

THUNDERSTONE THORNWOOD SIEGE

A GAME OF HEROIC ADVENTURE FOR 2 TO 5 PLAYERS

EVIL UNLEASHED!

Deep in the heart of Thornwood Forest lies the Stone of Blight, one of the Thunderstones desperately needed for the salvation of the world. With the forces of Doom ravaging the lands, time is growing short. When brought together, the Stones have enough power to cast him out of the world— but every stone must be captured if the heroes hope to succeed!

The heroes are now gathered in Wulfburg at the border of the forest, prepared to brave the dangers of the wood and seek out the Thunderstone, but there is a problem: not only is the Stone fiercely guarded by Doom's minions, they are attacking the town.

Wulfburg is under siege!

CONTENTS

284 Cards

- 1 Thunderstone card
- 90 Hero cards
- 112 Village cards
- 50 Monster cards
- 1 Guardian cards
- 30 Randomizer cards

27 Card dividers

18 Tokens

OVERVIEW

Thornwood Siege is an expansion to the *Thunderstone* game line, and requires either the *Thunderstone* basic game or

BLEAKWOOD SIEGE RANDOMIZER CARDS

HERO

Krell
Lurker
Magehunter
Nightblade
Thornwood
Veris
Woodfolk

MONSTER

Abyssal • Malformed
Centaur
Raider • Humanoid
Siege
Verminfolk • Animal
Dungeon Feature (2 copies)

SPECIAL

Pick Two
Guardian

VILLAGE

Cursed Bow
Drill Sergeant
Elite Militia
Guiding Light
Highland Officer
Insight Blade
Plagesmiter
Power Word: Kill
Scroll of Chaos
Stalking Spell
Thieves' Blade
Time Bend
Unicorn Steaks
Village Mob

the *Dragonspire* expansion to be playable. Any of the other expansions may also be included in the game. As of this printing, the *Thunderstone* expansions available are *Wrath of the Elements* and *Doomgate Legion*. Look for more exciting sets to follow.

This rulebook focuses only on the new cards included in *Thornwood Siege*. For the most current set of rules or more information on the *Thunderstone* line of games, visit:

www.alderac.com/thunderstone

NEW RULES

In addition to the rules from the basic game (*Thunderstone* or *Dragonspire*), *Thornwood Siege* introduces two new terms: “Raid” and “Stalk”.

RAID

When a monster with the “RAID” keyword in its text is revealed in the Hall, the effect listed immediately resolves.

If this involves the active player's decision. For Bearhand and the two most stacks. If more than two stacks are defined, the player chooses how

Cards revealed in the Hall at the start of the game have no special effects.

STALK

When a monster is revealed in the Hall, the player who revealed it may, at the start of the game, choose to



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If this involves a decision, the active player makes the decision. For example, Stron Bearhand destroys cards from the two most expensive village stacks. If there are more than two stacks that fit this definition, the active player chooses how the tie is broken.

Cards revealed in the initial Hall at the start of the game have no special effect.



chooses. Once the effect has resolved, discard the token.

Once a player has received the token, the fate of the monster does not matter. The effect takes place regardless of whether or not the monster is in the Hall when they player's turn arrives.

Cards revealed in the initial Hall at the start of the game have no special effect.



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STALK

When a monster with the "STALK" keyword in its text is revealed in the Hall, the active player receives a Stalk token matching the card. At the beginning of that player's next turn, the player suffers the effect listed on the monster. If a player somehow receives more than one such token, all take effect at the start of the player's next turn in the order the player

n its text is
ely resolves.



CARD GLOSSARY

Drill Sergeant – You may draw a maximum of 5 cards as a result of the Drill Sergeant's Village effect.

Elite Militia - Elite Militia are considered Militia for all intents and purposes. Additionally, Elite Militia are Heroes.

Guiding Light – The light token granted by Guiding Light is not a “Light Item.”

Highland Officer – The DUNGEON effect of Highland Officer only counts Militia revealed by the active player. You MUST draw 1 card for each Militia revealed if you use this DUNGEON effect.

Insight Blade – For the “Additional ATTACK”, only count cards drawn since the start of your turn, not those you drew at the end of your last turn. This effect is only active if the Insight Blade has been equipped to a Hero.

Krell Warmaster– Militia revealed by the active player AND opponents each grant “Additional ATTACK +2”. In the case of multiple Field General IV cards being played, the same militia may be revealed by an opposing player; it grants the ATTACK bonus to both Warmasters.

Lurker Whisper – Light items are those items that grant light to a player. The maximum amount of LIGHT that can be gained from this dungeon effect per Lurker Whisper is LIGHT +1. Additional discarded light items past the first grant no additional LIGHT.

Lurker Specter – If through any effect the active player destroys the borrowed item, it is moved to the destroyed pile rather than returned to the owning player at the end of the turn.

Magehunter (all versions) – Magehunter gains “Additional ATTACK” if no MAGIC ATTACK is used in combat. The active player may forgo the use of any items, heroes, or spells that grant MAGIC ATTACK to gain the Additional ATTACK granted to Magehunter.

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Nightblade Slasher – Edged weapons that have had their weight reduced to 0 (via another cards effect) grant additional ATTACK to Nightblade Slasher.

