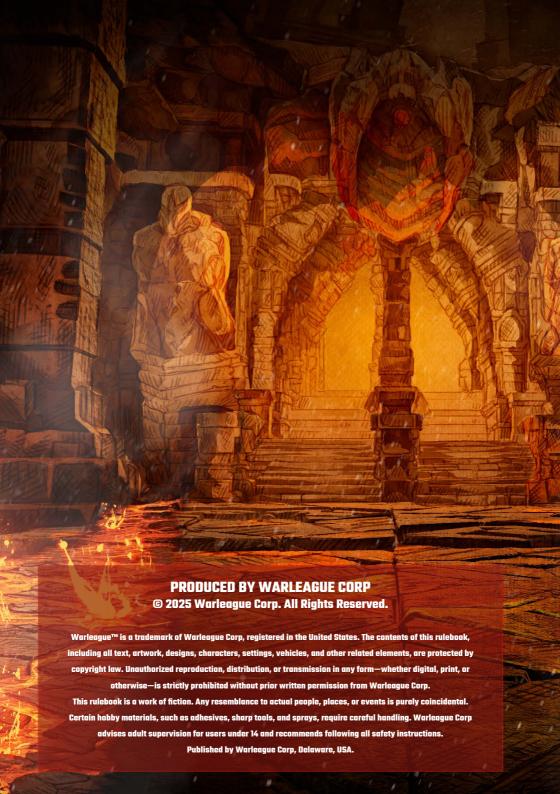




INTRODUCTION TO

WARLEAGUE



MARIENGE

No one knows from whence it came, or how its hidden mechanisms truly function. Ancient beyond comprehension, it predates the rise of life among known species, existing for unfathomable ages with a single, unyielding purpose: to gather the strongest and devour the weak, dragging them into a brutal conflict known as the Warleague.

Called Legion, this colossal hive mind—born of living stone and steel—dominates a barren world at the galaxy's rim. Its corridors twist and pulsate like sentient organs, ensnaring any who dare enter this labyrinth of relentless carnage. Bones of countless victims lie scattered across its ridged corridors, silent monuments to an insatiable, age-old hunger.

At its icy core dwells an ageless AI, orchestrating the menacing maze and its cold-hearted mechanical drones, patrolling its confines like a flawless immune system that spares no trespasser. Centuries of study have yielded nothing but hollow echoes, for each curious mind that probes too deep is swallowed by the arena. Within this metal nightmare, the strong are tested—and consumed—by a will fixated on perfection, heedless of all it grinds beneath its cosmic ambition.

Legion's legendary rewards for the mightiest fighters echo through the galaxy as a curse. Drawn by these shadowed promises, slave-hunters, known as the Collectors emerged—rising to daunting technological might and spreading terror in their wake. They orchestrate brutal arena fights on lawless planets to uncover the worthy. Their reach is boundless, raiding even the most fortified military bastions to seize powerful combatants. Yet the cost of weakness is monstrous: entire fleets are annihilated by Legion if even a single weak fighter is offered to it, a grim testament to the merciless scale of its dominion.

Combatants from every corner of the galaxy are imprisoned together, forced into ceaseless battles for survival and the chance to rise as the one true champion. With no escape except through victory, they fight relentlessly in endless tournaments, desperate to earn their ranks, secure their freedom, and claim the fleeting hope of fame and liberation.



...better than the scum that enters the arena daily. Some even whisper that you're a hero, like the rare few among us. But let me tell you this: being a hero must be proven, and that proof lies in the Warleague. That's why command is being transferred to you.

The choice is yours. Choose your path, shape your team, and carve your destiny. Will you create a massive swarm of organically evolving critters, build a versatile army of drones, or hire specialized troops of highly trained combatants to form a small but effective squad? The arena demands your decision—and the stakes couldn't be higher.

In the arena, you'll face heroes, combatants, monsters, and even enigmatic end-bosses. Each opponent demands a different strategy to overcome. Choose your loadout carefully—your equipment and items are crucial. Enter the arena only with what you truly need.

Your units are more than tools of war; they're your companions, your lifeline in the chaos. Equip them wisely, trust them, and build memories together. They're essential not just in battle but in carrying your fight forward. Treat them with care, for their survival reflects your strategy.

Before each battle, define your strategy and craft your units. Prepare yourself for fast-paced, action-packed skirmishes in the dungeon maze of Legion.



The maze is a treacherous labyrinth, filled with traps and death waiting around every corner. Step carefully, collect valuable resources, and use them to bring your crafted units to the battlefield one by one.

Dominate the maze. Push back your enemies, steal their resources, and cut off their supplies. Show no mercy, and leave no survivors. This is your moment to prove you're not just another combatant—you're the one who will bring Legion to its knees.

Welcome to the Warleague, Combatant. The maze awaits.

GAME MODES

Campaign Mode (Solo)

A story-driven experience where players make strategic decisions, unlock rewards, and upgrade their hero, army, and equipment. Choices shape an evolving narrative with lasting consequences.

> Cooperative Mode (Co-op)

Two players team up for the campaign, with the second player's Rad cost covered by the primary player. Cooperation is essential for coordinating tactics, sharing resources, and overcoming challenging encounters.

> Arena Mode (PvP)

Fast-paced PvP combat with Team and Deathmatch options. Players build armies within mission limits, selecting units and gear, while NPCs and environmental hazards shape battles.



The war against Legion is not confined to these blood-soaked halls. It stretches into the real world, where every decision you make carries weight. This is not just a fight for survival—it's a fight for freedom, a journey through chaos, and a battle to reclaim our freedom.

The world is vast, rich with secrets, and teeming with danger. Your battles will span hostile lands, ruins of fallen civilizations, and the heart of Legion's influence. But this journey isn't just about strength—it's about uncovering truths, adapting to challenges, and making decisions that will echo far beyond the battlefield.

If you dare to take this step into the chambers of Legion, your journey begins now. Choose your hero, take your campaign book, and prepare your journal to record your legacy. Together, you'll navigate quests and missions, each tied to a greater purpose. The choices you make will shape your path, forging victories, sacrifices, and alliances that define your legacy.

Select your equipment wisely, as outlined in the campaign guide, and let the book guide you through the dungeon. But remember—your decisions matter. Each choice leaves a mark, shaping your story and your future.

With every completed mission, you'll earn rewards to expand and refine your arsenal. Trade shrewdly, equip your troops with care, and arm yourself with the tools you'll need for the battles ahead. Your units are more than just pawns; they're companions in this war. Their survival depends on your preparation and trust.

