



Quarantine Survival Handbook

Solo Play

Components



Activation Tokens (8)

In the "Solo Play" mode, some Activation tokens in the core game rooms are replaced with those provided in this expansion indicated by the symbol . Activation tokens and their effects are explained below.



Room effect
You must discard 3 spells from your hand to your Memories. Draw the first 3 cards of the Forgotten Spells deck: choose 1 and add it to your hand. Place the others at the bottom of the Forgotten Spells deck in any order you like. Once played, the Forgotten Spells card must be removed from play during the Clean-up Phase.



Room effect
Choose a Black Rose Evocation that has an Aggressiveness value equal to or less than your Perilium, and move it to reach this room.



Room effect
During the next Clean-up Phase, choose a Spell on your Mage Sheet and return it to your hand; you cannot return Forgotten Magic to your hand.



Room effect
Reduce your Perilium's value by 1.



Room effect
Move one of the Events on the Event Board one space (forward or backward). Space reached must not currently be occupied by another Event Card.



Room effect
Copy the effect of an already activated room. Beware: this effect does not resolve the Quests of the copied effect. The activated room is always the Mirrors Room. You cannot copy the effect of the Black Rose Room.

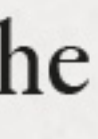


Room effect
Choose a Black Rose Evocation in this room or an adjacent one that has an Aggressiveness value equal to or less than your Perilium. Remove that Evocation.



Room effect
Choose a Black Rose Evocation; shift it into this room. Play a spell from your hand. If the moved Evocation is still alive, it attacks you.


Solo Play Quests (15)

In the “Solo Play” mode, only the 15 Quests supplied with this expansion are used, identified by the symbol . Otherwise, the Quests for the “Solo Play” mode work exactly like those of the core game.



Solo Play Events (15)

These cards replace the core game Event Cards for “Solo Play” games. Solo Play Event Cards contain the following information:

- (A) The number and the type of Evocations summoned by the Black Rose.
- (B) The main action of the Black Rose.
- (C) The position where the Event comes into play and the Power Points earned by the Black Rose (as for the core game).
- (D) Objective: a task to be solved to earn the indicated Power Points and immediately remove the Event from the Event Board.
- (E) Solo Play icon .



Evocation Tokens (30)



These numbered tokens are used to identify the Black Rose Evocations.

Whenever the Black Rose gets an Evocation, the marker that shows the increasing number and the color indicated on the Evocation card must be placed in the base of the model, in the slots for the Pins of the Rose.

Perilium (1)



The Perilium is a numbered disc that can be set with a value ranging from -5 to +5. At the start of the game, the Mage will take the Perilium and set it to 0. During the game, various elements may increase or decrease the value of the Perilium. Any effects that bring the Perilium beyond +5 or below -5 must be ignored.

Black Rose Evocations (31)

These cards contain the stats to use when the **Black Rose** controls any Evocations and are for use only during a game in the “Solo Play” mode. Any time **the player** controls any Evocations (even during solo play), they use the Evocation cards provided in the core game. These new Evocation cards present additional information necessary to manage their activations for the Black Rose:

- (A) **Aggressiveness:** When it is time to activate the Black Rose Evocation, each Evocation will act only if the Mage has a Threat Value equal to or higher than its Aggressiveness (see the box “Activating the Black Rose” on page 12).
- (B) **Identification Code:** Each Black Rose Evocation has an Identification Code consisting of a colored icon, which indicates two letters of the model name and an increasing number. When the Black Rose summons an Evocation of a specific type (see Event Cards of the Black Rose), it summons that type with the lowest progressive number. When the Evocation’s model is placed on the game board, the Black Rose Evocation token with the corresponding code and increasing number must be placed on its base. In this way, you can always identify the Evocation on the game board, to see which model corresponds to each Evocation card.



Solo Play Setup

Run the standard game setup as indicated in the Black Rose Wars core box rulebook with the exceptions shown below:

Steps 1 and 2. *As indicated in the core game Rulebook.*

Step 3. Replace the Activation Tokens indicated in the game components of the “Solo Play” mode (*see page 10*), and use the remaining Activation Tokens provided in the core box.

Step 4. Place a single Mage cell face up as you wish on the game board.