Nightblade Cutthroat – The active player may choose not to use items that grant light in order to gain the additional ATTACK +1 from Nightblade Cutthroat.

Nightblade Assassin – Light items are those items that grant light to a player.

Plaguesmiter – This weapon must be equipped to gain the written effects. Thus, Plaguesmiter only protects from diseases granted to the active player on a turn in which he enters the dungeon. This includes diseases granted by Battle Effects, Dungeon Effects, etc.

Power Word: Kill – The defeat of a Monster with this card moves the defeated card to the player's Discard Pile. Additionally, the player earns XP for the defeated Monster normally. Effects that are triggered by a monster's "defeat"

are triggered by the Power Word: Kill ability.

Raiders – The "least expensive" (or "most expensive") village stacks are those which currently have the lowest (or highest) purchase cost. In case of a tie, the active player chooses how ties are broken.

Stalking Spell – Stalking Spell forces all other players to enter the dungeon on their next turn. They may not take any other action, and must choose a monster to fight once they enter the dungeon.

Stonepitcher – Militia and Elite Militia are considered Heroes.

Thieves' Blade – The player must use at least 3 Heroes in the battle to obtain the "Additional ATTACK +2" granted by Thieves' Blade. The "Additional ATTACK +1" is granted if the Thieves' Blade is equipped to a Thief, regardless of the number of attacking Heroes.

Thornwood Stalker and Thornwood Hunter – Gain an "Additional ATTACK +1" for each rank of the monster being attacked. Rank 0 grants no Additional ATTACK,

Rank 1 grants Additional ATTACK +1, etc.

Thornwood Ranger – Thornwood Ranger gains an “Additional ATTACK +2” for each rank of the monster being attacked. Rank 0 grants no Additional ATTACK, Rank 1 grants Additional ATTACK +2, etc. To gain the additional XP for defeating a monster in rank 3, the monster must be “defeated”, not claimed. Look for the keyword “defeated” in the text to resolve any issues.

Time Bend – An “unused” card is any card that has not been used for any effect during the current turn. Return the card set aside once you have drawn your new hand for the next turn.

Veris Squire – Unequipped weapons gain none of the

bonuses granted by Veris Squire.

Veris Enchanter – Veris Enchanter grants +MAGIC ATTACK equal to the overall light present in the party. Light on unequipped weapons, as usual, does not count. Only light contributing to the party is counted.

Village Mob – Village Mob grants an Additional ATTACK +1 for each Mercenary revealed by the active player, including itself. For all intents and purposes, including the cost reduction of Heroes granted by Village Mob, Militia are considered Heroes. When shuffling a Monster from the Hall into the top three cards, place the 4 shuffled cards back on top of the Dungeon Deck and then refill the Hall. As a reminder, if the Thunderstone moves to the first position in the Hall as a result of this card, the game immediately ends.

Woodfolk Herbalist and Woodfolk Shaman – If any effect of a monster would give out a disease, Herbalist and Shaman gain the noted “Additional ATTACK” during combat. This includes Breach, Battle, and Trait effects.

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VISIT THE VILLAGE

Reveal your hand.

You may use any Village Effects on your revealed cards. You can use some, none, or all of the Effects on a card in any order you choose, making sure not to use Effects from destroyed cards. Unless the card has a mandatory Effect (like Disease), you are not required to use all Effects. No single Effect on a card can ever be used more than once. Effects and gold production are cumulative. You now produce gold by adding the gold value of all revealed cards still in play to any gold you produced in Step 2.

You may purchase one card from the Village — this includes Basic, Hero, or Village cards — from the top of any stack in the Village. The Purchase Cost must be less than or equal to your total gold value. Always place purchased cards on your discard pile. Any unused gold is lost. If an Effect allows you to purchase more cards, the total Purchase Cost must be less than or equal to your gold.

Finally, you level up any or all of the Hero cards in your hand, using Experience Points you have collected.

End your turn by discarding all cards (whether used or not) face up on your discard pile, and draw six new cards to form a new hand.

Note: Actions must be taken in order, so a card may be discarded or destroyed before producing gold. For instance, if the Trader destroys a card with a gold value, you do not gain the gold value of the destroyed card.

ENTER THE DUNGEON

Reveal your hand.

You may use some, none, or all of the Dungeon Effects from your cards.

Unless the card has a mandatory Effect (like Disease), you are not required to use all Spells or Effects. You may equip one Weapon to each Hero, if the Strength requirements are met.

Declare which Monster and rank you are attacking.

Resolve the battle.

- Calculate your total Attack Value, including all Light penalties.
- Resolve Battle Effects (adjust Attack Value as necessary).
- Place an undefeated Monster on the bottom of the Dungeon Deck.
- Place defeated Monster and Disease cards on your discard pile.
- Receive Spoils (if any).
- Shift Monster cards to fill empty ranks, and refill the Dungeon Hall.
- Resolve Trap Effects (if any).
- Resolve Breach Effects (if any).
- Cards destroyed by Battle effects are removed from the game, then borrowed cards are returned to their original players.

End your turn by discarding all cards (whether used or not) face up on your discard pile, and draw six new cards to form a new hand.

REST

You may destroy one card from your hand.

End your turn by discarding all cards face up on your discard pile, and draw six new cards to form a new hand.