



THE FURY OF THE APOCALYPSE DRAGON

The Mage Knights sent to defeat the Apocalypse Dragon have failed, and now it rampages across the land laying waste to all in a furious frenzy. You are all that stands between it and total annihilation

The Fury of the Apocalypse Dragon, Overview

Length: Six rounds (3 days and 3 nights)
Purpose: An epic scenario where you must give chase to the mighty Apocalypse Dragon and defeat it.

Set up

The map is set up at the start of the game according to your player count. Some of the Map tiles will start face up (including all of the Core tiles) and some of the Countryside tiles will start face down. Face-down Map tiles may be flipped face up by exploring from an adjacent space.

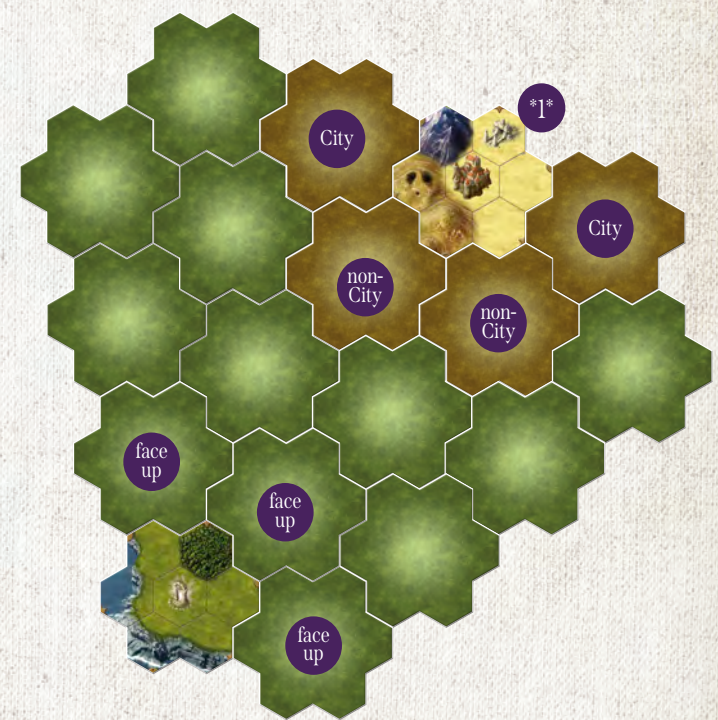
Solo and 2-player map:



3-player map:



4-player map:



In this scenario the Apocalypse Dragon figure covers one Map space (rather than 3 as it normally does). It starts on the space containing a tomb on Core Map tile *1*. This tomb space is the Apocalypse Dragon's lair (it may return here from time to time) and no longer counts as a tomb.

Each of the Apocalypse Dragon's heads starts at a given level depending on your player count and whether you are playing competitive, cooperative, or solo. They will increase in level as the game progresses. Mark the level of each head with a neutral Shield token.

Special Rules

Cities

The Cities in this scenario are friendly even though they have defenders; the defenders are there to protect the city from the Apocalypse Dragon, not your Heroes. You may not attack a city.

Units

Elite Units do not immediately get dealt into the Unit offer at the start of the game, even though there are revealed Core tiles. Instead, when creating the Unit offer at the start of a Round, if at least one Countryside tile adjacent to a Core City tile has been flipped face up, or a Hero has entered a City during the game, alternate dealing Elite (gold) and Regular Units.

Round Order

At the start of each Round: Place the Apocalypse Round Order token below all other Round Order tokens - the Apocalypse Dragon always takes its turn last.

The Apocalypse Dragon's Lair

Your Hero may move onto the space continuing the Apocalypse Dragon's lair. If the Apocalypse Dragon is in that space, you will have to fight it (see Attacking the Apocalypse Dragon). If the Apocalypse Dragon moves there during its next turn it will attack you (see Being Attacked by the Apocalypse Dragon). Remember that the space no longer counts as a tomb.