Step 5. *As indicated in the core game Rulebook.*

Steps 6 and 7. Use this expansion material. Keep the Evocation Deck from the base game close to the Power Board, but do not mix it with the Evocation Deck of the Black Rose that comes with this box.

Step 8. *As indicated in the core game Rulebook.*

Steps 9, 10 and 11. Ignore these steps.

Then perform these additional steps:

12. Place your Mage token and Black Rose token on the Power Point track.

13. Take the Perilium and set its value to 0.

14. Choose and compose one of the preconstructed Decks as indicated on the following page, and add Personal Spells to it.

15. Choose the game difficulty between Easy, Medium, or Hard. Shuffle the Black Rose Evocation Deck and draw 4 cards if you chose Easy, 6 if you chose Medium, and 8 if you chose Hard. Place the model of the first Solo Evocation card drawn directly into the Black Rose Room. Place the model of the second drawn Solo Evocation card into the Throne Room. Then, continue to place models of Solo Evocation cards in the order they are drawn into rooms adjacent to the Black Rose Room starting clockwise after the Throne Room until all Black Rose Evocations are placed.

NOTE: when playing at the Hard difficulty level, you must place 8 Black Rose Evocations; in this case, place the final drawn Evocation model into the Black Rose Room with the first. If the Infamy of Crete is present among the cards drawn, replace it with another card, and reshuffle its card in the deck.

Playing in solo

A game in the “Solo Play” mode follows the same structure as a regular Black Rose Wars game. The phases of the game work as in a standard game, with the following exceptions:

Black Rose Phase

Follow the core game rules, but use only Solo Events. The effects of the Event cards must be resolved in order, first effect A, then effect B (see the previous page). These Events will typically summon enemies under the control of the Black Rose.

Study Phase

In this mode, the Library is not present; the Mage will only draw cards from his or her Grimoire. In this phase, the Mage draws 4 cards and puts them in their hand, together with any cards held in the previous rounds.

Preparation Phase

Follow the core game rules.

Activating the Black Rose

When it is the turn of the Black Rose, the player activates the Black Rose Evocations by following these points:

The Mage compares the value of his Perilium with the Aggressiveness value of each Black Rose Evocation present in the Lodge. All Evocations with Aggressiveness equal to or less than the player's Perilium will activate. The activation order, based on the Evocations present, is always the following:

- Mutant Altar from 1 to 5.
- Andromeda from 1 to 3.
- Landsknecht from 1 to 8.
- Divine Altar from 1 to 5.
- Cerbero from 1 to 3.
- Bone Knight from 1 to 3.
- Malacoda from 1 to 3.
- Infamy of Crete.

Once an Evocation is activated, perform the first of the following actions (starting from the top). The action must be able to be performed entirely; otherwise move on to the next.

- The Evocation moves towards the Mage and attacks them.
- The Evocation moves to reach the Evocation controlled by the Mage and attacks it.
- The Evocation moves as close to the Mage as possible, always choosing to stay in the rooms with the least Black Rose Evocations.

During the Evocation Phase, in the Black Rose's turn, all its Evocations in the Lodge will activate, regardless of the value indicated on the Mage's Perilium.

Action Phase

In this phase, the Black Rose acts as if it were a player. Follow the core game rules for the Mage. Once the player's turn is over, they will check the activation of the Black Rose Evocations by following the rules indicated in the “Black Rose Activations” box.

The Mage's turn and the Black Rose's turn will continue to alternate until the Mage exhausts all available actions (using all Physical Actions and revealing all the Spells on their cards). At this point, the phase ends.

Evocation Phase

In this phase, the Black Rose acts as if it were a player. Follow the core game rules for the Mage. Once the player's turn is over, they will check the activation of the Black Rose's Evocations by following the rules indicated in the “Black Rose Activations” box above, with the difference that all those present will be activated, regardless of the current value of the Mage's Perilium.

Clean-up Phase:

Follow the core game rules.

