

If the Skirmisher uses its Decoy Coin to “block” the first attack from a Siege Tower, can the Siege Tower attack it again and remove a coin as normal?

Yes.

Can a unit in a Fortification be poisoned?

Yes.

Can a bolstered Assassin/Saboteur poison a Bishop?

Yes.

Can an unbolstered Assassin/Saboteur poison a Knight?

Yes.

When one Footman unit is poisoned, can I use a Footman coin to bolster or maneuver the other Footman unit?

Yes, and you can use the **tactic** on the **unpoisoned** Footman to **maneuver** the **poisoned** one.

If both Footman units are poisoned, can I discard a single Footman coin faceup to unpoison both of them?

Yes. The criteria for unpoisoning a unit is only that you discard a matching coin.

Can I use the Royal Coin to move the Royal Guard (via the Royal Tactic) if it is poisoned?

Yes.

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WAR CHEST™

NIGHTFALL EXPANSION

An expansion for War Chest by Trevor Benjamin and David Thompson for 2 or 4 players aged 10 and up.

COMPONENTS

This expansion contains:

4 Unit Cards 2 Poison Counters

18 Unit Coins 2 Decoy Coins

Nightfall brings two new tokens to War Chest: Decoy Coins and Poison Counters.



Infiltrator
Decoy Coin



Skirmisher
Decoy Coin



Assassin
Poison
Counter



Saboteur
Poison
Counter

Additional rules for inclusion of this content are included here.

SETUP

Add the additional Unit Cards when randomizing your starting units or drafting.

If either the Assassin or the Saboteur units are available, add the appropriate Poison Counter to the play area with their Unit Coins.

If either the Infiltrator or the Skirmisher units are available, add the appropriate Decoy Coin to the play area with their Unit Coins.

Find the **SETUPS INSPIRED BY FAMOUS BATTLES** at:
alderac.com/war-chest-nightfall-evergreen/

HOW TO PLAY WITH THE NEW CONTENT

Poison Counters

- ◆ Two of the new units, the Assassin and the Saboteur, have **tactics** that allow them to **poison** an enemy unit, limiting its **actions**.
- ◆ During setup, place the unit's Poison Counter onto its card.
- ◆ When a unit's **tactic** instructs you to **poison**, take that unit's Poison Counter and place it onto the enemy unit. If the unit's Poison Counter is already on an enemy unit, move the Poison Counter onto the new unit. The previous unit is no longer poisoned.
- ◆ While a unit is **poisoned**, you may not discard its coins faceup to perform **maneuvers** (**move**, **attack**, **control**, or **tactic**) or play its coins faceup onto the board to **bolster** it. You may grant a poisoned unit a **maneuver** or **bolster** action through other units (e.g., the **attack** granted by the Marshall's **tactic**) or by the decrees from *War Chest: Nobility* (e.g., the **move** action granted by March or the **deploy** action granted by Redeploy). The **attributes** and **restrictions** on **poisoned** units still take effect as normal (e.g., a **poisoned** Knight cannot be **attacked** by units that aren't **bolstered**, a **poisoned** Mercenary may **maneuver** when it is **recruited**, a **poisoned** Swordsman may move if it is granted an **attack** by the Marshall, etc.).
- ◆ While a unit is **poisoned**, you may discard one of its Unit Coins faceup from your hand to **unpoison** it. Remove the Poison Counter from the unit and return it to the card of the enemy unit that **poisoned** it. **Unpoisoning** does not count as a **maneuver** (so it does not trigger effects such as the Berserker's **attribute**, for example).
- ◆ When a **poisoned** unit is destroyed, return the Poison Counter to the card of the enemy unit that **poisoned** it.

Decoy Coins

- ◆ Two of the new units, the Skirmisher and the Infiltrator, have **attributes** that allow you to **deceive** your opponent, placing a Decoy Coin into their discard area.
- ◆ During setup, place the unit's Decoy Coin next to its card and standard Unit Coins in your supply.

- ◆ When a unit's **attribute** instructs you to **deceive** an opponent, take its Decoy Coin from next to its card and place it face up into one of your opponent's discard areas. If the unit's Decoy Coin is already in an opponent's bag, hand, or discards, nothing happens. You may not recruit additional Decoy Coins.
- ◆ An opponent may remove a Decoy Coin by taking an **action** to play it faceup from their hand. Return the Decoy Coin next to the associated unit's card. They may also use a Decoy Coin to perform any facedown discard action (**initiative**, **recruit**, or **pass**). They may not use a Decoy Coin to perform a placement action (e.g., **bolster** or **deploy**), a **maneuver**, an **unpoison** action (see above), or a **proclaim** action (See *War Chest: Nobility*).

FREQUENTLY ASKED QUESTIONS

What happens when the Infiltrator's Decoy Coin is in an opponent's bag or discard area when I control a location with it?

If the Infiltrator's Decoy Coin isn't next to the card, its **attribute** has no effect.

Does the Infiltrator's attribute trigger when I use its tactic to control an enemy location?

The Infiltrator's **attribute** triggers when it controls any location (neutral or enemy). It is only its **tactic** that is restricted to enemy-controlled locations, so yes the **attribute** will trigger.

If the Assassin attacks a poisoned Pikeman and removes its last coin as a result of the Pikeman's attribute, does the Pikeman still lose a coin from the supply?

Yes.

What happens if there are no coins left next to its card when the Assassin attacks a poisoned unit?

Its **attribute** has no effect.

If the Skirmisher's Decoy Coin isn't in the next to its card, what happens when it is attacked?

You cannot use its **attribute** (i.e., the attack against it will resolve as normal).

Do "When I attack" effects on units such as the Warrior Priest and Assassin still trigger if the Skirmisher uses its Decoy Coin to "block" their attack?

Yes.