The Apocalypse Dragon's Turn

What happens during the Apocalypse Dragon's turn depends on where its figure is at the start of its turn: on the map or a City card (landed) or not (in flight). During the game it will alternate between these two types of turns, landed and in flight, starting with a landed turn.

Once the End of the Round has been announced, the Apocalypse Dragon takes no further turns in that Round.



Landed

If the Apocalypse Dragon is landed at the start of its turn (its figure is on the map or on a City card), roll a mana die.

Find the space closest to the Apocalypse Dragon with an undestroyed site or undefeated rampaging enemy of the type indicated for the color you rolled.

Only consider spaces on the Map tile the Apocalypse Dragon is on or on adjacent face-up Map tiles.

Ignore the space the Apocalypse Dragon is on (the Apocalypse Dragon prefers to move around).

According to the color you rolled:



Blue: The closest fortified site (keep, mage tower, city)



Green: The closest adventure site (monster den, dungeon, maze (LL), ziggurat, spawning grounds, tomb, labyrinth (LL), pyramid, ancient ruins)



Red: The closest rampaging enemy (marauding orc, draconum)



White: The closest inhabited site (village, refugee camp (LL), oasis, monastery)



Gold: The closest mine or magical glade (crystal mine, deep mine, magical glade)



Black: The closest site of any type

If there are two or more spaces that are equally close, choose the one containing the site earlier in the list shown for that color (and, for black, the earlier list). If there are two or more sites of the same type that are equally close, choose one of them at random.

Place the mana die on the space. In the case of a city, place it on the City card. Remember, the tomb on Core Map tile *1* is the Apocalypse Dragon's lair and no longer counts as a tomb.

Exception: There are 3 cases where the mana die is placed on the Apocalypse Dragon's lair instead of the site indicated above, no matter how far away the lair is or whether the Apocalypse Dragon is already in its lair:

- ◆ If there are no valid spaces of the indicated types within one Map tile of the Apocalypse Dragon.
- ◆ If you have used all 16 Destroyed Site tokens and you roll a color that may require you to place a Destroyed Site token next turn (see the description of the In Flight turn).
- ◆ You have rolled a color that may cause a head to be increased above level 12 (see the description of the In Flight turn).

No matter where the mana die is placed, remove the Apocalypse Dragon's figure from the map at the end of this turn.

In Flight

If the Apocalypse Dragon is in flight (its figure is not on the map or on a City card), it will move to where its mana die is. Remove the mana die and place the Apocalypse Dragon's figure there instead. In the case of a city, place it on the City card.

If the Apocalypse Dragon moves to a space containing a player (or possibly more than one player in the case of a city), the Apocalypse Dragon will attack them (see *Combat Versus the Apocalypse Dragon*). Otherwise:

- ◆ If the Apocalypse Dragon moved to a fortified site:
 - If the site is a keep or mage tower, remove any enemy token on the space and place a Destroyed Site token on it.
 - If the site is a city, remove the lowest Fame enemy token in the city (choose randomly if tied). If there were no enemy tokens in the city, place a Destroyed Site token on it instead.
 - In all cases, increase the level of the Apocalypse Dragon's Death head by 1.
- ◆ If the Apocalypse Dragon moved to an adventure site, remove any enemy tokens on the space and place a Destroyed Site token on it.
 - Increase the level of the Apocalypse Dragon's Pestilence head by 1.
- ◆ If the Apocalypse Dragon moved to a rampaging enemy, remove the rampaging enemy token. Do **not** place a Destroyed Site token in the space.
 - Increase the level of the Apocalypse Dragon's War head by 1.
- ◆ If the Apocalypse Dragon moved to an inhabited site, place a Destroyed Site token on it.
 - Increase the level of the Apocalypse Dragon's Famine head by 1.
- ◆ If the Apocalypse dragon moved to a mine or magical glade, place a Destroyed Site token on it.
 - Increase the level of the Apocalypse Dragon's lowest level head by 1. If there is a tie for lowest, increase the level of the head tied for lowest that is earlier in this list: Famine, War, Pestilence, Death. Note: A head may still have its level increased (to level 1) even if that head has previously been defeated.
- ◆ If the Apocalypse Dragon moved to its lair, increase the level of the Apocalypse Dragon's lowest level head by 1, settling ties as for mines and magical glades above.