Power Points and End Game

Earning Power Points (PP)

During a game in the “Solo Play” mode, the score is calculated differently than in the base game. To track the Power Points earned by the player on the Power Board, use the following rules:

- **Solo Play Quest:** These Quests confer the amount of PP indicated if resolved. Once resolved, they must be discarded. In this mode, the number of quests resolved does not give an additional score at the end of the game.
- **Solo Play Event:** These Events contain a goal. If the Mage manages to satisfy the requests contained therein, the player immediately gains the indicated PP and removes the Solo Play Event from the Event Board, discarding it.
- **Trophy:** Only the Black Rose can earn Trophies in this mode. Each Trophy in possession of the Black Rose at the end of the game will award it with 3PP.
- **Destroyed Room:** When a room is destroyed, whoever has the most Instability tokens on it immediately gains the amount of PP indicated on the Activation tokens. The Activation token is then discarded. In the case of a tie between the Mage and the Black Rose, the PP of the destroyed rooms are assigned to the Black Rose.
- **Crown:** The Crown is not used in this mode.

End Game and Final Score

The game ends when the Mage or the Black Rose reaches 30 PP on the Power Board.

At this point, add the PP obtained from the Trophies to the score of the Black Rose.

Once you have obtained the final score of the Black Rose, decide the winner of the game!



Preconstructed Decks

Use one of the following preconstructed decks as your Grimoire to face the Solo Play mode.



ANNIHILATOR

CONSPIRACY

- Magic Door

DESTRUCTION

- Obscure Armor
- Maelstrom
- Maelstrom
- Fireball
- Fireball
- Meteor Swarm
- Meteor Swarm

