



CURSED EMPIRE™

HEROES OF THARGOS



STORY MODE
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WHAT IS STORY MODE?

Story Mode enables you to craft your own stories in Thargos or follow the Campaign Mode.

Players follow a Story Path and earn Victory Points (VP) along the way.

You can play the Head-to-Head game (one on one or a team vs a team), Coop play against another Player who takes on the role of a Party of opponents or against the AI.

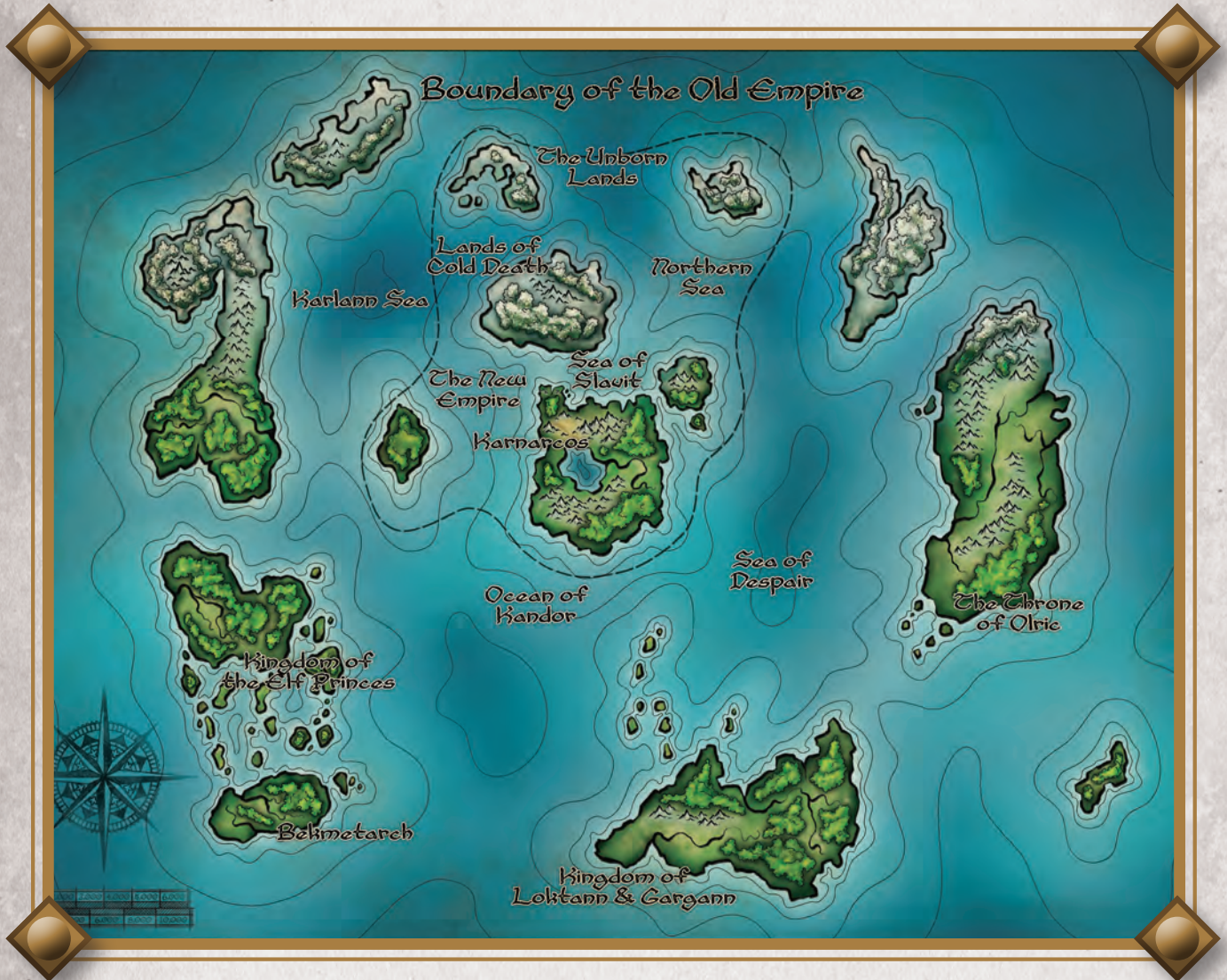
Story Mode is designed to feel like a RPG without the lengthy preparation and play time as you adventure and complete missions and quests.



