tax.



EXAMPLE: Argentus who is currently the Emperor performs a Recruiting Units action. He recruits two Knights and one Archer – the last one in the common supply. He must then grant a Knight from the common supply to another player, since Archers are no longer available and he has not recruited Mages, so he cannot grant them. Both Taia and Darius already have the maximum number of dice in their army, determined by their glory level. So Argentus has a choice between Horan and Lord Xanros, and for tactical reasons decides to grant the Knight die to Lord Xanros.

Emperor's Guard Die



The Emperor adds an Emperor's Guard die to his army. The Emperor's Guard die does not count towards the Hero's limit of dice in the army given by the glory level. The Emperor's Guard die contains one new icon.



Shield: If a shield icon is rolled on the Emperor's Guard die, a player may ignore one of the skull icons rolled on one of the other dice. They may thus save the life of a Hero or one of their units.

Seizing the Crown

As soon as another Rift appears during the game, the Heroes will move to it again and the battle to close it will decide the future Emperor. After each of these battles, an assessment is always made as to who has become the Emperor, and that player always receives all the respective benefits, i. e. the Crown token, the Emperor's Guard die and 1 resource token of each resource type (if available). Any player may challenge the Emperor to fight for the Crown at any time during their turn. In order to attack the Emperor, their hero must be on the same landscape tile on which the Emperor stands. The battle ends a player's turn, just like the battle against an army of monsters. However, the defeated attacker does not return to the landscape tile they came from, but remains on the current landscape tile with the other hero. The attack on the Emperor proceeds in a similar manner to the battle with a monster army. The Hero who attacks rolls the dice first. They must use the Hero die and any number of unit dice (can also be none) along with it. After rolling the dice, they add the strength of their weapons and may also add the strength of their spells. Then the defender rolls their dice. They, like the attacker, must use the Hero die and any number of unit dice (can also be none) along with it. They add the strength of their weapons and decide whether they want to use attack spells. In fighting between Heroes, Plague & Misery effects are applied according to the normal rules, immediately after the roll – both after attackers' and defenders'.



EXAMPLE: Taia moves onto the tile with the current Emperor - Argentus ① – and attacks him. She has 2 units of Knights and 2 units of Archers at her disposal. In her inventory is a sword and one Fireball spell. She decides to roll all the dice. She rolls two skulls ④. She immediately resolves the effects of Plague & Misery, loses two lives ③ and discards the Knight die that rolled the skull ④. She then adds the strength for the sword. She decides not to cast a spell as she doesn't want to discard it. So her

total attack power is 4. Then Argentus rolls. He also has a sword and a Fireball spell in his inventory. He then has two Mage dice and one Knight die in his army. He knows he needs to roll at least three swords, and decides to save one Mage die. So he rolls a Hero die, one Mage die, one Knight die and the Emperor's Guard die ⑤. But he's out of luck – he rolls only one sword on the Knight die. But he's out of luck – he rolls only one sword on the Knight die. His Hero die and the Mage die both show a skull and the Emperor's Guard die shows a shield icon, which Argentus uses to prevent the Mage die from discarding ⑥. But even if he would use his ability Magical Affinity, he wouldn't be able to win (Taia wins the tie as an attacker). The winner is then Taia, who thus takes from Argentus the Emperor's Crown token, the Emperor's Guard die ⑦ and she also gains 1 resource token from each of the resource types from the common supply ⑧. Taia's turn ends and both heroes will stay at the landscape tile where the battle took place.

Note: If the strength of attacker and defender are equal, the attacker wins!

Note: Heroes use their abilities as if they were in a battle with an army of monsters (however, the enemy Hero is not considered a monster army). Thus, the Warrior's War Strategy and Plunder abilities, the Warlock's Necromancy and Soul Collector abilities, the Warrior Princess' Combat Finesse ability, the Wizard's Magical Affinity, the Barbarian's Berserk and Hard Skin, and the Samurai's Strategic Positions can be used.

