

The cover art depicts a chaotic battle scene. In the center, a massive, multi-headed dragon-like creature with green and orange scales is being ridden by a dense crowd of green goblinoid warriors. To the left, a knight in silver and red armor is mounted on a brown horse, holding a sword. To the right, another knight in similar armor is mounted on a white horse, also holding a sword. In the background, a large red dragon is flying, and a massive red banner with a skull emblem is visible. The sky is filled with smoke and fire, suggesting a large-scale conflict. The entire scene is framed by a decorative border of silver, spiked metal.

WARHAMMER[®]
INVASION[™]

THE CARD GAME

CATACLYSM[™]
EXPANSION

RULES OF PLAY

WARHAMMER INVASION™ THE CARD GAME CATAclysm™ EXPANSION

Welcome to *Cataclysm*, a deluxe expansion for the *Warhammer: Invasion* LCG. This expansion contains the rules and components that allow 3-4 players to compete simultaneously for control of the Old World.

COMPONENTS



NEW CARDS

There are 3 copies each of 53 different cards.

FULCRUM CARDS

There are six unique fulcrum cards that players battle over.



DOMINANCE TOKENS

These 37 tokens are used to track the amount of dominance a player has gained.

FIRST PLAYER TOKEN

This token signifies the first player during a round.



OVERVIEW

The *Cataclysm* format is designed so that 3-4 players can enjoy playing *Warhammer: Invasion* together. When using these rules, players gain dominance by controlling fulcrum cards. Players take control of fulcrums by attacking them, and the player with the most dominance at the end of the game wins. A player can lose dominance if his zones burn or if he has no cards in his deck. Unlike a head to head game, a player is not eliminated from the game when 2 of his zones are burning or when his deck is empty. All players play until the game reaches its conclusion (see “Winning the Game” on page 6).

THE FIRST RULE

If the rules in this book conflict with Core Set rules, the rules in this book take precedence.

CATAclysm SETUP

When playing the *Cataclysm* format, players follow the regular setup rules (see page 8 of the Core Set rulebook) and then follow these steps in order:

- 1. Create the Fulcrum Deck:** Shuffle all 6 fulcrum cards together and set them aside facedown. This deck is the fulcrum deck.
- 2. Collect Dominance:** Place the dominance tokens in the token pool. Each player takes 3 dominance tokens and places them on his Capital Board. This is his starting dominance. The game is now ready to begin.

NEW ROUND SEQUENCE

A game of *Cataclysm* is played over a series of rounds divided into seven stages. Each stage is divided into framework events and player phases (see “Cataclysm Round Sequence” on page 7). There are no action windows during a framework event. Instead of a player resolving all of his phases one after the other, players take turns resolving phases one at a time within each stage, starting with the first player and proceeding clockwise around the table. Play continues in this manner until all stages are completed, at which point the round ends.

Example: Ben, John, and Amy are playing with the Cataclysm rules. Ben is the first player, and is resolving his quest phase. After he is finished, John, who is sitting to his left, resolves his own quest phase, followed by Amy. Now that all quest phases are complete, the players move on to the capital stage and Ben begins his capital phase.

Important: Unlike the Core Set rules, the first player does not skip his quest and battlefield phases during the first round of the game.



FULCRUM CARDS

Fulcrum cards represent sites of powerful magical energies that players battle to control. Fulcrum cards are only used when playing the *Cataclysm* format and are shuffled into their own deck. A new fulcrum is drawn from the fulcrum deck at the beginning of each round, unless there is already a number of fulcrums in play equal to 1 less than the number of players, in which case no fulcrum is drawn. A drawn fulcrum is added faceup to the common play area under no player’s control.



- 1 CARD TYPE
- 2 TITLE
- 3 CARD TEXT
- 4 DOMINANCE ICON(S)

Each fulcrum has 1 or more dominance icons. During the end of round stage, a player gains dominance equal to the number of dominance icons on fulcrums he controls.

Example: John controls two fulcrums, one with 2 dominance icons and one with 1 dominance icon. During the end of round stage, he gains 3 dominance.

