

STORM THE CASTLE!

The STRATEGY GUIDE!

So you're wondering how to beat Storm the Castle! (STC) eh? Well invader, you've come to the right place. Yah see, Old Bill the Butcher is an expert at teaching you the ways of siege warfare and slaying. Stick with me and you'll start racking up wins faster than you can count to a bazillion!

Let's first take a look at the different factions and some of their strengths and weaknesses. Then we'll move on to some more of them general strategies yer britches have been yearning to listen to.

Arcanists

The Arcane Warrior is one of the most versatile units in the game. By spending magic you can increase its armor, attack or move by 1. If you think about it, you can put an Arcane Warrior in a prime spot on the battlefield and use his extra move ability to sneak in for the win. And at 2 health he can take a lickin.

The Magenaught is a monstrosity of metal and magic. Some say powerful mages retire to this suit of armor when they're about to collect welfare. These units are expensive but can easily crush walls especially with the ability to bump their attack up to 4! Don't forget these brutes strikes last so don't get all cocky thinking you can take on the world.

The Twilight Mages are a squishy bunch – they've only got 1 health and strike last. But they generate magic and can easily generate more by converting gold into magic! You'll want at least two of these out if you're playing a strong magic game.

The Witchlings are beautiful, temperamental, and dangerous. Simply by destroying other units, the Witchling gains magic for her team. Her vicious attacks allow her to reroll a battle dice as well. She's a 1 gold unit, so she's inexpensive to play if yer budget strings get tight!

And finally, let's look at Lord Vel Sul. As with any champion, you can't purchase him until you draw his card.

Vel Sul not only is a magic generator, but you once you deploy him you can search for any power card in your deck. Now that's a pretty nifty trick. But to make things even worse for the Fantasy Defenders, this champion lowers the cost of your magic power cards by one!

Now enough of their troops. Let's get into some of their power cards and strategies. We won't cover all of em' but just a few of the tasty ones. We'll let you figure out the rest as experience is its own reward.

Vysions: Take a closer look at this card. What is he reading? Take another look friend – it's a good omen. Anyhow, Vysions lets you manipulate any event or power card deck. How crafty is that? Yah got the ability to change the course of Fantasy Defender events. It doesn't get much better than that. Arcanists are manipulative not combative – play to their strengths and you'll win every time! Err..! shouldn't have said that.

Slow: Next time one of your allies decides to enter the keep try playing this on them. You'll both have a hearty laugh.

Counterspell: Ah, isn't it nice to control others. Sometimes you'll find yourself the target of a nasty power card. All you need to do is fling this bad boy out and say "no means no!"

Vorpal Blast: This spell is one of my favorites. The Fantasy Defender heroes can be quite mean in battle. Increase this spells range by 1 and you'll almost guarantee yourself a safe battle.

Now remember, as the Arcanists you'll want to for sure take over the +2 draw and +2 magic battlefield locations. Drawing cards is key to winning with this faction. Don't forget to also spend a few gold every once and a while to draw extra power cards. Your troops may not be the best in battle but combine them with your spells and you'll be a force to be reckon with. I also suggest if ye be a first timer don't play this faction. They're a wee bit more difficult to play unless you're a seasoned slaughter master.

Undead

The Undead Horde frankly scare the bees wax out of me. Let's take a look at some of their units.

Ghost Fiends: Now these nasty fellers not only have great attack and health but they ignore move lock. Basically, you can wave as you pass by the defenders. Not a bad trick if you ask me! And with the ability to walk through walls, your allies best be wary of these ghastrly fiends sneaking into the castle keep.

Skeletal Warriors: How do you slay something that has already been slain? Use the skeleton's ability to keep pushing forward into the castle.

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Skull Battering Ram: At three attack vs. structures, castle walls will fall quite easily. You'll want to get these machinations of doom up to the castle wall as quickly as possible so don't be afraid to push them for the extra move! Don't forget the rams can't counterattack. This makes them very vulnerable in case your allies attempt to attack your battlefield!

Zombie Horde: What's a game but without the obligatory zombie? They may be horrible attackers but at 3 health they can take quite a bit of damage. Use your zombies to hold battlefield locations or act as a distraction.

Doctor Fume: The good doctor is a bit weak on attack and health. He's best used to support other undead units as he actually makes them more frightful! Fear is a devastating trick the Undead Horde have – use it often! Finally, whenever your unit's are destroyed or destroy another unit you gain magic! This can allow you to leave the +2 Magic Battlefield Location and free up your units to go elsewhere.

Now let's take a look at some of the power cards available to this mass of undead warriors.

Grim Graveyard: Can you say spooky!?! Not only do those that attack and destroy your units take an attack 1 but you have the option to return it for 3 magic!!! Who devised such a contraption? Look at this in game terms. With heroes being as nasty as they are, use your lower cost units to act as "grim graveyard attack magnet" – nuff said'.