This campaign is more than a series of battles—it's your chance to leave a legacy. The choices you make, the victories you earn, and the sacrifices you endure will shape not only your story but the fate of those who follow.

Be ready, Combatant. Equip yourself, trust in your resolve, and step into the chaos. The campaign awaits, and history is watching. Will you rise to the challenge?

START HERE

- Select your hero and the campaign.
 This determines your character's path and story arc.
- Prepare a plain sheet of paper for your journal to track progress.
 Use it to note decisions, items, and completed quests.
- Read the first page of the campaign book and set up your hero and equipment.
 Follow the instructions to equip weapons, armor, and items.
- > Complete missions, make decisions and earn rewards to upgrade your hero and units.

 Progress through the storyline, adapt strategies, and strengthen your forces.





In the struggle against Legion, you are not alone. Should the need arise, another warrior may join your fight, summoned from the uncharted depths of the dungeon. They will emerge through the closest door, brought into the conflict by expending Rad—the precious resource we all fight to gather. The cost to summon this ally reflects their total strength, including their equipment, and will be deducted from your own reserves. Be sure the price is worth the risk.

Your companion is no ordinary recruit. They have the freedom to decide their role, bringing variety and ingenuity to your rebellion. Whether they control drones, critters, combatants, or even fight as another hero, their unique contribution will shape the strategies you employ. Together, you have the potential to adapt, evolve, and overwhelm Legion's forces in ways a lone warrior cannot.

But remember this: the world of Legion responds to strength with fury. The dungeon's traps and trials will become far deadlier, the enemies more cunning. When fighting side by side, the challenges will escalate to test your combined might. This is no place for hesitation—only trust, coordination, and relentless resolve will see you through.

So, Combatants, if you are bold enough to walk this path together, prepare yourselves for the trials ahead. Two minds, two strengths—one purpose.



The rebellion grows stronger, but so does the enemy. Will your alliance endure the crucible of Legion? The dungeon awaits.

START HERE

- Start a campaign.
 Begin a new adventure by selecting the difficulty and setting the stage.
- Check the cooperative settings on the first page.
 Review the guidelines for a fair and balanced co-op experience.
- Your co-op player selects a unit or hero.
 They can choose from various units or heroes to support your quest.
- Pay the Rad costs for your co-op player from the primary player's wallet.
 All expenses for the co-op ally come from the shared budget.
- > Your companion joins the game from the closest door to your hero.

 They enter the arena near your hero, ready for battle.



In this brutal arena, you're not just facing Legion's endless hordes—you're facing each other. Warriors enter, determined to claim victory, but only one will stand at the end. The battlefield is a carefully crafted warzone, with rooms, spawn points, loot, and waves of enemies set to test your cunning, strength, and will. Each mission is a calculated game of strategy where every detail matters.

Before the battle begins, you will receive a reserve of Rad, the lifeblood of your army. With it, you must construct your forces. Use it wisely to select units and prepare your deck—your arsenal of troops, abilities, and strategies. Think carefully, Combatant, because once you've committed to your choices, there's no going back. Your deck will be locked when the battle starts, save for items, which can be forged mid-battle using a synthesizer—if you can reach one.

This is more than combat; it's a test of minds as much as muscles. Every decision matters. Every move could be the difference between glory and defeat. Will you dominate the field, outmaneuver your opponent, and claim the resources that can turn the tide? Or will you falter under the pressure of a more ruthless rival?

You are not just fighting for survival—you are fighting for supremacy. Prove you have what it takes to rise above, to command the battlefield, and to show the world that you are the champion.

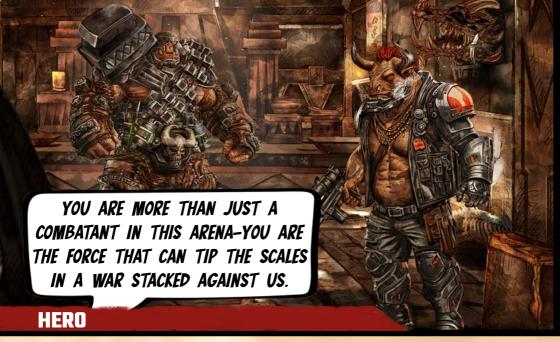


Prepare yourself, Combatant. In this arena, it's not just Legion you must conquer—it's each other. Let the battle begin!

START HERE

- > Choose a PvP Mission from the Mission book.

 This determines the scenario for your competitive battle.
- Agree on a difficulty level and any mods.
 Adjust the challenge to match your group's preferences.
- > Each player selects their hero and sets up their army and equipment deck.
 Configure your hero, units, and gear for optimal strategies.
- Place tiles and NPCs in the locations specified on the mission sheet.
 Prepare the battlefield according to the scenario's layout.
- Position heroes on their designated starting positions.Ensure each hero is placed correctly before the fight begins.
- Begin the first round and place the round counter on the mission sheet.
 Start the match and keep track of progress each round.



You are not like the troops who march at your command. You are unique, forged for greatness, and driven by something deeper—anger. That anger isn't just a weakness or a burden; it's your strength. With every battle, with every blow you land, that rage builds, pushing you beyond your limits. As your temper shifts, you'll unlock new power, new abilities, and become an unstoppable force. But control that fury—let it drive you, not consume you.

You act first, always. No one commands you, and no one restrains you. Your actions define the battle from the very start. But understand this: if you fall, the fight ends. There is no recovery unless the world itself grants you that chance. Your survival isn't just vital—it's everything. Without you, there's no one to lead, no one to inspire, no one to finish the fight.

You've been chosen because you're different. Your strengths and weaknesses are yours alone, and they shape how you'll fight and how you'll lead. You aren't just a warrior—you're a symbol, a weapon forged against Legion's dominion. The choices you make, the paths you take—they are yours to own. Every decision you make will ripple through the battlefield, and the troops who follow you are more than pawns. They are your companions, your responsibility. Trust them, arm them, and lead them to glory.

Remember this: the arena will test you. Every opponent will push you to the edge, every challenge will demand more from you. But that's where you belong—on the edge, where the fight is hardest, where heroes are made.

Now, Hero, step forward. The arena calls, and it's waiting for you to show what you're truly capable of. Will you rise to the challenge? Or will you fall like so many before you? The choice is yours. Make it count.

MALIK



Hunted by the colossal Mega Corps, the Peacekeepers have been reduced to scattered remnants on the brink of extinction. Commander Malik, an ambitious captain commanding a modest frigate, dedicates himself to uniting humanity under a single cause. Driven by an unyielding pursuit of justice, he dreams of forging an elite force powerful enough to free Earth from its oppressors. Yet his moral resolve often collides with the grim demands of war. Still, Malik presses on—until one pivotal day changes everything. Captured and thrust into Legion's punishing arena, he now confronts an unimaginable darkness, dragged from his crusade for freedom into a realm where survival itself demands a different kind of courage.