DIVINATION

- Forget Grief

ILLUSION

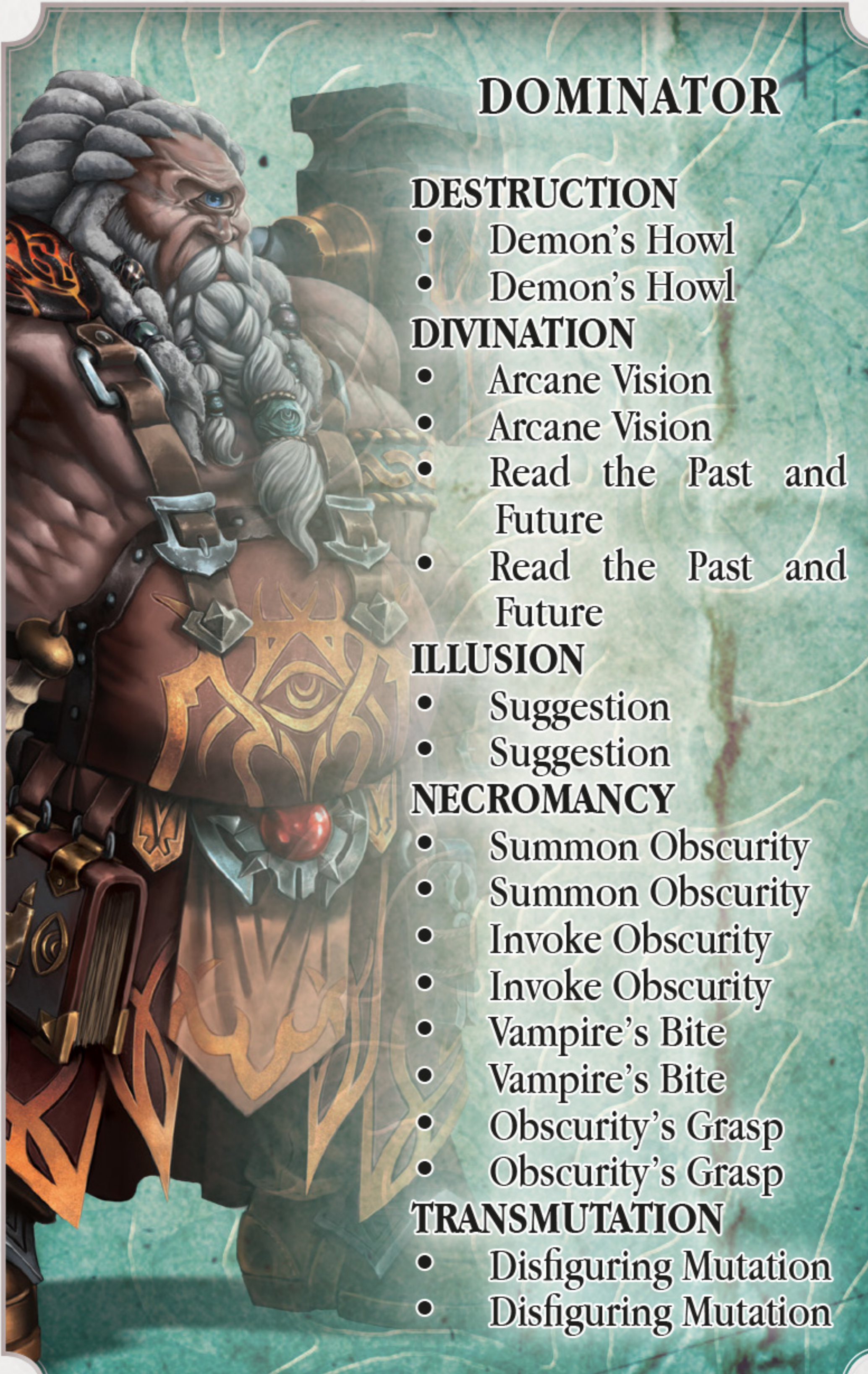
- Shadow Step
- Shadow Step

NECROMANCY

- Ice Grip
- Bone Armor
- Sick Withering
- Sick Withering

TRANSMUTATION

- Stone Claws
- Stone Claws
- Unstable Flames
- Unstable Flames



DOMINATOR

DESTRUCTION

- Demon's Howl
- Demon's Howl

DIVINATION

- Arcane Vision
- Arcane Vision
- Read the Past and Future
- Read the Past and Future

ILLUSION

- Suggestion
- Suggestion

NECROMANCY

- Summon Obscurity
- Summon Obscurity
- Invoke Obscurity
- Invoke Obscurity
- Vampire's Bite
- Vampire's Bite
- Obscurity's Grasp
- Obscurity's Grasp

TRANSMUTATION

- Disfiguring Mutation
- Disfiguring Mutation



GATHERER

CONSPIRACY

- Whispering Wind
- Whispering Wind
- Magic Door
- Magic Door
- Obscure Intuition

DESTRUCTION

- Obscure Explosion

DIVINATION

- Arcane Vision
- Arcane Vision
- Forget Grief
- Summer Rite
- Autumn Rite
- Spring Rite

NECROMANCY

- Bone Armor
- Bone Armor

TRANSMUTATION

- Magic Eruption
- Unstable Bind
- Rite of Change
- Rite of Change
- Rite of Control
- Rite of Control

The Beast on a Plate

Summon 1 Cerbero in a Red Room of your choice.

Every time you activate a Room, Cerbero moves 1 step towards you. If he ends up in your Room he attacks you.

Action

Defeat a Cerbero, 2, 1

Dire and Hell

Summon 1 Malacoda in a Room adjacent to your Mage's position.

Each Andromeda in play puts 2 in the Room where they are located.

Action

Defeat a Malacoda, 2, 2

Attack of the Clones

Summon 2 Andromedas in 2 Blue Rooms of your choice.

Discard a card, or all Malacoda in the Lodge act immediately (if present).

Action

Activate all 2, 2

Nine Locks

No Evocation spawns.

All the Red Rooms, Green Rooms, and Gray Rooms are activated. Flip the Activation Tokens.

Action

No objective

Mutation of Roses

Summon 2 Mutant Altars in the Black Rose Room and 1 Mutant Altar in a Green Room that is not unstable.

Each Mutant Altar in play puts 2 in the Room where they are located.

Action

Activate a Mutant Altar, 2, 1

The Knight and his henchmen

Summon 3 Landsknecht in 3 different Gray Rooms, and 1 Bone Knight in the Black Rose Room.

All the Black Rose's Undead Evocations move 1 step closer to the Mage. If they enter his Room, they attack.

Action

Destroy a Bone Knight, 2, 2

Hell ain't a bad place

Summon 3 Malacoda in 3 different Red Rooms.

Summon a Malacoda in a Red Room (if available).

Action

Destroy 2 Malacoda, 3, 1

Mutating thorns

No Evocation spawns.

Place 5 in the Black Rose Room. Place 3 in a Room with at least 2 already present.

