THE LAST SPELL
THE BOARD GAME

Carnage Unleashed

GAME EXPANSION

Components



16 ELITE MONSTER CARDS



8 SPAWN PATTERN CARDS



16 COLORED MINI BASES



16 BONE PILE TILES

Introduction

Elevate your adventure with **Carnage Unleashed**! This expansion enhances the challenge with **elite monster cards** and their unique auras, adding strategic depth.

Discover **new tactical scenarios** and manage the battlefield's bone piles, remnants of defeated elites.

These piles offer rich daytime **scavenging rewards** but are vulnerable at night.

Brace yourself for this **extra challenge**, where strategy meets risk in Carnage Unleashed!

Distinguish expansion cards

To make it easier to distinguish between cards from the core game and those in this expansion, you can refer to the code located at the bottom left of each Spawn Pattern Card.



Core Game Spawn Pattern Card



Carnage Unleashed Spawn Pattern Card

Day Phase

Set up

At the end of the base game setup, shuffle the Elite Monster cards to form a face-down deck.

Then draw cards, one at a time: keep the first drawn card per monster type (i.e., Runner, Crawler, etc), and discard the others. Place these six cards next to the game board. Put back into the box all the other Elite Cards.

These selected cards will define the characteristics of the Elite monsters for the upcoming game.

From now on, the Red Bulky depicted in a Spawn Pattern Card is considered a Bulky Elite monster.





Scout the Spawn

Follow the standard Scout the Spawn rules of the game, with the following changes to form the Spawn Pattern deck:

Remove from the game the core Spawn Pattern Cards that go from 06 to 10, and replace them with the Carnage Unleashed Spawn Pattern Cards that go from C6 to C10.

> *Note: For more variability, you can replace cards C6-C8 with C6B-C8B.*

You now have a Spawn Pattern Deck of 10 cards that you'll use during the upcoming Night.

Night Phase

Elite monster abilities

Elite monsters have some special abilities:

- **Retaliation**: When the Monster with Thorn is dealt melee damage, it deals 1 damage back to the attacker.
- **Fury**: All monsters standing in the same sector as a monster with Fury at the beginning of their movement phase get +1 movement.
- **Charge**: When a monster with Charge destroys a defensive structure, it moves by 1.
- **Bestial**: All monsters standing in the same sector as the monster with Bestial, get +1 damage on all attacks.
- **Respawn**: When a monster with Respawn dies, roll its dice again: the monster respawns if the result is .

- **Fog Bringer**: All monsters standing in the same area as the monster with Fog Bringer can only be targeted by melee weapons attacks. However, they are still normally affected by abilities that affect a zone.
- **Stoic**: All monsters in the same sector as the monster with Stoic are immune to being stunned.

Additional Rules: Bone Piles



As soon as an Elite monster is defeated, place one Bone Pile tile on its former spot.

A Bone Pile counts as a Low Obstacle.

> *Note: The Follow ability of a Weapon does not apply if the Hero finishes their attack on a Bone Pile.*

Attacking a Bone Pile

Monsters avoid Bone Piles as common low obstacles, however they do attack them - with the lowest priority - if there's any within their range of attack. Heroes can attack Bone Piles.

Remove the Bone Pile tile when it receives any damage.

Scavenging a Bone Pile

During the Day, Bone Piles in game can be scavenged, just like Ruins, requiring 1 worker to do so.

During the Night, Heroes can scavenge Bone Piles using the Fist - Innate Hero action - if within their range.

Heroes collect the scavenged Bone Pile rewards as usual, placing them on the Common Stash.

Elite Monsters reference:

Elite monster	♥			Range, Target	Defense Dice	Ability	Elite Ability
Runner	2	5	2	Melee, Single target	Blue	Resolute	Fury
Archer	2	2	2	Line - 5 spots, Single target	Orange	-	Charge
Armored	2	3	3	Melee, Single target	Orange	-	Bestial
Winged	2	4	2	Melee, single target	Blue	Fly, Resolute	Respawn
Boomer	2	4	4	Area + No armor	Blue+Orange	Explosion	Fog Bringer
Clawer	2	4	1	Melee, Single target	Blue	-	Retaliation
Runner	2	6	1	Melee, Single target	Blue	Resolute	Fury
Archer	2	3	1	Line - 5 spots, Single target	Orange	-	Stoic
Armored	2	4	2	Melee, Single target	Orange	-	Bestial
Winged	2	5	1	Melee, Single target	Blue	Fly, Resolute	Respawn
Boomer	2	3	4	Area + No armor	Blue+Orange	Explosion	Fog Bringer
Accursed	4	4	2	Area	Blue+Orange	Fly, Mana Drain	Stoic
			3	Line - 3 spots, Single target			
Bulky	6	2	2	Melee, Single target	Blue+Orange	Resolute	Bestial
			1	Line - 3 spots, Single target			
Accursed	4	4	2	Area	Blue+Orange	Fly, Mana Drain	Bestial
			3	Line - 3 spots, Single target			
Bulky	5	3	3	Melee, Single target	Blue+Orange	-	Retaliation
			2	Line - 3 spots, Single target			
Boomer	2	3	4	Melee, Single target	Blue+Orange	Explosion	Charge