NEW HEROES

Aderyn – the Thief

A shadow flickered through the forest, almost invisible, but deadly. It was ADERYN on her panther, preparing to ambush a squad of enemy troops. Returning from the depths of Karak Castle, she first reunited with her old band of marauders and considered hiding in seclusion to wait for the other heroes to overcome the evil. But while she doesn't always act with integrity, the heart of a hero beats in her chest, and so after a few days in seclusion, she set out to help the Good. And who knows, maybe she'll stumble upon some riches in the process.

Mount: Panther



Rebels:

The Thief meets her band of robbers in broad daylight, and they help her on her way to victory. The Thief can gain Knights on all landscape tiles containing a forest by paying 2 food and taking one Knight die. She does not need to have built a city or a military camp building to take this special action. This action can only be used once per turn. This action is not considered to be a Recruiting Units action for the purposes of other effects.



Sneaking:

Her Panther mount allows the Thief to move through lines of enemies without having to fight them. This allows the



Thief to cross landscape tiles freely, even those containing monster armies, without having to fight them. The only exception is the Dark General's army – she cannot avoid fighting it in this way. At the same time, entering a landscape tile with a monster army does not end the Thief's turn, but fighting it still does.

Argentus – the Wizard

After returning from the catacombs of Karak, ARGENTUS made the long journey back to his wizard order. He believed that the testimony of the suffering he had endured in the dark corridors and the evidence of the existence of evil in the castle's underground would convince the order that immediate action was necessary against the new danger. However, the Council of Wizards is far distanced from the problems of the common people, and it was decided that it would be better to wait and not get involved in the conflict for the time being. ARGENTUS knows, however, that the situation is far more serious than the council admits, and that he must go into battle, even if it will cost his life.

Mount: White lion



Magical Affinity:

The Wizard has further improved his offensive magic abilities. In battle, he can use the effect of the Fireball spell without discarding a spell token. In addition, he may discard the Fireball spell in combat, adding +2 to his attack roll (instead of +1). He can only use one spell in this way on his turn.



King of the Wilds:

The Lion can use its roar to frighten an army of monsters up to strength 3 (anywhere on the game board), thereby moving it to another landscape tile anywhere on the game board. However, he can only move it to a landscape tile that is empty and on which a city could be built. This ability can be used at any time outside of battle, but only once per turn. It is not considered an action.

Valduk – the Barbarian

The harsh test of strength in the catacombs of Karak was first celebrated by VALDUK. In the euphoria of victory, he cared little for the war raging outside. But carefree and contented lives cannot last forever in times when an enemy is pounding at the gates. So it was that VALDUK found himself caught off guard by the enemy's attack. He awoke in the remains of a ruined tavern, amidst ashes and destruction. It was only now that he realised again what his life's mission was. So he tamed the largest woolly rhinoceros he could find on the nearby plains and went back to where he belonged – to the battlefield where the earth rumbles under the march of the enemy troops and weapons clang loudly.

Mount: Woolly rhino



Berserk:

If the Barbarian is wounded in battle, he will enter a combat trance called berserk. When the Barbarian rolls the two skulls icon on his Hero die, he adds +2 to his strength in that battle.

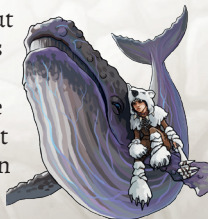


Hard Skin:

The rhino can stand in the way of a mortal blow, saving the life of a unit that would otherwise die in battle. The player may subtract 1 life from the barbarian instead of discarding the unit die. With this ability he can save up to as many units from death as their Hero has lives. The Barbarian can therefore fall unconscious by saving his units.

Kirima – the Beast Huntress

After defeating the dragon, KIRIMA's consciousness shifted to dream reality, where she again encountered the spirit of her sister, who greeted her in the form of a Dream Whale. The sisters reminisced at length about their past experiences together, their life on the northern plains, and the times when they were best together. However, even in the dream realm,



signs of impending doom began to seep in over time, with nowhere to hide from it. So the sisters had to wake from their pleasant dream to banish evil once and for all. Together, however, they can dare the impossible, and the enemy will have to be wary of their wrath.