CHANNELING FULCRUMS

Many fulcrums have special abilities that are triggered by a unit channeling that fulcrum. To channel a fulcrum, a player chooses an uncorrupted unit in his battlefield and places it on top of a fulcrum he controls. Fulcrums can only be channeled during a player's channeling phase (see "Cataclysm Round Sequence" on page 7). A fulcrum can only have 1 unit channeling it at a time, and can only be channeled once per round.



Example: Amy controls the fulcrum Witchfate Tor. When it is her channeling phase, she selects an uncorrupted Holy Defender unit in her battlefield and places it on top of the fulcrum. The fulcrum is now channeled. Witchfate Tor has a "Forced:" effect which resolves when it is channeled, and so Amy chooses and corrupts a unit. She cannot channel it again until her next channeling phase, and only then if she still controls it!

While a unit is channeling a fulcrum, it remains in the battlefield but it cannot attack. A channeling unit can **only** defend when the fulcrum it is channeling is attacked, and in that case it **must** defend, if able.

At the end of the round, each channeling unit is removed from its fulcrum (the unit remains in the battlefield).

ATTACKING FULCRUMS

Each player can declare an attack against a single fulcrum during his battlefield phase. This attack is in addition to a player's normal attack against an opponent's capital or legend. Units in the attacking player's battlefield can participate in both attacks.

A fulcrum attack follows the normal battlefield phase resolution steps for an attack. If the attack is against a fulcrum controlled by another player, then the defending player may assign units in his battlefield to defend the fulcrum. If the attack is against a fulcrum that is in the common play area, then no units can defend the fulcrum. If at least 1 damage of the attack is dealt to the fulcrum, then the attacking player takes control of the fulcrum and moves it to his battlefield. The fulcrum itself does not take any damage tokens from an attack against it.

Even if a player has no units in his battlefield, he is considered to have control of all fulcrums in his battlefield.



Example: Ben is attacking Amy for control of the Witchfate Tor fulcrum. He is attacking with one Bloodcrusher and one Plaguebearer. Amy must defend with her channeling unit, the Holy Defender, and also chooses to defend with an Ostland Bowmen, dealing 1 damage to the Plaguebearer with Counterstrike. Ben spends 1 resource so the Holy Defender's Action does not cancel his attack.



DOMINANCE

Dominance is a new type of token introduced in *Cataclysm*. It is used to represent each race's struggle to subdue their enemies and establish their rule. When a player gains 1 dominance, he takes 1 dominance token from the token pool and places it on his capital board. When a player loses 1 dominance, he returns 1 dominance token from his capital board to the token pool. If a player does not have a dominance to lose, he does not lose any dominance.

Example (cont.): Both players assign combat damage. Ben assigns enough damage to destroy both the defending units, which allows him to assign his last point of damage to the fulcrum. Amy assigns her 1 damage to the Plaguebearer.



In addition to gaining dominance by controlling fulcrums, players can lose dominance as follows:

- Each time a player's zone burns, that player loses 1 dominance.
- Each time a player's deck becomes empty (has no cards left in it), that player loses 1 dominance.
- The first time any player has either all 3 of his zones burning or no cards left in his deck (whichever happens first in the game), that player loses 1 dominance (in addition to the 1 dominance he would normally lose).

Example (cont.): When damage is applied, one Plaguebearer and both defending units are destroyed. Because the fulcrum is dealt at least 1 damage, Ben takes control of the fulcrum, moving it to his battlefield. The damage dealt to the fulcrum is removed from the fulcrum.

Example: Ben has 2 zones burning and 6 damage on his battlefield. His battlefield is attacked and burned, and he loses 1 dominance. No other player has had 3 zones burning or an empty deck, so as the first player to fulfill either of these conditions Ben loses a second dominance from the attack. Later, if Amy runs out of cards in her deck, she will lose only 1 dominance since Ben has already taken this one-time penalty for his 3 zones burning.

WINNING THE GAME

In *Cataclysm*, a player wins by having the most dominance at the end of the game. If at least 1 player triggers a game ending condition, then the game ends at the completion of the current round, even if that condition is no longer fulfilled at the end of the round.

The game ending conditions are:

- A player has all 3 zones of his capital burning
- A player has no cards left in his deck
- A player has 8 or more total dominance after gaining dominance during the end of round stage

When the game ends, the player with the most dominance wins the game. If players tie for dominance, then the tied player with the fewest burning zones wins the game; if still tied, then the player with the least amount of damage on his capital wins. If neither tiebreaker breaks the tie, then all tied players claim a joint victory.