See the rules for Destroyed Site tokens on page 11 of the Apocalypse Dragon rulebook.

Combat Versus the Apocalypse Dragon

Combat with the Apocalypse Dragon occurs whenever one or more players move into the space containing the Apocalypse Dragon (Attacking the Apocalypse Dragon), or the Apocalypse Dragon moves to a space containing one or more players (Being Attacked by the Apocalypse Dragon).

Attacking the Apocalypse Dragon

See the rules for *Combat Versus The Apocalypse Dragon* starting on page 10 of *The Apocalypse Dragon* rulebook, but remember that in this scenario the Apocalypse Dragon figure covers only one Map space. Cooperative attacks on the Apocalypse Dragon are allowed, whether you are playing competitively or cooperatively.

If you attack the Apocalypse Dragon in its lair, it is fortified. Similarly, if you attack the Apocalypse Dragon when it is a city space that has no defenders and no Destroyed Site token, it is fortified.

Being Attacked by the Apocalypse Dragon

When attacked by the Apocalypse Dragon, a player may choose whether to take their full turn in advance (as when attacked by another player) in order to attend the combat fully or not. Follow the same rules:

- ◆ If the player chooses to take their turn, they flip their Round order token face down and may use everything as if it is their turn, and then perform their end of turn sequence (but then they skip their next turn).
- ◆ If they decide to not take their turn, they cannot use their normal one mana die or skills usable once per turn, and they do not perform their end of turn sequence.
- ◆ In either case, they may not move, reveal a new Map tile, or perform any other action.

Note that the Apocalypse Dragon may attack a player that has their Round Order token flipped face down (because they have been attacked by another player and chose to fully attend). In that case, the player does not have the choice of taking their full turn.

Any site in the space your Hero is in is ignored and does not affect the combat in any way.

After combat, the Apocalypse Dragon immediately takes a landed turn (roll and place its mana die and remove its figure from the map).

Attacking Multiple Heroes in a City

If more than one Hero is being attacked (only possible when the Apocalypse Dragon attacks a city continuing multiple Heroes), perform this combat as you would a cooperative attack, except that all players in the space are assumed to have agreed to take part:

- ◆ Only heads that have not been defeated are randomly distributed, and the Control head is never randomly distributed. The Control head will attack all participating Heroes or, at levels 4, 8, and 12, will grant its attack bonus to each of the other heads' attacks.
- ◆ If players can agree on how to distribute the heads, distribute the relevant number of heads to those players randomly, as you would for a normal cooperative attack. If players cannot agree, distribute each head randomly one at a time starting with the player later in the Round order and continuing in reverse Round order until all heads have been distributed. If there are fewer heads than players, some players will only have the control head to deal with. If there are more heads than players, some players will have more than one head to fight in addition to the control head.
- ◆ Participants then take turns according to the Round order, starting with the player earlier in the Round order.
- ◆ When it is their turn, each player may make their own choice as to whether to fully attend the combat or not.

Multiple Shield tokens marking the same level

You may find the Apocalypse Dragon increases the level of a head that has previously been lowered in level during combat. In this case you may end up having 2 (or more) player Shield tokens marking the same level.

Variant Rule: More evenly leveled heads

This variant rule more evenly distributes the levels of the Apocalypse Dragon's heads. During a landed turn, if one of the heads is of a higher level than the rest (excluding the control head):

If you roll the head's associated color, reroll until you roll a different color.

If you roll black, ignore the sites associated with that head.

The Fury of the Apocalypse Dragon, Competitive

Players: 2 to 4

Type: Competitive

Setup (for 2, 3, or 4 players)

- ◆ **Map Shape:** See diagram
- ◆ **Countryside tiles:** 7, 10, or 12
- ◆ **Core city tiles:** 2
- ◆ **Core non-city tiles:** 3 (always include tile *1*)
- ◆ **Cities:** Each city is level 4, but they are friendly. Each player puts one Shield token on each City, but no-one is their leader.
- ◆ **Apocalypse Dragon:** Each head of the Apocalypse Dragon has a starting level equal to the number of players minus 1 (1, 2, or 3).