CYGO

Educated in the intricate science of cybergenetics, Cygo's research ventured well beyond standard boundaries. While his contemporaries fixated on physical augmentation, he devised a revolutionary method to enhance his own mind—teetering between the brilliance of a mastermind and the chaos of a madman. Wandering the galaxy in confusion and without purpose, Cygo fell into enslavement beneath a notorious arena. His new master dangled the promise of freedom if Cygo could claim champion's honors. Yet behind this offer lay a darker motive: to leverage Cygo's altered mind for access to the ancient Al controlling the arena, a labyrinth from which no fighter ever emerged victorious.



GRUNK



Mysterious and unscrupulous, Grunk walks the path of the Shadowblade—the Cybork's most enigmatic sect, where influence is currency and secrets are the black market's gold. His craft is espionage and silent murder, his domain, those lightless corners few dare enter.

By embracing darkness and bending every resource to his will, Grunk clawed his way into the highest ranks of that hidden order, quietly steering destiny as he pleased—until one ill-fated misstep changed everything. Caught in a snare of his own making, he found himself under Legion's merciless rule. Now serving as one of the Big Boss's generals, Grunk enforces an iron dominion over the combatants in the arena.

tyranny.

FIRST DAY EDITION ONLY

Driven by unwavering compassion, Dalia wields her blade with merciful swiftness, freeing foes from their own cruelty in little more than a hush of steel. With all her fears hidden behind a dark scarf, she radiates quiet mercy and hope to those around her. As lethal and sharp as her sword is, her resolve to protect the helpless cuts even deeper. She moves with unflinching poise, each step measured, each breath focused, while coiled muscles attest to her rigorous training—every motion an unspoken pledge to shield the vulnerable from harm. A dedicated member of the Peacekeepers, Dalia once stood beside Commander Malik as his most trusted lieutenant, mirroring his dream of a galaxy freed from





A vast array of units stands ready at your command, each crafted for war, each carrying its own strengths and frailties. But make no mistake—Legion does not fight with reckless abandon. Legion is relentless, systematic, and unyielding. Its endless swarm of Drones marches forward without fear, without hesitation. They are its standard force, its mindless soldiers programmed to crush any resistance. To face Legion with nothing but your own strength is suicide. You need an army.

But not just any army—your army. The greatest heroes do not merely fight; they build, adapt, and conquer. The wise gather combatants—hardened warriors skilled in their craft, trained to execute precise tactics and operate with deadly efficiency. They stand beside you, flesh and blood soldiers who can think, react, and strike when the moment demands it.

Yet, the most feared among us go further. They command the evolution of war itself. They do not just recruit fighters; they shape them. They harness the eerie, ever-changing Critters, forging living weapons that adapt, mutate, and devour anything in their path. These creatures are more than beasts—they are a force of nature, one that only the most daring and brilliant can control. This is what separates the fallen from the victors. The weak rely on brute force. The wise assemble, command, and shape the battlefield itself.

Your army is not just a tool—it is your lifeline, your shield, your spear. It is the only thing standing between you and oblivion. Choose your warriors wisely. Strengthen them. Trust them. Because when the time comes, when the battlefield is soaked in fire and blood, and Legion's forces close in, it won't just be your skill that decides your fate.

So tell me, Hero—will you fight alone and perish? Or will you build an army that will make Legion tremble? The war is coming. Choose wisely.

DRONES

While Legion's body is the Arena, its limbs are the drones—mechanical extensions of its hive mind, fulfilling every silent command. Forged without emotion in hidden factories, these drones emerge under cold sparks and soulless precision, each meticulously crafted to serve a specific role on the battlefield. In this ironclad dominion, they are the living weapons of Legion's will.

Yet within the swirling dust and clashing steel of the arena, it is the combatants who ultimately shape these creations—seizing the forges, piecing together new designs, and commanding each drone to their unique strategy. Thus, an unlikely balance is struck between Legion's relentless authority and the ingenuity of those who battle under its unblinking gaze.

TIRONES



Triones is Legion's smallest humanoid drone, engineered for mass production and boundless expendability. While individually weak, these diminutive automatons become a credible threat in overwhelming swarms, where their numbers can wear down even the hardiest defenses. In Legion's grand strategy, Triones serves as the initial wave—storming the battlefield to exhaust enemy resources—before heavier units close in to deliver the final blow.

LEGIONARY

The Legionary stands as Legion's primary, all-purpose battle drone—both imposing in stature and adaptable on the field. Equipped with the frame of a humanoid fighter, it wields ranged armaments and excels at close combat alike, striking fear into those who face its unrelenting assault. Where living warriors falter under exhaustion or hesitation, the Legionary knows no fatigue, fear, or mercy—only the cold precision of its directive.



PRAETORIAN



The Praetorian is a towering behemoth of war, encased in thick, unblemished armor and armed with monstrous heavy weapons. Resembling a walking tank, it strides across the battlefield, unstappable by ordinary means. Elite and seldom seen, these juggernauts determine the fate of every fight they join—often with rathless finality. Only a determined band of seasoned Combatants, fighting as a cohesive force, has any hope of felling one of these steel giants.

COMBATANTS



Under Legion's unblinking gaze, warriors from across the galaxy endured unspeakable trials, emerging as the toughest combatants known. Endlessly seeking survival, they developed an insatiable thirst for gear, upgrades, and the coveted currency called Rad. As mercenaries, they trade mortal risk for precious coin, building fragile alliances bound by resources or brute might. Even promises of friendship often serve as stepping stones in a game of ruthless exploitation. Countless variations of these fighters—vastly different in size, skill, and creed—share a singular core: an unyielding resolve to stake their lives for a final claim of honor in the unforgiving arena.



This barren planet was once rumored to be a lush paradise, brimming with water and verdant life. Creatures of every stripe thrived amid those pristine wilds, living in harmony and balance. Then came Legion, an invasive force that corrupted the land, sowing fear and oppression in place of natural order. Forced to endure this relentless cruelty, those native beings evolved into formidable predators that now slink within the arena's underbelly and beyond.

Under the hush of night, they linger like living phantoms—tense, silent, and poised to strike with uncanny swiftness. Known as Critters, these beasts appear in wildly divergent forms, more an evolutionary hierarchy than a uniform race. Their shared genetic code stitches together a long-forgotten past, but no one truly knows whether they possess higher intelligence or are ruled solely by primal instinct. Only the unwary believe them mere animals, for in the blink of an eye, these lurking shadows can unleash lethal fury.