The Smell of Fear: Many of yer spookies have an ability called fear. By simply paying 2 magic you'll immediately destroy a feared unit! Never underestimate the power of a great horror story.

Nightmares: Personally, I have nightmares all the time but an actual power that grants this!?! This mighty card can effectively wipe out a players hand of cards. With the Arcanists focused on getting a lot of cards, this turns into a huge threat for them. If you play the Arcanists, make sure ya got a counterspell on hand for nasties like this!

Summon the Gravers: Many of yer undead units are pretty dang cheap to deploy. You'll soon find yer self out of space on yer battlefield. So why don't yah spawn yer baddies into other battlefields? Use this card to avoid the 1 gold cost and get yerself a bonus +1 to your attack when deploying. Remember, the Undead gain magic by having more units on the battlefield. Pay yer friends a visit and let them know whose gonna win this game!

Undead World Order: And for our final power card let's examine this fancy titled card. Imagine playing this card with Doctor Fume on the table! It's a 5 magic cost card so make sure yah use it for yer final pushes into the heart of the castle.

Now folks, keep in mind the undead may not swing hard in battle but yer sure gonna unleash quite a few of them. I guess that's why they call them the Undead Horde (cuz there's so many of them!). I'm a smarty I guess. Now since yer guys aren't very tough, create a lot of them every where. Yes, I mean on other battlefields. Overwhelm yer friends and foes. You might not need the +2 Magic location since yer magic mainly comes off the number of units you have in play. The +2 Gold, +2 Draw, and +2 Hand locations may be yer best bet to quickly get units and cards out.

Dark Elves: Have yah ever taken an arrow to the knee and lived? I have. And I took it from one of those pointy eared elves back in...ah never mind.

Dark Elf Archer: With a range 2 attack 1 yer not going to be winning any points on mass slaying. You'll really need to use power cards to augment these bullseye boys. I personally like to get my Dark Miners and Infiltrators in the mix with the archers lending support to take out the defenders ranged units.

Dark Miner: This meaty chap has 2 health and does 2 attack vs. structures. A good opening move is to buy a bunch of these bearded wall bashers and support them with Dragon Baristas and Archers.

Dragon Ballista: The Dark Elves really know how to make an infernal contraption of shooting doom. At range 3 and the ability to fire twice on a turn is mighty dang impressive. Not only are these wall crushers but great against the more heavily armored Fantasy Defenders and heroes. Since they can't counter attack melee units, you'll want to protect these beauties from yer so called allies. Maybe you can lend them one of yer balistas and help them out on their side of the wall?

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Infiltrator: These sneaky gits are annoying. Not only do they deploy one space forward but if yah put their climbing claws on them they can easily hop over walls and start taking out them pesky ranged units. Yer opponents best be watching how you use them as a quick win is only a few spaces away when these units come into play.

Lord Dryl: Ah yes. Lord Dryll. A cocky son of a halfling. Dryll can't be counterattacked in melee battle. Talk about a great anti-hero unit. He's also got this dragon on his shoulder that he can launch at range 2 and attack 2 thus giving Dryll a lot of battlefield versatility. Don't forget yer armor roll when Dryll get's attacked!

Let's look at those sneaky power cards the Dark Elves have. **A Sinister Strike:** What? You can do an automatic attack 1 that ignores armor and that can't be counterattacked! I'd love to use this against that pesky Fantasy Defender Wizard.

Hail of Arrows: Now imagine ye got three of yer archers on the battlefield and they miss. Well, pop out this power card and fire again. Nothing sounds better than the whiz of arrows in the morning. Combo this with Ruthless tactics and Marksmanship of the deep and yah got one unstoppable force to be reckoned with.

Voter Intimidation: Nobody likes to be bullied but this goes a bit to far. These Dark Elves actually gain bonus votes during the Who's the Boss phase. Rest assured, no one is safe from the tyranny of the pointy ears. Play this card when yer friends least expect it.

Portals: I have no clue how or where the pointy ears got this contraption but I'm dang impressed. Now think. Which unit of the Dark Elves can deploy one space further on the battlefield? Combine this with Portals and ye got pointy ears at the very gates of the castle. Don't forget all yer units that deploy with Portals get to reroll one of their dice in battle.

Frenemies: You could say I was a likable fella but with this power I'm one of the most charming chaps yah have ever seen. Imagine yourself a few spaces away from victory. Yer dirty opponent thinks he can attack and stop yer path to glory. Then you cackle and say "oh no you don't". Think like a pointy ear and yer for sure to capture the castle with treachery and lots of evil giggles.

So that's a quick run down of the Dark Elves. By now yer thinking that this is a fun faction to play. Well dang my toes it is. I like to get some of my miners up on the front lines supported by them Dragon Balistas on my first turn. I've also seen players buy two of them balistas on their first turn to really get their game going. Always keep in mind, yer troops can't take a beating so you'll have to use range to pepper yer foes and soften them for the hammer swing.

