

SPEARHEAD RULES MODULE

DESOLATION OF THE MORTAL REALMS

In the ruin of the Mortal Realms, resources of any kind are precious. Extracting them properly takes time and care, though in this age of war, doing so with reckless haste is the more common approach. At such moments, the land burns, buckles and protests as it is forcibly ripped open, its mutilated corpse looted of treasures both magical and mundane – and if two plundering armies should meet, what follows will be a bitter contest indeed.

‘Desolation of the Mortal Realms’ is a Spearhead rules module that can be used with any Spearhead battlepack (e.g. *Spearhead Battlepack: Fire and Jade* or *Spearhead Battlepack: Sand and Bone*). Use all the rules in the chosen battlepack as normal, but in addition, both players can use the abilities below:

✧ Any Hero Phase

DESOLATE THE LAND: *Your warriors tear a bounty from the earth with merciless dedication, leaving only ruin behind.*

Declare: Pick each objective and terrain feature you control and that is being contested by a friendly unit to be a target.

Effect: For the rest of the battle, each target is **being desolated** by you and is no longer **being desolated** by your opponent (if it had been).

Designer’s Note: *We recommend using tokens or coins to mark which objectives and terrain features have been desolated by which player.*



✧ Once Per Turn, Your Hero Phase

FUEL FOR CONQUEST: *Even as the earth smoulders, its seized bounty can be used to power a decisive advance.*

Effect: Gain a number of **desolation points** equal to the number of objectives and terrain features that are currently **being desolated** by you. **Desolation points** are cumulative and are not lost at the end of the turn.

Then, you can spend any number of your **desolation points** to gain the effects below. You can spend **desolation points** on the same effect more than once in the same turn.

Fuel the Fire: Spend 1 **desolation point**, draw 1 battle tactic card from your battle tactic deck and then discard 1 battle tactic from your hand.

The Engine Roars: Spend 2 **desolation points**, then return 1 battle tactic from your hand to the bottom of your battle tactic deck and draw 1 battle tactic card from your battle tactic deck.

Raging Furnace: Spend 3 **desolation points**, then randomly pick 1 battle tactic in your opponent’s hand. They must return that card to the bottom of their battle tactic deck and then draw another battle tactic card.

Machinated Victory: Spend 4 **desolation points**, pick 1 battle tactic card that you have previously completed or discarded, return it to your battle tactic deck and then shuffle your battle tactic deck.

Full Power!: Spend 5 **desolation points**, then return 1 battle tactic from your hand to the bottom of your battle tactic deck. Then, draw the top 3 cards from your battle tactic deck, pick 1 to add to your hand and return the other two to the bottom of your battle tactic deck.

Designer’s Note: *When returning cards to the bottom of a battle tactic deck, the player can return it face down so their opponent cannot see which card it is.*