Instant effect

No objective

The divine Black Rose

Summon 1 Divine Altar in a Room adjacent to your Mage's position. Summon 1 Divine Altar in a Room of your choice.

1 for each Altar in play.

Action

Destroy 2 Divine Altars, 3, 1

Nine burning locks

No Evocation spawns.

All the Blue Rooms, Yellow Rooms, and Purple Rooms are activated. Flip the Activation Tokens. If you are in one of those Rooms: 4.

Action

No objective

He runs, he kills

Summon 1 Infamy of Crete in the Black Rose Room.

Every step you take, the Infamy of Crete moves a step closer to you.

Action

Destroy the Infamy of Crete, 5, 1

Grimoire explosion

No Evocation spawns.

Remove the first 5 Cards from your Grimoire. Place 4 in the Room you are in.

Instant action

No objective

The keeper of the Black Rose

Summon 1 Cerbero in the Black Rose Room.

The rooms that contain a Cerbero cannot be activated. Every time you cast a Spell, all Cerberos act.

Action

Destroy a Cerbero, 3, 4

And the story ends...

Summon 2 Mutant Altars in 2 different Green Rooms. Summon 2 Divine Altars in 2 different Yellow Rooms.

Place 1 in each Room with an Altar. 1 for each Altar in play.

Action

Destroy 3 Altars, 4, 4

From death they rise

Summon 2 Landsknecht in each Gray Room.

All the Black Rose's Undead Evocations move 1 step closer to the Mage. If they enter his Room they attack.

Action

Destroy 4 Landsknecht, 5, 1



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



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Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation



Black Rose Evocation

013 / 051

Malacoda
Demon

MA 2

1 5

If there is a single Malacoda in play, his Movement is 2.

014 / 051

Malacoda
Demon

MA 3

1 5

If there is a single Malacoda in play, his Movement is 2.

015 / 051

Andromeda
Construct

AN 1

2 1 4

At the end of her movement, Andromeda places 1.

016 / 051

Andromeda
Construct

AN 2

2 1 4

At the end of her movement, Andromeda places 1.

009 / 051

Bone Knight
Undead

BK 1

0 2 4 5

If the Bone Knight doesn't reach you, all Landsknecht move 1 step towards you.

010 / 051

Bone Knight
Undead

BK 2

0 2 4 5

If the Bone Knight doesn't reach you, all Landsknecht move 1 step towards you.

011 / 051

Bone Knight
Undead

BK 3

0 2 4 5

If the Bone Knight doesn't reach you, all Landsknecht move 1 step towards you.

012 / 051

Malacoda
Demon

MA 1

1 5

If there is a single Malacoda in play, his Movement is 2.

005 / 051

Landsknecht
Undead

LN 5

2 2 3

006 / 051

Landsknecht
Undead

LN 6

2 2 3

007 / 051

Landsknecht
Undead

LN 7

2 2 3

008 / 051

Landsknecht
Undead

LN 8

2 2 3

001 / 051

Landsknecht
Undead

LN 1

2 2 3

002 / 051

Landsknecht
Undead

LN 2

2 2 3

003 / 051

Landsknecht
Undead

LN 3

2 2 3

004 / 051

Landsknecht
Undead

LN 4

2 2 3

029 / 051

Cerbero
Demon

CE 2

2 4 6

Every time Cerbero attacks, he heals 1 to himself.

035 / 051

Divine Altar
Altar

DA 3

2 0 6

Instead of acting, 1.

021 / 051

Mutant Altar
Altar

MT 4

2 0 7

Instead of acting, the Mutant Altar places 1.

017 / 051

Andromeda
Construct

AN 3

2 1 4

At the end of her movement, Andromeda places 1.

030 / 051

Cerbero
Demon

CE 3

2 4 6

Every time Cerbero attacks, he heals 1 to himself.

036 / 051

Divine Altar
Altar

DA 4

2 0 6

Instead of acting, 1.

022 / 051

Mutant Altar
Altar

MT 5

2 0 7

Instead of acting, the Mutant Altar places 1.

018 / 051

Mutant Altar
Altar

MT 1

2 0 7

Instead of acting, the Mutant Altar places 1.

031 / 051

Infamy of Crete
Beast

IC 3

2 8 8

Every time Infamy of Crete enters a room, place 1 in it.