We're finally at the Green Tide!

These green-skinned and thuggish barbarians wouldn't know left to right unless led by a mighty warlord. Let's look at this brutish force and what they can do.

Goblin Sappa: Imagine buying three of these crazy gits on yer first turn and putting on the power card "more boom". That's a lot of fun fireworks to watch for the whole family to enjoy. Now ye might notice the sappa has the "Special" trait. Stop scratchin yer heads. This simply means he's neither melee nor range. He's special. Get it? Special I say!

Orc Pirates: Why's there a blank space on his card? Maybe cause these sea sucking pirates are 2 attack and 2 health and mighty mean. Give em some ale and you've got yerself some great front line troops.

Roaring Giant: Imagine a 10 ton piece of unmitigated stupid flesh stomping towards yah. I know I'm a poet. For a whopping 4 gold, this beast can smash through walls and units at an attack 3! He can also bump up his fear to two! He may be slow but he's a lovable beast that is surely to be feared.

Rock Lobber: A range 3 rock lobbing siege machine that can shoot at units over walls. I never knew the Green Tide had engineers that smart!

Big Chief: Me and the Big Chief go back a long way. He's known to be temperamental and will swing at friend and foe alike. Get him in the castle and unleash his spinning doom ability to watch butchering finesse in action. Since this ability can't be counterattacked, you'll have a blast taking down heroes.

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These green brutes may have the best melee units in the game but they've also got quite an impressive library of power cards at their disposal.

Boss Please, Come Save Us! When the tough get going, the tough get showing! Where else can you go through yer draw deck to find a champion and put him into play fer free?

Experimental Rocket Bootz: Have ye ever seen a Roaring Giant with Rocket Bootz? It's a pretty funny sight. These bootz may be finicky but when they work, boy do they work! Not only do you move more spaces but get bonuses to yer attack and damage! All this for the discount cost of 1 gold.

Sukka Punch: Whether ye can win or lose a fight always go for the groin. That's something my mamma always taught me. A swift sukka punch will destroy a unit if you roll a hit on yer battle die. Use this to keep them tough guys at bay.

Tiki War Shrine: To me it looks like a garbage pile. But to the Green Tide it's something they sacrifice chicken eggs to. Regardless, you get to choose 2 units to gain +3 damage! Smokin' grapes that's a mean power. Remember though, damage only applies if you actually hit the unit. So don't go cheating and saying you read otherwise on yer computer.

Pirate Ale: Ah the sweet taste of fermented seaweed. Sure the ale may have some side effects, but liquid courage is better than none at all. I recommend sipping 3 times. Might as well go out swinging!

The Green Tide is all about smashing and thrashing. They've got some unique equipment that when it works, works great. But when it fails, well...it's embarrassing. Get yer boyz up in your opponents faces and keep rolling until nothing is left in yer way.

Now there be more things than this but I can't be sitting here scribing all day long. Some of this stuff yer just gonna have to figure out on yer own!

I will leave ye invading gits some general sage advice though cuz I'm nice like that.

- **At the start of the game yah got 10 gold. Use it to buy some of yer meatier units. Gold can be hard to come by during the latter stages of the game.**
- **Being the Boss is cool. It's fun. It's also expensive. Don't go blowing all yer money trying to be the Boss if yer short of funds for units. Being the Boss at the mid and later turns of the game are more important than the first few turns.**
- **Any Boss can be dethroned. Sure he may have some fancy cards and bonuses so make sure you have enough votes and gold to take his place at just the right time.**
- **Smash them walls! Events are mean. They're a great way to losing the game. Sometimes yer just gonna have to work together.**
- **Avoid them walls! Sure, sure. I know I just contradicted myself. But getting into the castle may be easier by buying some ladders and hoping yer boys over them. Smashing walls can take a long time. We ain't got all day!**
- **Keep em' coming! You may have a bunch of units in the castle but that just means you become a target for everyone. Make sure you've got yer back up units right behind to take the place of yer fallen comrades.**
- **Battlefield locations are a great way to get some many needed bonuses. Use them to also deny yer allies these special rewards.**
- **Some of the heroes can be especially tricky to take down. You're just gonna have to keep attacking and rolling to whiddle them down. Look at your unit's abilities and power cards to make the best of the situation. If we made the game to easy you'd be complaining about that to - so suck it up and charge!**
- **Don't be afraid to buy power cards! You most definitely want to draw yer battlefield upgrade and champion so save some of yer hard earned cash to get to them quicker. Don't forget the +2 Draw Battlefield Location!**
- **Sure you may have allies, but if they're doing to well, consider attacking their side paths to eliminate some of their weaker units (i.e. Dragon Ballista). There's nothing wrong with slowing down their success.**

Lovingly yers, Butcher Bill (a future unit).