Let the games begin!

CURSED EMPIRE HEROES OF THARGOS CARD GAME

The Cursed Empire Card Game (CECG) was designed first and foremost to give players a flavour of the setting of the World of Thargos. This is a fantasy gameworld where forces of old battle a rising power that will stop at nothing to topple the once glorious Empire.



The World of Thargos

The Old Empire used to encompass six landmasses from the Unborn Lands to the Ocean of Kandor. Now only a far smaller piece of the Empire remains called the New Empire in the top left part of the Continent as it is known.

The Cursed Empire Card Game is based on the table-top fantasy role-playing game, set in the world of Thargos.



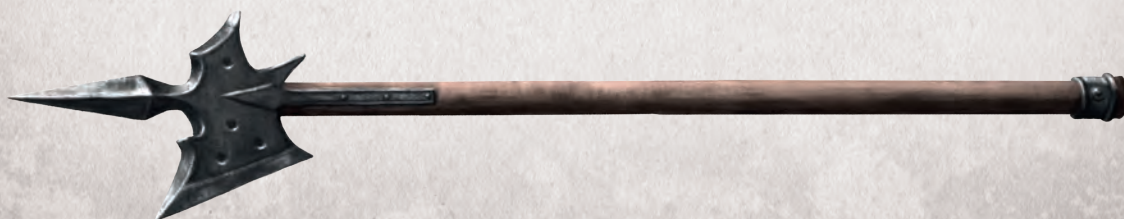


The Continent

STORY MODE: CONDAR EXPANSION

The Condar Expansion introduces a new set of cards comprising 20 Condar City and Wilderness Mission Cards numbered M30-M49 as well as 5 Lasting Cards Numbers L30, L32, L36-L38 & 8 Action Cards numbered A28-A35. When playing the Campaign mode, all of these cards should be included in the game. Other cards will be excluded which we will explain further on.

Story Mode means that some Mission Cards can be completed in any order, others have to be linear in order of completion or a mix of both the above, others unlock secret Mission Cards and potentially lock out competing players for subsequent linear Mission Cards. This is known as the Story Path of the game.



CONDAR EXPANSION:

INTRODUCING THE MISSION CARDS M30-M41



M30



M31



M32



M33



M34



M35



M36



M37



M38



M39



M40



M41



CONDAR EXPANSION:

INTRODUCING THE MISSION CARDS M42-M49



M42



M43



M44



M45



M46



M47



M48



M49



CONDAR EXPANSION: INTRODUCING THE ACTION CARDS A28-35



A28



A29



A30



A31



A32



A33



A34



A35



CONDAR EXPANSION:

INTRODUCING THE LASTING CARDS L30, L32, L36, L37 & L38



L30



L32



L36



L37



L38

In Campaign Mode, you have two main Settings: Urban and Wilderness. This is to keep things simple. Large Cities are automatically Urban, whereas hamlets, villages, forests etc. are considered as Wilderness even if some can be fairly populated locations in the setting. Some creatures will be nowhere near a village whereas others may venture into smaller settled locations often after nightfall or if a lack of food in winter months push them to approach such places for example. On the next page you will see the Action Cards from the Core Set that you can have in your Battledeck. In the Wilderness normally all the Urban Action cards are useable but in Urban settings, Wilderness ones are not. So, you cannot use the A2 Card "Creature Lair Raid Fiasco" in Condar. As soon as the Opposing Party leave the City, then these cards can be used. They can however be used as PAM Cards at any time.