SNAPPER



This dog-like Critter is the most frequently encountered among their kind, tasked primarily with guarding breeding grounds and performing menial, laborious tasks. In eerie sync—like ants—they coordinate without any visible leadership or audible exchanges. Despite appearing relatively low in the Critter hierarchy, each weighs in at roughly 100 kg of solid muscle, encased in a soft yet adaptable chitinous armor. Though individually unremarkable, their silent unity forms swarms that only grow in intelligence and destructive power with their numbers.

JAGGER

Bigger, heavier, and sprouting razor-sharp horns, this advanced Snapper form unites ruthless speed with raw, bestial power. A wolf-like monstrosity driven by a fierce territorial instinct, it attacks anything it considers a threat. Protected by a dense chitin shell, the creature sacrifices some agility for near-impenetrable defense. Its name reflects its devastating jaws, easily tearing through metal as though it were paper.



SCORCHER



Burning acid scorches the air as it blasts from this creature's mouth, boiling flesh and corroding armor in one lethal spray. Though it lacks melee prowess, its evolutionary gamble on ranged assault makes it no less dangerous. A medium-grade chitin shell grants some protection, yet the fiery gland in its tail—covered only by a thin, translucent membrane—remains a volatile weak point. A single well-aimed strike can ignite that vulnerable organ, turning the Scorcher's devastating weapon upon itself in a cataclysmic explosion.

DRACO

A monstrous revelation of Critter evolution, Draco stands on two legs, baring razor-edged claws and fangs that evoke demonic nightmares. Its keen tactical sense and unnatural agility set it apart from lesser creatures, as does the living, organic rifle it grips—a gruesome union of predator and weapon. Draped in a thick, symbiotic armor, Draco effortlessly weathers both melee blows and ranged assaults, emerging as a terrifying vanguard of intelligence and savagery among the Critter ranks.





Every room you step into holds a new trial. Enemies lurk in the shadows, Critters watching, waiting for the perfect moment to strike. But it is not just them you should fear—the Traps scattered throughout these halls are a death sentence for the reckless. One wrong step, one careless movement, and the arena itself will consume you.

As time passes, the challenge only grows. New enemies arrive, new traps are set, and the arena becomes even more lethal. You cannot hesitate—you must strike fast, strike hard, and move swiftly before the tide of battle turns against you. Hesitation is death. Doors to new chambers will open, but they are not just pathways—they are opportunities. Use them wisely, push forward, and if you have the skill... leave the arena for good.

But make no mistake—this is not just about survival. The arena does not test you to see if you live; it tests you to see if you are worthy. Your main goal is clear: defeat the enemy Combatants. Whether you fight alone or stand with your team, the outcome is the same—only one can rise above. There are no spectators here, no crowd to cheer your victories or mourn your defeats. There is only Legion's gaze, ever watching, ever judging. And in the end, it is Legion who will decide which of you is worthy to be called Champion.

But the dungeons...

The dungeons are something else entirely.

Beneath the arena lies a forgotten battlefield—one where Legion's dominion clashes with nature's defiance. Some say these tunnels were once part of the arena. But something changed.



Some heroes have dared to descend, seeking a way out, searching for the truth. They hoped to find an escape, but all they found were shattered dreams and death. No way out has ever been discovered—only more nightmares, more impossible battles, more blood staining the ruins of the past.

The arena is brutal, Hero. But the dungeons? The dungeons are a graveyard.

Now tell me, Combatant—do you have the strength to conquer the arena?

Or will you be foolish enough to seek the darkness below?

Either way, your fate awaits.

MISSIONS

Every mission you embark on—every desperate push forward into the unknown—demands a careful balance of resources, tactics, and strategy. The path ahead will never be kind. You



will face relentless enemies, ever-changing threats, and obstacles that will block your way at every turn. But with the right warriors at your side, with an army built not from numbers but from calculated strength, you will carve your way through the bloodstained halls. Your forces must be chosen with care, their purpose clear before the first strike is made. Position them wisely, anticipate the threats, and be ready to sacrifice when the time comes. Because sacrifices will come. The arena does not allow perfect victories, only those willing to pay the price to claim them.

REMEMBER

- Mission sheet defines the scenario.
 It contains waves, room setup, rewards, and achievements.
- Waves defines the enemies and challenges.
 Rounds initiate new waves, and difficulty modifies encounters.
- Room setup determines the structure.
 Structure adapts with tiles and added spawn locations.

ROOMS

Every room you step into is a stage for conflict, a crucible where warriors, monsters, and the unseen horrors of the dungeon collide. Some missions confine you to a single chamber, forcing you into brutal, inescapable combat. Others span multiple connected rooms, drawing you deeper into the maze where each doorway hides new dangers, new enemies, and new challenges.

The doors are not your allies. Locked by default, they dictate the flow of the fight, sealing off escape routes and trapping the unprepared. They do not yield without cause. Each mission carries its own conditions—some doors will only open when a task is completed, others when enough blood has been spilled. And some? Some may lock again, cutting off paths you once thought safe, leaving you stranded in the jaws of death.

You will not control the arena. It will control you—unless you learn its secrets. Stay alert, watch the doors, and move with purpose. Because in this place, hesitation does not mean survival. It means entrapment.





Hero, war is not won by brute strength alone—it is about knowing when to strike, where to position yourself, and what weapon to wield. A blade swung at the wrong time is useless. A rifle fired too soon is wasted. Survival belongs to those who choose wisely.

Everything in battle depends on positioning and timing. Choosing the right weapon, the right ability, and the right moment to act will decide your fate. Cover is survival, movement is control, and a well-timed attack is death. Melee weapons strike with life-threatening force, but a smart opponent will parry if they have reserved their defenses. Ranged weapons offer versatility, from the speed of pistols to the precision of rifles and the devastating power of cannons. Explosives, however, do not discriminate. They rip through enemies and environment alike, collapsing columns, splitting the ground, and triggering traps in a devastating chain reaction.

Items hold immense value, often used only once but capable of turning the tide. They can heal wounds, repair armor, or provide offensive opportunities—gladiator nets to ensnare enemies, throwing spears for deadly precision, or mines waiting for the unwary to step too close. But inventory space is limited. You can only carry what you or your unit can handle, and in the chaos of battle, that is not much. Every choice matters.