Mount: Dream whale



Leap Into Battle:

Kirima is battle-hardened not only from the inhospitable icy plains, but also from the trials of her adventures in the underground of Karak. Whenever she attacks a monster army that was already on the game board (i. e. not newly revealed), she adds +1 to her strength in that battle.



Dream Helper:

The reincarnation of Kirima's sister, the Dream Whale, allows her to move to any wounded hero on the game board. This movement counts as a move, and she can perform any action on the target landscape tile afterwards. As part of this move, she simultaneously heals one life for herself and the hero she moved to. This ability can only be used once per turn.

Saigo – the Samurai

In a peaceful village, almost on the other side of the world, a demon appeared one day, oozing evil. It ravaged houses, scattered villagers and livestock, and destroyed all crops. Fortunately, a young samurai named SAIGO returned in time from the hunt,



first luring the demon into a trap and then shooting several deadly arrows at it, which succeeded in driving it back to the shadow world. However, looking at the destruction the demon had caused, it was clear to him that he must set out on a journey to find the place where the demon had originated. His search led him to the castle of Karak. Thus he finally found a place where he could confront his enemy again and stop him from doing evil forever.

Mount: Antelope



Seasoned Traveler:

The Samurai is a skilled archer and a great teacher. He can train Archer units on his own. Immediately after building his city, the Samurai will also build a shooting range building for free (as part of the same action).



Strategic Positions:

The Samurai may reroll any number of Archer dice once per battle. However, he must apply the results of the second roll.

RULES SUMMARY

New Landscape Tiles

Goblin Cave: If there is no other Hero on this landscape tile, you must fight the goblins immediately after entering it. Their strength is 1, and if you win, you get 1 food token and 1 wood token. If another Hero is present, this is a pass-through tile with no special effects.

Stone Eaters Mines: If there is no other Hero on this landscape tile, you must fight the Stone Eaters immediately after entering it. Their strength is 2, and if you win, you get 1 stone token. If another Hero is present, this is a pass-through tile with no special effects.

Rift: When a Rift is revealed, all Heroes move to it and roll their army dice (Hero and any number of unit dice) to determine the winner (whoever rolled the most swords). Hero wounds and unit deaths are resolved according to the normal rules. The winner becomes the Emperor.

The Emperor

A player who is the Emperor may use the Emperor's Guard die, which does not count against the limit set by their glory level. In addition, they also receive 1 resource of their choice each time one of the other players (called vassals) takes a City Building, Building, or Recruiting Units action. At the same time, each time the Emperor performs a Building action, they build the same building in the city

of another player of their choice for free, and each time the Emperor performs a Recruiting Units action, they grant one unit die of the same type they've obtained to one player of their choice for free to add to their army. The moment a player becomes Emperor, they gain 1 resource token of each of the resource types. A player can become Emperor either by defeating the current Emperor in combat or by winning a battle after revealing a Rift. Another Hero can attack the Emperor in order to seize their crown. In such an event, first the attacker rolls their dice, then the Emperor. The players must use their Hero die and may use any number of their unit dice. They can use their items and abilities. The Hero with the bigger combat strength is the winner; in the event of a tie, the attacker wins.

Heroes Abilities

Aderyn – the Thief: Once per turn, by taking an action and paying 2 food, she can recruit one unit of Knights on landscape tiles with a forest. She doesn't have to fight monster armies and can pass through their tiles.

Argentus – the Wizard: He does not have to discard the Fireball spell after using it, or he can discard it once per combat to gain +2 to his attack. Once per turn, he may move one monster army on the game board to a suitable empty space of his choice.

Valduk – the Barbarian: If he rolls the two skulls icon on his Hero die, he gains +2 to attack. He may lose a lives instead of discarding unit dice in battle.

Kirima – the Beast Huntress: When attacking a monster army that is not newly discovered, she gains +1 to attack. She may teleport to another Hero once per turn, healing one life each for them and herself.

Saigo – the Samurai: When he builds a city, he automatically builds a shooting range for free. May reroll any number of Archer dice once per combat.