RULE FOR 4 PLAYER GAMES

In a 4 player game, a player can only attack the battlefield (and by extension fulcrums) of the player that is sitting across from him. A player can attack any zone of a player that is sitting adjacent to him (immediately to his left or right).

TIMING RULES

THE ACTIVE PLAYER

The active player is the player whose phase it is currently. For example, when the first player begins his kingdom phase, he is the active player. When the first player concludes his kingdom phase, priority passes to the player on his left and this player becomes the active player. When a player is the active player, it is considered to be his turn.

END OF TURN/PHASE

Effects that last “until the end of the turn” last until the end of the round. Effects that last “until the end of the phase” only last until the end of the player’s phase they are triggered in, and not the end of the round. The normal end of phase timing rules apply to each player’s phase as it ends.

Example: Amy plays Pantheon Prayer, targeting two of her units. Those units gain Counterstrike until the end of the round, through each player’s battlefield phase!

VARIANTS

TEAM PLAY

Players can play a team game by dividing into 2 teams of 2 players. Players on the same team sit opposite each other at the table. Instead of ending with one player gaining 8 dominance, the team game ends when a team collectively gains 15 dominance (though each player keeps his dominance independently of his teammate) or another game ending condition is met. Teammates cannot attack each other, and are not considered to be “opponents” for the purposes of card effects. A player cannot show cards in his hand to his teammate.

HEAD TO HEAD

Players can use fulcrums in head to head games. When playing a head to head game, use the *Cataclysm* victory conditions instead of the normal victory conditions in the Core Set rules. Players also follow the new round sequence. Note that there is only 1 fulcrum in play at a time, so the player who controls the fulcrum cannot make a fulcrum attack during his battlefield phase.

CATACLYSM ROUND SEQUENCE

 Denotes framework event (no action windows)

0. Beginning of Round Stage

 Add fulcrum, if necessary.

 Determine first player.

Complete beginning of turn phases in player order.

1. Kingdom Stage

Complete kingdom phases in player order.

2. Quest Stage

Complete quest phases in player order.

3. Capital Stage

Complete capital phases in player order.

4. Channeling Stage

Complete channeling phases in player order.

5. Battlefield Stage

Complete battlefield phases in player order (players have a fulcrum attack).

6. End of Round Stage

Complete end of turn phases in player order.

 Players gain dominance (all at once).

 Unchannel units.

Unless there is 1 less fulcrum in play than the number of players, take the top card of the fulcrum deck and put it into play faceup in the common play area between each player's capital.

The player with the least amount of dominance decides who becomes the first player. In case of a tie, no one decides and the player to the left of the current first player becomes the new first player.

The active player can channel units on his fulcrums. Each **"Forced:"** effect on a fulcrum resolves immediately upon the fulcrum being channeled.

Players simultaneously gain dominance for each fulcrum they control. After gaining dominance, if any game ending conditions were met then the game ends and players compare dominance to determine the winner.

Each channeling unit is removed from its fulcrum (the unit remains in the battlefield).

FREQUENTLY ASKED QUESTIONS

Here are some of the more frequently asked questions about the *Cataclysm* format.

Q: What happens if a channeling unit is moved from a player's battlefield?

A: The unit is no longer considered to be channeling the fulcrum, and the unit is moved off the fulcrum to its new zone.

Q: Can a player attack a fulcrum before attacking another player's zone?

A: Yes. A player can attack a fulcrum before or after he makes a normal attack. Remember that a player can only make a single fulcrum attack during his battlefield phase.

Q: If a unit cannot be targeted by card effects, can it be targeted by a fulcrum ability?

A: No. Most fulcrum abilities are “**Forced:**” effects and follow all normal targeting restrictions.

Q: Is a player's battlefield considered to be attacked when a fulcrum is attacked?

A: Yes. While the battlefield does not take any damage from the attack, any defending zone is considered to be attacked for the purpose of card effects.

EXPANSION SYMBOL



The cards in the *Cataclysm* expansion can be identified by this symbol before their collector number.

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