And then there is you, Hero. Unlike the others, you hold something greater—abilities that shape the very flow of combat. A single moment, a single ability, can change everything. But such power comes at a cost. Some abilities demand the right weapon in your hands, others draw from something far more primal—anger, the burning force that fuels your strength. Too little, and you are powerless, struggling against the inevitable, feeling the weight of defeat press upon you.

This is the battlefield, Hero. It does not wait. It does not forgive. Master your weapons. Master your timing. Master your rage. Or fall to someone who did.

PHASES

Listen well, Hero. Time does not stand still in the arena. With every passing moment, the battlefield shifts, and the fight evolves. Whether you are ready or not, the world around you moves forward.

UPDATE PHASE

At the start of each round, the Update Phase unfolds—a merciless reminder that the arena does not wait. The enemy regroups, and new horrors emerge from the depths. If you survived the last wave, do not waste time celebrating—a new one is already upon you. Here's what happens, whether you like it or not:



- The battlefield changes. The ground beneath you is never still. Tiles progress, obstacles shift, loot appears, and new dangers emerge. You may think you know this battlefield, but it is never the same twice. Traps can manifest where there were none. Escape routes may vanish before your eyes.
 - > Advance progressing or depleting tiles by turning or removing them.



- Reinforcements arrive. The enemy is never done. New threats spawn, fresh enemies take the field, and wave content is placed to challenge your adaptability. You may have held the line before, but can you do it again?
 - > Place new wave content, such as NPCs, tiles, and other elements.



- The invaders grow stronger. Resources are gathered from invaded synthesizers and breeders. If you allowed them to fall to the enemy, then your adversaries are already gaining strength.
 - > Collect resources from invaded spawners.



- Defensive preparations reset. If you were waiting in ambush, if you had braced for the next strike, your moment is gone. Delayed actions are reset, defensive preparations wiped clean. The arena forces you to act, to move, to adapt—or to die.
 - > Remove all delayed action tags.





- Exhaustion is temporary, but the war continues. Your units recover their opportunity, no longer drained, no longer held back. The weary find their footing, the wounded steel themselves, and those who faltered now stand ready once more.
 - > Turn unit cards back to their front side

This is the rhythm of war in the arena. It does not give you time to breathe. It does not give you space to hesitate.

UNIT PHASE

The dice decide who seizes the moment, but no matter the roll, the hero always leads. The rest follow, unit by unit, alternating between combatants.

- > All players roll a die to determine the player order for the round.
- > Your hero acts first—without hesitation. You are the first to step forward, the first to strike, the first to shape the course of battle.
 - > Activate your hero first, using or skipping all action points, then let the next player activate their hero.
- > Then the war unfolds. One by one, your units activate in order, alternating with the enemy. Strategy is everything—choose wisely when to attack, when to hold, when to wait.
 - > Activate or skip each unit in alternating turns, ensuring the next player activates their unit after yours until all units have been played. Flip each played unit's card to its backside









Every turn is a choice. Every choice is survival.

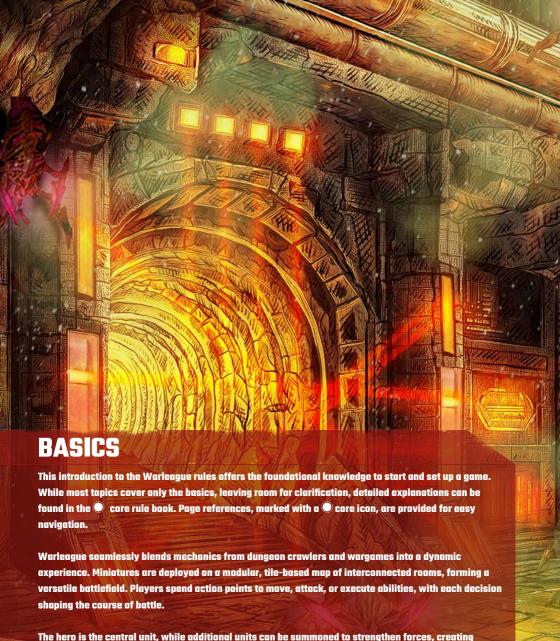
NPC PHASE

And then, when you think the battle is yours—the arena fights back. Once all combatants have played their hands, the enemy awakens. NPCs move in descending Rad value order, the strongest taking the field first, the weaker ones following in their shadow. If multiple factions lurk in the arena, the dice decide which strikes first. There is no mercy in the order of war.

- One of you will take command of the NPCs. Do not falter. Even if it means turning the tide against yourself, the arena demands fairness in its carnage.
 - > Select a player to control the NPCs for the phase.
- The strongest act first, the blocked ones last. Those trapped by the chaos of war will move only when the battlefield allows it.
 - > Activate NPCs in descending Rad value order, leaving blocked NPCs to act last. NPC cards are not flipped.
- The arena plays its role. NPC behavior is not random—it is calculated, controlled by their nature, their instincts, their programming. Their behavior cards dictate their actions. Follow them without hesitation, even if it spells your own doom.
 - > Perform NPC actions based on their current behavior cards.

This is how war is waged in the arena. This is how the strong rise and the weak are crushed.





dynamic opportunities to lead an army against rival players or NPC foes. Equipment, weapons, and items, represented as cards, allow for unique configurations, enabling players to adapt their army to their

This strategic flexibility ensures each game is a tactical challenge, where clever positioning and

resource management can decisively shift the balance of power.

preferred strategy.

ORDER ARIJER

ACTION | TURN | ROUND

Each unit performs or skips all its ** action points during its ** turn. The turn then progresses to the next unit of the opposing player until all units have taken their turns. Heroes are played at the start of each *C round. Once all commandable units have acted, the round ends and NPCs take their actions in order of their ** Rad values.



CIZ NECIEDIL

MOVEMENT

| TILES | TERRAIN | DANGER

Missions consist of one or more connected rooms, divided into hexagonal tiles. Units occupy tiles and move to unoccupied ones by spending \$\display\$ 1 action point per tile, or \$\display\$ 2 for crossing

adifficult terrain edges.

Tiles are passed one by one.

Rooms can be entered or exited once the connecting Π door is opened.

Passing a concealed tile turns it, revealing its hidden mechanic: traps trigger a trap card, and loot rewards a loot card.

Chasm %edges are impassable; falling is fatal, except for heroes, who survive but lose their held © items.



ATTACK

ATITIVIN.

DAMAGE

Weapons are used by spending the *action points listed on their card. Damage is applied sequentially to (*) shields, *armor, and *V* health. Weapons with three (low | high | critical) damage values determine intensity by a dice roll: 1/1 for low, 1/2 for high, and 1/2 for critical.