CONDAR EXPANSION:

CAMPAIGN EXCEPTIONS URBAN ACTION CARDS A1, A4, A5, A7, A8, A10, A19, A22, A26 & A37



A1



A4



A5



A7



A8



A10



A19



A22



A26



A37



CONDAR EXPANSION:

CAMPAIGN EXCEPTIONS WILDERNESS CARDS A2, A17 & A23



A2



A17



A23

LASTING CARDS EXCLUDE L1, L3, L8, L14, L21 & L34



L1



L3



L8



L14



L21



L34



SETUP USING THE CONDAR MAP

There is no Mission setup phase or laying down in tracks of the Character Cards as per the Normal Play Mode. All the Mission Cards are laid down based on their locations on the Story Mode Map or on your game table. In

our example below, the Mission Cards are laid down where the location of the action takes place. Mission Cards M45-M46 are face down (Secret Mission Stack) should be put down face down by one player.

Note: See the *Setup without using the Condar Map* to get the Story Path you need to follow in Campaign Mode. You can of course design your own plots and subplots including using other Mission Cards that take place further afield from Condar if you so wish.

Every Story always has a **START** Mission Card that must be won to move on.



- | | | | |
|------------------------|--------------------------|--------------------------|--------------------------------|
| (A) M39 - START | (F) M41 | (K) M32 - Stacked | (P) M36 |
| (B) M43 | (G) M40 | (L) M35 | (Q) M39 - Stacked |
| (C) M47 | (H) M31 | (M) M33 | (R) M34 - Stacked |
| (D) M38 | (I) M49 - Stacked | (N) M44 | (S) M46 - Spoiler Alert |
| (E) M42 | (J) M48 - Stacked | (O) M37 | (T) M45 - Spoiler Alert |

The starting order of the game is the same as the Normal Play Mode where each player draws a card and compares the Played as Modifier values.

Winning the Game still requires the right number of Victory Points (VP) and the first Party to reach these, wins the game.

1- Choose Location (Optional from the Campaign Map)

2- Lay out Mission cards in front of you to design your Story with each card having a unique MXX number in the bottom right... you can write these down so you can share with other players

3- Some subplots and side-quests are linear in nature, others can be completed in any order, others unlock hidden Missions potentially (face down and randomised) etc.

4- Determine "Path" that connects Missions: ensure that the total Victory Point (VP) value of the Story is enough for all players to have a chance to win based on their Party Character Point total whatever path they choose to take. Side Missions are like side-quests that can be completed at any moment and stay in play until all Players have won them. Side and Secret Missions are used to top up Victory Points (VP).



SETUP WITHOUT THE CONDAR MAP

From the START Card M30 "Gain Access to City of Condar", players can attempt any of the first series of Mission Cards in any order: M31, M32, M33, M35, M36, M37, M38, M39, M40 or M43. These cards stay in play until all players have won them.

Then there are choices to be made on the Story Path. Players can choose to aim for the "Reducing Condar Crime" Sub-Plot through M41 "Escort Criminals to the Halls of Justice" but only after completing in any order both M40 & M35. There is also the "Gladiatorial Glory" Sub-Plot which requires that M32-M48-M49-M47 be completed in that order. Once the "Final in the Arena" has

been won by a Party or Player, it is removed however an opposing Player if they also follow that Path and both end up in the final before one player can win it, then it is a Hero vs Hero situation, no Thargos Pushback possible and the losing Hero gets Injured in the process.

Another Major Plot is the one that leads up to a Wilderness Quest after completing in order: M34-M39-M42-M44-M45-M46-M47.