037 / 051

Divine Altar
Altar

DA 5

2 0 6

Instead of acting, 1.

025 / 051

Divine Altar
Altar

DA 1

2 0 6

Instead of acting, 1.

019 / 051

Mutant Altar
Altar

MT 2

2 0 7

Instead of acting, the Mutant Altar places 1.

038 / 051

Cerbero
Demon

CE 1

2 4 6

Every time Cerbero attacks, he heals 1 to himself.

043 / 051

Divine Altar
Altar

DA 2

2 0 6

Instead of acting, 1.

024 / 051

Divine Altar
Altar

DA 2

2 0 6

Instead of acting, 1.

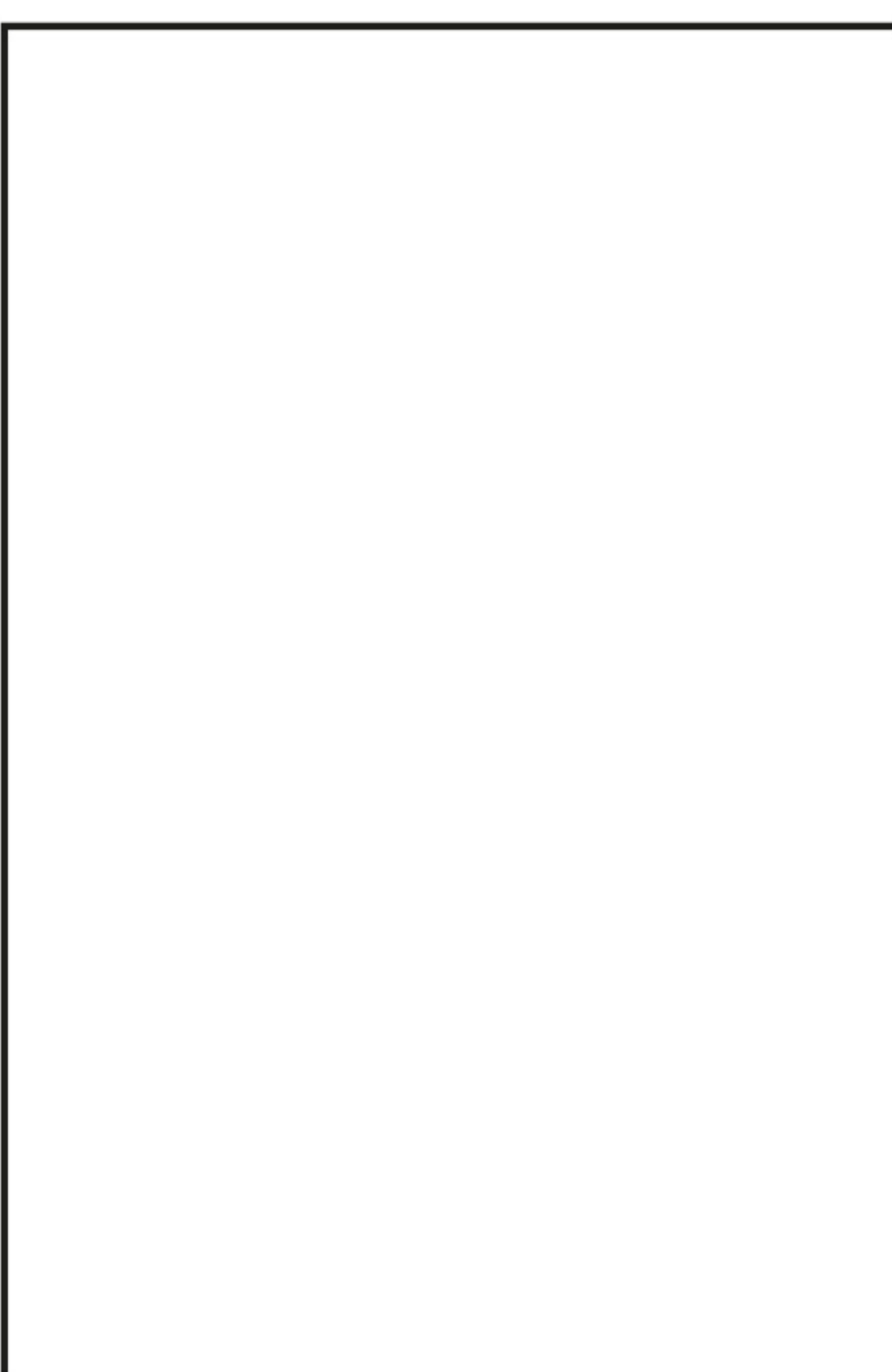
020 / 051

Mutant Altar
Altar

MT 3

2 0 7

Instead of acting, the Mutant Altar places 1.