REMEMBER

Damage is applied sequentially to defense layers in the order: Shield > Armor > Health.

REMEMBER

- ➤ Breeders heal* ♥ 3 health for ⑤ 1 biomass
- ➤ Synthesizers repair* **†** 3 armor for **€** 1 energy

*only units on adjacent tiles

TARGETING



Melee: Only directly adjacent tiles to the attacking unit can be targeted.
 Primarily used by melee weapons for close combat, striking nearby targets.
 Melee attacks bypass shields, dealing damage directly to armor and health.



• Ranged: A straight line from the center of the attacker's tile to the center of the target's tile defines the trajectory. Primarily ranged weapons attack from a distance within a specified range in tiles, requiring an unobstructed line of sight between the attacker and the target.



Explosive: Ballistic trajectories bypass occupied tiles but are blocked by solid obstacles like columns and walls. Explosives are primarily thrown along ballistic trajectories, bypassing occupied tiles (except columns) and dealing area damage measured in tiles. An area of 0 affects only the target tile.



MELEE



RANGED



EXPLOSIVE

Damage is adjusted by armor modifiers, which add or subtract from the damage, resulting in effective damage. A modifier of 1 changes the damage by 1.

Armor can have damage resistance or proneness, modifying the incoming damage.

ARMOR





Resistance reduces incoming

ranged, melee or ceptosive damage.

Proneness increases incoming

*ranged, ** melee or ** explosive damage.

Weapons can bypass defense layers with Armor Piercing, dealing direct damage to the specified layer while ignoring preceding ones.

WEAPON

Piercing directly damages ** shield, ** armor or ** health.



PARRY

Defenders can parry melee attacks by reserving parry actions during their turn, spending action points, and placing a delayed action tag on their melee weapon. When attacked, both the attacker and defender roll dice to determine damage intensity. The difference in damage is applied to the weaker side, meaning the defender can also inflict damage if their parry roll's damage intensity surpasses the attack.



KILL | LOOT

A unit is killed when all defense layers are depleted, or in the case of organic units, when their health reaches zero.

When a player unit is killed, its cards are lost unless three times the spawn cost is paid in energy, biomass, or Rad to save it.

When an enemy is killed, a roll of on the die places a location location. Players can collect it by moving to the tile and drawing a card from the loot deck. If an NPC reaches it first, the loot is destroyed.



HERO KILL | LEVEL UP

Only the hero gains * anger by killing enemies, with the amount specified on the victim's card. Accumulating enough * anger raises the temper level, unlocking permanent bonuses like increased health or extra * action points, sustained as long as the temper level is maintained. Anger can be consumed to activate abilities, potentially causing the hero to drop to a lower temper level. The hero can reach four temper levels: • Calm (default state), * Provoked, * Enraged, and * Wrathful.



ZZ./.../....

ABILITIES

HERO | SPECIAL | SKILL

SHADOWBLADE
SILENTIKE
Exchange + 5
to ** 1 per blode

TEMPER
LEVEL

NEEDED
WEAPON/UNIT
NAME
EFFECT

Only heroes can use anger to activate special abilities. Most abilities are tied to temper levels, requiring the hero to meet or exceed the specified level to use them.

Each hero has a maximum A ability capacity, limiting the number of abilities they can carry into battle.

Some abilities can be used **9** repeatedly but only once per turn, while others are **3** single-use and become unavailable until the next mission.

ITEMS

INVENTORY | EQUIPMENT

Items provide repetitive or isingle-use. Unlimited-use items can only be activated once per turn, while one-time-use items are consumed and returned to the loot deck after use. Items are stored in the unit's inventory, and activating them from the inventory costs 2 action points.

Heroes have a limited number of ② active items, defining the number of cards the player can hold in hand for direct access. Active items can be used directly, requiring only • 1 action point to activate.

SPAWNING SPAWNING

SUPPORT | BUILD | ARMY

The hero can expand their army by spawning troops onto the battlefield. To invade a spawner, a unit must move to an adjacent tile and spend *2 action points. Synthesizers generate *5 1 energy per round and produce drones, while breeders generate *5 1 biomass per round and produce critters. Resources can be spent to spawn units instantly on a free tile adjacent to any invaded spawner, strengthening the army.

 Drones are synthesized using energy, excelling in technological and tactical roles. Each type has unique energy requirements, specified on its card. The main drone types are Tirones, Legionary, and Praetorian, each with distinct capabilities.



Critters are spawned by breeders using ^(®) biomass, with costs varying by size.
 They can instantly evolve into higher forms by swapping their unit or evolution card, sacrificing all maximum ^(®) action points for the turn, and paying the ^(®) biomass difference.



• Combatants are arena gladiators hired for missions by spending Rad. They enter the battle from the nearest door to the player's hero, providing flexible deployment and immediate reinforcement.





NPCS IUPA.7

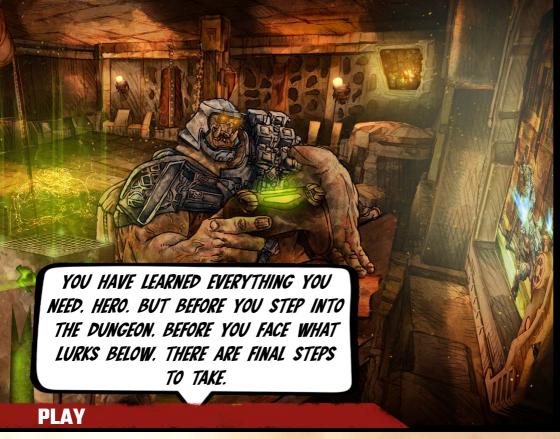
NON-PLAYER | AUTONOMY |

Units not controlled by players move autonomously based on predefined behavior patterns. NPCs prioritize reaching attack range and targeting the nearest enemy. Melee NPCs move as close as possible, while ranged NPCs reposition only when unable to attack. Both melee and ranged NPCs attack the closest enemy. If multiple targets are available, they prioritize the one with the lowest health; if health is equal, a target is chosen randomly.

Some NPCs have behavior cards, forming a flowchart of conditions and actions, which they follow as long as they have sufficient action points.

ORDER

- The NPC with the highest \$\mathbb{B}\$ Rad moves first.
- If NPCs have the same Rad value, one is chosen randomly to move.
- If an NPC is blocked, it acts at the end of the NPC phase.
- If an NPC is still blocked at the end of the NPC phase, it will skip the round.



1. Select and Build Decks

In PvP, decks must follow mission limitations. In Campaign, decks grow through progression and rewards.