- A** M39 - START
- B** M43
- C** M47
- D** M38
- E** M42

- F** M41
- G** M40
- H** M31
- I** M49 - Stacked
- J** M48 - Stacked

- K** M32 - Stacked
- L** M35
- M** M33
- N** M44
- O** M37

- P** M36
- Q** M39 - Stacked
- R** M34 - Stacked
- S** M46 - Spoiler Alert
- T** M45 - Spoiler Alert

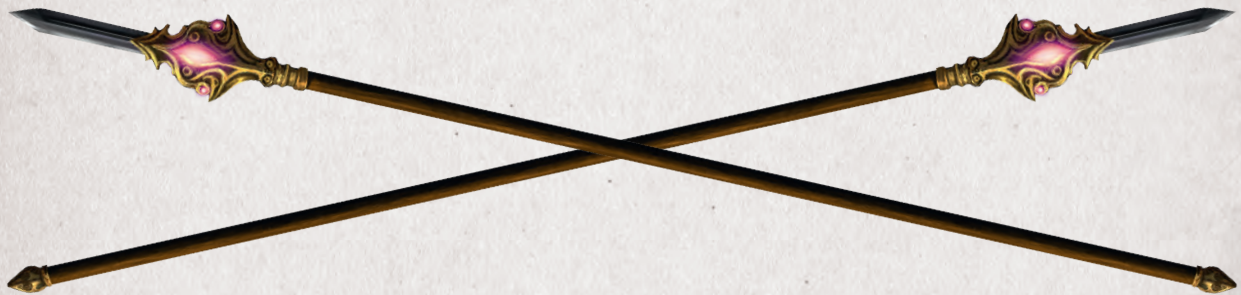
Gameplay

When Playing the Condar Story in your Battle Deck, the Mission Cards only count as Played as Modifier (PAM) resource as all the Mission Cards required for play and to be used as such are already laid out as part of the setup: for the 20 Mission Cards in the Battle Deck, these should not be over 40 points in total in terms of PAM values for an average game.

Lasting Cards are used as normal unless specified in the Story. Some items, minions etc. will not be available in certain regions if you play in the Thargos Setting (See Card Pages above).

Action Cards can be used with restrictions based on scenario locations (or you can do your own thing if you wish). The list will depend on creature types for example. Some can be used in wilderness scenarios only or are otherwise to be Played as Modifiers only. Wilderness scenarios require the full party unless otherwise specified. Definition: wilderness scenarios are any scenarios outside a city in Story Mode.

Gameplay: Each time there is an active mission being attempted by a player, an opposing player may decide if they wish to foil the mission (excluding Passive Missions - see below). They must choose which Character (Or Party if a special Party Mission) they will use to counter and normal rules apply of adding Played as Modifier cards and adding Lasting Cards in play. If the opposing player does not wish to intervene, at the very least they get to roll 1d6, 2d6 or up to all d6 of the coloured dice that are then Played as Modifiers and added to the difficulty level of the Mission Card in play. To Know how many to roll, use the stat bonus on the card: **Mind** at **+2** means **2 green d6** added together **+2** from the card.



Example: "Complete Errand for Spatos" (M33)

The lead Character attempting to fulfil this mission benefits from the stack of Lasting Cards they have in play plus any Played as Modifier (PAM) Cards they wish to add.

Any opposing Player can counter this with one of theirs. If no opposing Players wishes to use their Characters to foil the attempt on this mission, then The Thargos Pushback rule is used which means they can at least roll **2 green d6 +2**. Compare the result with the Character stack to see the outcome.

Some Mission Cards are de-facto "Passive" which means that they automatically call the die roll and no counter Character challenge as Thargos is pushing back instead.





Another example: "Avoid Getting Mugged" (M40)

The Lead Character attempting to fulfil this mission also benefits as usual from any Lasting Cards in play stacked against the Character Card.

If no Character opposes this, then the opposing player still gets to roll **1d6** and **1d6** which then get added to **+1** and **+1** respectively to determine if the mission is completed or not.



Condar City Background & Story Intro



Condar (City of)
Population: 36,000
Regional population: 142,000+
Resources: Bronze, copper, silver, gold, platinum, iron, gemstones and agriculture

All of these resources originate from the Rarlonn Mountain Range. Condar also has a great deal of agriculture, including huge areas of land within the city itself (see Map). Condar is probably the most powerful city in the Empire, through its great riches and well-trained military forces. The latter could be compared to the Spartans of Ancient Greece. Condar can easily raise an army of over 10,000 men, comprising regular troops, conscripts, crack troops and Condar noblemen. This army would also benefit from regional Knight Orders filling in the fighting ranks.