Scenario End

When the Apocalypse Dragon is defeated, all players (including the one who defeated it) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeated the Apocalypse Dragon, the mission was successful.

In any case, apply standard Achievements scoring.

In addition, for each head except the Control head:

- ◆ Count the number of Shield tokens each player has on the head's large enemy token. Each player scores Fame equal to their total. The player with the highest total gets an additional +5 Fame for being the Greatest Slayer of that head.
- ◆ In each case ties are broken in favour of the player with their shield token on the highest level on the large enemy token. If there is still a tie, each tied player gets an additional +3 Fame instead.

The Fury of the Apocalypse Dragon, Cooperative

Players: 2 to 4

Type: Cooperative

Setup (for 2, 3, or 4 players)

- ◆ **Map Shape:** See diagram
- ◆ **Countryside tiles:** 7, 10, or 12
- ◆ **Core city tiles:** 2
- ◆ **Core non-city tiles:** 3 (always include tile *1*)
- ◆ **Cities:** Each city is level 4, but they are friendly. Each player puts one Shield token on each City, but no-one is their leader.
- ◆ **Apocalypse Dragon:** Each head of the Apocalypse Dragon starts at a level equal to the number of players (2, 3, or 4).
- ◆ **Dummy Player:** There is one standard Dummy player. See the Dummy Player section of the Mage Knight rulebook.
- ◆ **Cards and Skills:** Remove the four competitive Spells (numbered 17-20) from the Spell deck. and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs.

Team Rules apply, except you are all one team (see the Team Rules section of the Mage Knight rulebook).

Scenario End

When the Apocalypse Dragon is defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

Scoring

If you defeated the Apocalypse Dragon, you are all victorious. If not, you have all failed. In both cases you may count your score, to see how good you were.

You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:

- ◆ In each category, you score only the player with the highest score (or most negative points in case of Greatest Beating).
- ◆ No titles are awarded.

Then score for your goal and for the time taken to reach it.

- ◆ Score 5 points for each head you defeated (except the Control head).
- ◆ Score an additional 15 points if you defeated all the heads.
- ◆ If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.

The Fury of the Apocalypse Dragon, Solo

Players: 1

Type: Solo

Setup

- ◆ **Map Shape:** See diagram
- ◆ **Countryside tiles:** 7
- ◆ **Core city tiles:** 2
- ◆ **Core non-city tiles:** 3 (always include tile *1*)
- ◆ **Cities:** Each City is level 4, but they are friendly. Both the player and the Dummy player put one Shield token on each, but no-one is their leader.
- ◆ **Apocalypse Dragon:** Each head of the Apocalypse Dragon starts at level 1.
- ◆ **Dummy Player:** There is one standard Dummy player. See the Dummy Player section of the Mage Knight rulebook.
- ◆ **Cards and Skills:** Remove the four competitive Spells (numbered 17-20) from the Spell deck, and the one competitive interactive Skill from each player's Skill tokens. Use the cooperative interactive Skill tokens if you have them.

Additional Special Rules

When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining.

At the end of each Day or Night, remove both used Tactic cards from the game. That means, each Tactic card is picked exactly once during the game.

Scenario End

When the Apocalypse Dragon is defeated, you have one last turn (the dummy player does not). If the Round ends during this, the game ends immediately.

Scoring

If you defeated the Apocalypse Dragon, you are victorious. If not, you have failed. In both cases you may count your score, to see how good you were.

Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded.

Then score for your goal and for the time taken to reach it.

- ◆ Score 5 points for each head you defeated (except the Control head).
- ◆ Score an additional 15 points if you defeated all the heads.
- ◆ If you finished the game one or more Rounds before the limit, score 30 points for each such Round.
- ◆ Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- ◆ If the End of the Round was not announced yet in your last Round, score an additional 5 points.



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