- Choose a hero and assemble the army deck (units to be deployed).
- Prepare the equipment deck (weapons, upgrades, and items).

2. Set Up the Hero

- Place the hero card and hero sheet in front of you.
- Assign equipped weapons and armor.
- Fill inventory with items and secondary weapons.
- Determine starting stats for the hero sheet based on the all influencing cards.

3. Organize Additional Decks

- Prepare the ability deck (limited by hero capacity).
- Prepare active items (carried items in hand).

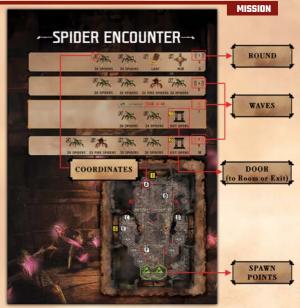
4. Final Checks

- Verify that all cards are properly assigned.
- Confirm Rad costs and deck compliance with mission rules.

The scenario book includes all the missions available in the game. Campaign missions are progressed through the campaign book, while PvP missions can be freely chosen and played at any time.

The mission sheet outlines the wave details and room description. The room's initial tile grid is expanded with additional tiles. Concealed tiles are shuffled and placed face down on the marked positions, keeping their contents hidden from all players.

At the end of each round, the black cube is advanced to the next round number. The wave round counter



dictates when the environment changes, introducing new enemies, loot, or events. Loot can be collected and provides valuable items to survive waves of enemies. Doors can open, allowing the player to move units to other rooms. If a door is unlocked but does not connect to any other rooms, passing through it finishes the game. Players must complete a wave within the specified rounds; otherwise, additional challenges will arise alongside the ongoing struggles.

TILES

As waves progress and introduce new challenges, certain tiles progress or degrade over time. These progressing/depleting tiles are marked with a number or symbol and are referenced in the rulebook. During each update phase, these tiles are turned. Once they return to their initial side, they are removed from the map.



UNIT STATE

The hero sheet tracks a hero's basic stats, including ♥ health, ₱ armor, • shields, * anger/ temper level, and * action points. Transparent cubes represent * action points, red cubes track ♥ health, and purple cubes indicate * anger levels.

Other units rely on their cards and damage tags to monitor their status.



FIRST ROUND

The first wave starts as defined by the mission. The letters and numbers indicate specific positions on the map. When a wave begins, the enumerated NPCs, tiles, and other elements need to be placed in the designated locations within the room.

The mission sheet's round counter is reset by placing the black cube at round 1. All players reset their heroes' values on the hero sheet, positioning the transparent (**) action points) and red cubes (**) health/** armor) to match the stats shown on the hero and equipment cards. The purple cube is placed before the first anger value, ready to be advanced as anger is collected.

UNITS

 Unit Placement: After all wave-specific placements are done, players simultaneously place all their start units in the allowed start locations, as specified by the mission.





ORDER

- Heroes: The dice determine the player's order, and the first player starts by acting with their hero. Once the hero has completed or skipped all its actions, the turn ends, and the next player takes the turn with their hero.
- Units: After all heroes have acted, the first player activates their first unit. Players then alternate, activating their units until each has been played, flipping its card to the backside once its turn is finished.



FIRST GOALS



- The first round focuses on exploring the environment and securing initial resources. As waves progress, players must eliminate enemies before they can reach and destroy valuable assets. These assets are essential for building units and ensuring survival in the subsequent waves.
- NPCs can hinder resource collection but are also a source of anger. Clearing the wave in a room is just as important as managing resources. While abilities can be used directly against NPCs, saving them for stronger enemies, like heroes or troops, can be a smarter strategy.
- Spawners generate resources each round. Invading and defending them ensures a steady flow of

 energy or

 biomass, essential for producing drones or critters.

When all player-controlled units have been played, the NPC phase begins. In this phase, all NPCs act in descending order of their Rad values.

Example:

- The fire spider (A) has the highest Rad value, is not blocked and therefore starts the turn. It moves 2 tiles toward the closest enemy, bringing it within attack range. With → 3 remaining, it performs one 本 ranged attack.
- 2. The spider (B) uses all action points to get closer, and does not have enough * action points to attack.
- 3. The spider (C) moves to the closest target but does not have enough * action points to attack.

The NPC phase ends as all NPC actions are completed for this turn.





SECOND ROUND

Each new round begins with the update phase, during which all progressible objects, such as depleting or progressing tiles, are advanced by one round by turning them.

After the update phase, the unit phase begins. The hero of the first player acts again, followed by the other heroes, units, etc.

UPDATE PLAYER PLAYER PLAYER PLAYER PLAYER A B A B

Example:

In the previous round, the NPCs closed in on our hero Grunk. Now, it's his turn to act.



- Grunk moves into the center of the NPCs, spending
 1 action point.
- 2. Grunk performs the Whirlwind ability, spending 20 anger, ★ 3 action points, and depleting the ability for the round.
 - Spider B and Spider C die, granting * 10 anger in total (* 5 anger per kill).
 - Loot dice are rolled for both spiders, but neither roll succeeds, so no loot is created.
- GRUNK
 WHIRLWIND
 Dark perturns a tunate bie movement, and blodes to at everythe drose by dispersion opporter the.
- Fire Spider A receives 6 damage and survives.
- 3. With 1 action point remaining, Grunk consumes the Item Caffeine Blast from his hand, gaining 3 additional action points.
- 4. Grunk performs a melee attack, using his Double Time ability to strike with both weapons for the cost of a single attack. The ability is then depleted for the round.
 - The dice roll is sufficient to deal at least low damage, killing Fire Spider A.
 - Fire Spider A dies, granting * 10 anger, and the loot die is rolled, successfully creating loot on Fire Spider A's former tile.



- Grunk uses his last action point to move to the loot tile and collect it, drawing a loot card from the deck.
- 6. The drawn item is a stimpack, which Grunk immediately adds to his hand for quick access.



END OF GAME

In campaign mode, the game concludes when the hero exits through the final door. In PvP mode, it ends when the hero successfully eliminates all opponents.

If a hero is downed during a campaign mission, the outcome depends on the difficulty level: in Painless, the mission restarts; in Challenging, the player pays the Rad cost of their configuration; in Nightmare, the hero dies, ending the campaign immediately.

In PvP, if a player is killed, they must pay the Rad value of their entire equipment and items to their opponent. Afterward, the defeated player can respawn at a designated spawn point, allowing them to strategically re-enter the match.







HEHE... TIME TO PICK WHAT I'M GONNA WEAR.



most of every armor plate. In this way, the Brute Armor

offers stability on the battlefield without slowing him





ENE MENE MUH... AND YOU'RE
THE ONE WHO'S THROUGH!