The whole region comprises numerous farmsteads, border keeps and watchtowers, which keep a keen lookout towards the Abandoned Lands. Condar is also extremely close to their neighbours, the City of Meldor, with whom they have excellent trade conditions, and train their armies with.

Condar has the best Weapon Master schools in the Empire, and some of the most renowned blacksmiths and armouries on Thargos. One can also find the most choice when it comes to taverns, inns and houses of leisure. One is guaranteed to have a good time as long as they abide by the law.

Probably the most powerful city in the new Empire, Condar is the home to some of the finest industrial moguls and noble families in all of Thargos. Situated at the foot of the Rarlonn Mountains, Condar is a powerful resource gatherer and producer of some of the most sought-after goods the North has to offer. Condar's fine shops and craftsmen are renowned Thargos-wide, and Condar produced items fetch a high price in the rest of the Empire.

There is little question as to why this marvellous city holds such a high regard: knights from several Orders walk the streets proudly and Condar citizens have far less fear of Karnarcosian raiders. The Arena of Bravery and Honour is closely watched for knightly recruits, and some of the finest warriors Condar has ever seen have shed blood within those walls.

It truly is a metropolitan climate filled with fanciful shops and Imperial pride.

Even with its massive temple complex to all four elemental faiths, highly organised dungeon compound and agricultural work farms Condar has its share of darkness seeping through the polished marble stones. Although not nearly as threatened by Darkun or other southern foes, it still sees its fair share of malicious inhabitants.

Raiders from the Abandoned Lands in the near north pillage outlying farms and estates in search of foodstuffs and inhabitants that become mining slaves, happy to take whatever they can before knightly patrols answer the baying of their war hounds and battle horns. Savage Krunaor mountain goblins from the Rarlonn Mountains slip in to steal unprotected children and livestock from mining camps, and occasionally sneaking in through the city's walls to wreak havoc wherever they can. It is for these reasons that the Condar watchtowers are never without a trio of sharp-eyed Osprey Archers who look out in all directions day and night in search of trouble.

Crime runs rampant through the slums, even with the recent addition of a full regiment of Onyx Order of Law judge-knights to dissuade them. Even with the harsh executions and public maiming that the Onyx Knights are known for, the thieves' guilds remain active and plentiful. Rumours whisper that the guilds are consolidating under some kind of mastermind, but if this villainous leader exists - it has yet to be proven in any way.

The two Gates into the city—impenetrable and unbreakable Dwarven designs under constant military supervision—are always a great place to find mercenary work amongst the guards and cavalry. Throngs of people waiting to gain official entry mass at both gates under the armoured watchmen, paying taxes and entrance fees to be welcomed back inside



the walls. A huge income to the city is from these entrance fees, and the men who collect it—gatesmen—are treated with as much respect as any noble. Gatesmen are employed directly and trained by the Weapons Masters, which is a good thing considering the sheer number of gold coins that are locked away in their pay chests. Bribery of watchmen and gatesmen is common, and a high number of the city's lower-class populace come and go at a fraction of the taxation required, by lining their pockets or appetites instead of the city's coffers.

Several small farming guilds have gotten powerful through their control of the Condar Harvest Domain, and have attained a massive power base through their stranglehold on the food surplus. This "Farm Union" hires their own guards from outside of the knightly orders, preferring urban rangers and heavy-handed soldiers to imperially controlled knights. Many believe the Farm Union is controlled by outside forces, possibly one day using their unmatched control over the food stores to sway the loyalties of the people at a pinnacle time to

come—like during a Darkun attack. The founding families of the Union are tightly knit and have begun intermarrying to ensure total control for several generations to come without fear of any particular family growing too much stronger than its peers. Condaran Nobility of the city has nothing against their fast-growing quasi-sect but many fear the tangible threat it could pose.