Scavenge Knowledge

Activate the room:



Bibliotheca



Instead of the normal room effect, Search the Library and draw 2 cards.

1

Black Rose Revenge

Activate the room:



Black Rose Room



There may not be any Black Rose Evocations in the room to complete this Quest. Instead of the normal room effect, destroy 2 evocations.

1

Open the Gates

Activate the room:



Garden



Instead of the normal room effect, place 1 in the Garden room and in one adjacent room.

1

Hide Behind the Throne

Activate the room:



Throne Room



Instead of the normal room effect, set your Perilium to -5 until the end of the current turn.

1

Animate the Dead

Activate the room:



Cemetery



The summoned Landsknecht acts immediately.

1

Retrieve Equipment

Activate the room:



Forge



Discard 2 cards from your Hand. Instead of the normal room effect, 2 and 2 or 2.

2

Come over here

Activate the room:



Arena



You must have 6 or less. Instead of the normal room effect, move 2 evocations into your room; reveal a spell; one of the 2 evocations attacks you.

2

Shape the Future

Activate the room:



Observatory



Instead of the normal room effect, reveal 3 Quests and draw one of them.

2

The Power of the Rose

Activate the room:



Black Rose Room



There may not be any Black Rose Evocations in the room to complete this Quest. Instead of the normal room effect, draw a Forgotten Spell.

2

Tales from the Crypt

Activate the room:



Crypt



There may not be any Undead Evocations in this room or any adjacent ones to complete this Quest. Remove 2 Undead or 1 Demon.

2

Pleasure or Pain

Activate the room:



Pleasures room



There may not be any Black Rose Evocations in the room to complete this Quest. Instead of the normal room effect, draw 2 Quests.

3

Browse the Grimoire

Activate the room:



Laboratory



There may not be any Black Rose Evocations in the room to complete this Quest. Instead of the normal room effect, draw 4 cards from your Grimoire.

3

Careful Search

Activate the room:



Oracle room



There may not be any Black Rose Evocations in the room to complete this Quest. Instead of the normal room effect, search and draw 2 cards from your Grimoire.

3

Crystal Jungle

Activate the room:



Mirrors room



There may not be any Black Rose Evocations in the room to complete this Quest. Instead of the normal room effect, copy the effects of 2 rooms without Evocations in them.

3

Treasure of the Rose

Activate the room:



Black Rose room



There may not be any Black Rose Evocations in the room to complete this Quest. Instead of the normal room effect, nothing happens.

5



Solo Room effects

Black Rose Room $T_3=3$ Discard 3 Spell Cards from your hand, then draw 3 Forgotten Spells and add one of them to your hand. Place the others on the bottom of the Forgotten Spells deck.

Throne Room **Perilium -1** Reduce the value of your Perilium by 1.

Pleasures Room Move an Event Card on the Event Board one space to the right or to the left.

The Abyss ~~Black Rose Evocation~~ Remove an Evocation with Aggressiveness equal to or less than your Perilium in this or an adjacent room.

Mirrors Room Copy the effect of an already activated Room other than the Black Rose Room.

Crypt Move an Evocation to this room with Aggressiveness equal to or less than your Perilium.

Bibliotheca $+1$ In the next Clean-up Phase, return a card to your hand from the Mage Board.

Arena Choose a Black Rose Evocation and move it into this room, then play a Spell from your hand. If that Evocation is still alive, it attacks you.

Black Rose Room $T_3=3$

Crypt **Black Rose Evocation**

Mirrors Room

Pleasures Room

Bibliotheca $+1$

Throne Room **Perilium -1**

Arena **Black Rose Evocation**

the Abyss ~~Black Rose Evocation~~



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