TIME TO PICK A GUN... OR A NICE HUNGRY AXE. MY BELOVED. SWEET FLUXBLASTA IT IS! NOW WE'RE TALKIN'











I NEED ONE SETUP FOR EACH DRONE IN THE FIGHT. RAD'S LIMITED. SO EVERY CHOICE COUNTS. LET-S MAKE 'EM DEADLY!

STOCK: 4

STOCK: 2

STOCK: 1







EACH DRONE NEEDS A WEAPON. TIME TO CHOOSE!

STOCK: 2

STOCK: 4

STOCK: 1



ions to immense velocities, effor through metal with precision. It rep. compromise between resource efficie production, enabling the construction of a b PRIUS FOR RANGED COMBAT!

4 4 6 10 ♦ 3 SPEAR

through the toughest

structive power, comb moke it a form. der to dominate the ba ting, strikes and eff

雄334 L. 4 **|||** 80 15 A

ENERGY RIFLE

conductors to accelerate , effortlessly slicing asion. It represents a CENTURION · officiency and mass ction of a balanced GETS UP CLOSE

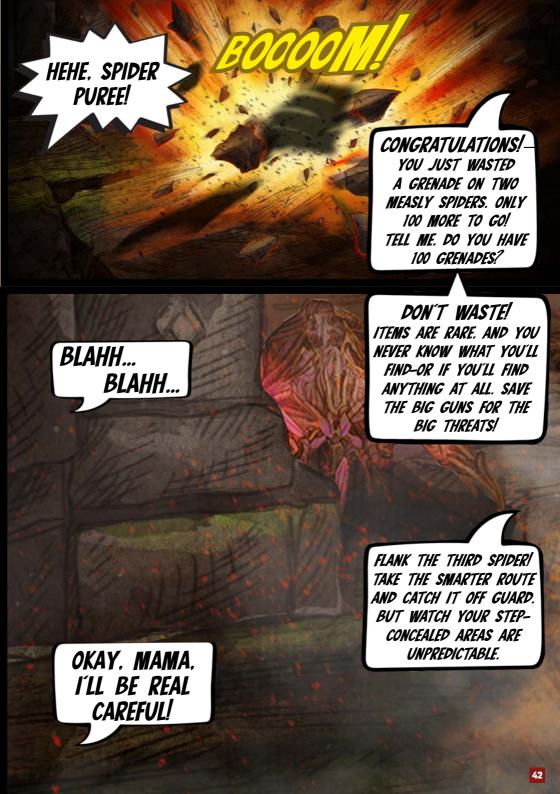
AND PERSONAL!







CYGO KNOWS THE DRILL!
A LITTLE BOOM. SOME
LIMBS IN THE AIR. AND
JUST LIKE THAT
-THE PARTY'S ON-





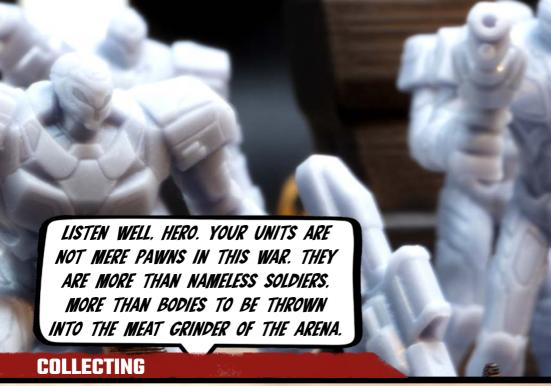












They are your companions, your lifeline, the ones who will march beside you into the fire—and, if you fail them, the ones who will fall at your feet.

Each warrior, each drone, each Critter you command carries your burden—sometimes literally, holding your supplies, your gear, your weapons. But more than that, they carry your story. The battles you fight together, the trials you overcome, the scars they earn—all of it weaves into the legacy you leave behind.

Yet war is not sentimental. Not all will remain by your side. You will need to recruit new warriors, let go of others, and shape your army with purpose. This is not weakness—it is strategy. Adapting, optimizing, and evolving are part of survival. To win, you must constantly evaluate your troops, refine your tactics, and prepare for the ever-changing battlefield. But remember this, Hero: those who fight for you are not just tools. They are your brothers, your allies, your war-forged kin. Treat them well, arm them wisely, and they will carry you to victory.

Fail them... and they will die nameless in the dust.

Now, tell me, Hero—what kind of leader will you be?



Expansion

Warleague is a sprawling universe of distinct environments, diverse races, and a wealth of unit variations. Each unit is designed with at least three variant builds, allowing players to explore different tactics and themes. Successive expansions unveil fresh armies, environments, and characters without discarding the classic options—thanks to a mathematically balanced stat system that ensures older content remains both viable and compelling.

Beyond the battlefield, Warleague embraces the joy of collecting and customizing new forces. Every new release becomes a chance to reshape strategies, experiment with synergy, and deepen the immersive experience of this ever-evolving world.

WARLEAGH B

This is not the end—it's just the beginning!

Your journey into the world of Warleague starts now. From here, you'll dive into thrilling campaigns, sharpen your skills, and deepen your mastery with the Core Rulebook—your ultimate guide to strategy and victory. Packed with detailed rules, expert tactics, and in-depth explanations, it's the key to unlocking your full potential on the battlefield.

But why fight alone? Join the ranks of our ever-growing community at www.warleague.net! Connect with fellow warriors, exchange ideas, discuss tactics, and forge alliances—or rivalries—on the battlefield. Whether you're seeking expert advice, challenging worthy opponents, or simply sharing your passion for the game, you'll find your place among us.

Expand Your Game with Warleague Plus!

Take your experience even further with the free Warleague Plus membership! Unlock exclusive content, including:

- New campaigns & missions—fresh challenges to test your strategy.
- Downloadable STLs—3D-print environment parts, new heroes, and powerful units.
- Tournaments & paint challenges—compete, create, and earn recognition in the heart of our community.

Your Voice Shapes the Future

Warleague is constantly evolving, and your feedback drives our expansions! Tell us what you love, what can be improved, and what epic content you want to see next. Together, we'll build an even more immersive, strategic, and thrilling experience.

The battle awaits—will you rise to the challenge and claim your place in Warleague?







DARE TO UNCOVER THE UNKNOWN



TWISTS HAUNT EVERY CORNER, URGING WANDERERS TO PLUNGE
DEEPER INTO THE UNKNOWN.

IN THE DARK, TRUTH SHIMMERS—A QUIET PROMISE TO THOSE DARING ENOUGH TO SEEK IT.