Every year at Miteone—the anniversary of Mit Sulek's passing—the entire city of Condar closes its doors and windows in a show of mourning for the age that has passed. The only citizens permitted to walk the streets are those clad head-to toe in imperially embossed armour. Knights, nobility and extremely wealthy travellers are often the only folk who can earn or purchase such gear from the Imperial Armoury. During the holiday the people are to stay in their homes and have the most impressive eats their families can afford to put together, many of which save all year to hold extravagant extended familial reunions.

Originally used to ferret out Karnacosian spies and anti-Imperial agents, the knights stalk the streets all day and night in search of those who do not celebrate and arrest them—taking them immediately to the dungeon compounds. With the Imperial Armoury selling their embossed goods to those who can make the coin, it is an outdated tradition that endangers only the poor and the ignorant. On Miteone there are dozens of vagrants and homeless that get rounded up and incarcerated for their "lack of respect for the Empire." Countless petitions have been brought to the ruling class explaining how this holiday does nothing but punish the poverty stricken.

But most nobles consider this just as much of a problem as anti-Imperialism, so it continues, nonetheless.

Condar is a fine city to spend your coin on drink, goods and pleasant company. It is ruled and its laws enforced by hard-edged nobles and knightly orders, and the tens of thousands that call it home are well protected by their efforts. It is a dangerous place for agents of the South, and criminals who are caught rarely leave the dungeons alive. Food is stored for sieges that never happen while war-orphaned children starve to death in the slums. It is a city that embodies the wealth and power of the former Empire, and festers in dark places with its ancient sins.



So, what of your Party of Champions and would-be Heroes?

You have made your way to Condar in search of renown, potentially riches or possibly something more sinister if opposing the Empire.

Once you make your way past the Main Gate Guards (M30), no mean feat in these troubled times, you are free to roam the streets of the City and take on some of the adventures that are there in any order you choose (M31, M32, M33, M35, M36, M37, M38, M39, M40 or M43), you may decide to clean-up the streets of the city and reduce the crime rate there. Indeed, the Slums are renowned for gangs of pickpockets and thieves who have overrun that quarter after nightfall (M40) or help the city farmers overcome their problems with a gang of thugs who are racketeering them for coin (M35). Once these two missions completed you then must escort the criminals safely to the Halls of Justice (M41), trying to take the safest path through the large city without any of their "friends" trying to free them along the way.

You may also take the path to Gladiatorial glory by optionally completing your training (M31) or jumping straight into the bouts in the Arena all the way through to winning the final and having some well-deserved rest (M32+M48-M49 +M47).

Another series of adventures take you through a dangerous quest to infiltrate the Spy networks of Condar (M34-M39-M42-M44-M45-M46-M47) and all the way through to a Wilderness Adventure north of Condar.

Remember that even as you follow the adventures along these often-dangerous paths, you can always step out of that path and attempt to Meditate at your Temple (M38), heal Party members (M43) etc. then come back to adventures you were progressing.

You can simply add more cards to continue adventuring... and you can also tap into a Side Missions Stack in any Turn to top up your VP's and share with friends and the community.



This Expansion is a building block for future adventures. As further expansions are released, you can mix and match. Say for example you intend to construct an Imperial Battledeck and Party and that you want to focus on rooting out criminals across the Empire. You could build your own story using all related guild and crime cards across Condar, Kurnor, Celestia etc. and build your own Story Arc, order in which you complete Missions etc.

Or you have a Party of monster hunters and want to map out and seek out creature lairs around the Continent and take on some of the worst of the bestiary.

Also, be mindful that some individual Mission Cards may seem limited in the progress of a Campaign, but their true value can be revealed as they are critical connections to other high value Missions both in terms of VP but also in progressing the narrative.

Option of using miniatures with the game:

Using miniatures is a great way to show the progress of the Party on a Mission or Maps.

