



ALDERAC ENTERTAINMENT GROUP, INC.

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Website: <http://www.alderac.com/thunderstone/>

Thunderstone Compatibility Guide, 21 March 2012

Thunderstone Advance is an exciting new version of Thunderstone, and a fantastic jump-on point for new players. We think it's pretty great.

Thunderstone Advance was designed with backward compatibility in mind. However, some alterations between the releases could use some clarification. This document is intended to help bridge gaps between old and new.

Where appropriate, we've included promotional cards in the set they were intended to accompany. If you compare a list in this document to your own set and find a card name you don't recognize, it might be one of the promotional cards we've released since Thunderstone's launch in 2009. Most of those are available for sale at our online store at store.alderac.com.

Who's Who

Monsters have levels in Thunderstone Advance. To use previous monsters with the new system, we've given them levels as well, after consultation with the community at boardgamegeek.com.

BASE

- 2 - Abyssal
- 2 - Doomknight*Humanoid
- 3 - Dragon*[chromatic]
- 1 - Enchanted
- 1 - Humanoid
- 1 - Ooze
- 1 - Undead*Doom
- 2 - Undead*Spirit

WRATH OF THE ELEMENTS

- 2 - Elemental*Nature
- 3 - Elemental*Pain
- 3 - Golem
- 1 - Horde

DOOMGATE LEGION

- 1 - Abyssal*Thunderspawn
- 2 - Cultist*Humanoid
- 3 - Evil Druid
- 1 - The Swarm*Animal
- 2 - Undead*Storm Wraith

DRAGONSPIRE

- 2 - Bandit*Humanoid
- 2 - Dark Enchanted
- 3 - Dragon*Humanoid
- 2 - Elemental*Fire
- 2 - Giant
- 3 - Hydra*Dragon
- 1 - Orc*Humanoid
- 1 - Undead*Lich
- 2 - Undead*Plague

THORNWOOD SIEGE

- 2 - Abyssal*Malformed
- 1 - Centaur
- 2 - Raider*Humanoid
- 2 - Siege
- 1 - Verminfolk*Animal
- 2 - Werewolf

HEART OF DOOM

- 2 - Abyssal*Darkspawn
- 2 - Basilisk*Animal
- 1 - Doppelganger*Humanoid
- 3 - Dryad
- 1 - Lizardfolk*Humanoid
- 3 - Spider*Animal
- 3 - Undead*Spectral



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With the addition of the Dwarven Bear Hammer, the race of a hero matters more than it did previously. The Thunderstone Old World is pretty humanocentric. When in doubt, a hero is usually a human. Here's a full list of heroes and their races:

BASE

Amazon - Human
Chalice - Human
Dwarf - Dwarf
Elf - Elf
Feayn - Elf
Lorigg - Human
Outlands - Human
Redblade - Human
Regian - Human
Selurin - Human
Thyrian - Human

WRATH OF THE ELEMENTS

Blind - Human
Clan - Dwarf
Diin - Human
Divine - Human
Gangland - Human
Gohlen - Human
Runespawn - Human
Toryn - Human

DOOMGATE LEGION

Deep - Dwarf
Drunari - Human
Sidhe - Elf
Slynn - Elf
Tempest - Human
Tholis - Human
Verdan - Human

DRAGONSPIRE

Belzur - Human
Cabal - Human
Chulian - Human
Evoker - Human
Flame - Human
Gorinth - Human
Half-orc - Half-orc
Harruli - Human
Phalanx - Human
Stoneguard - Dwarf
Terakian - Human
Veteran - Human

THORNWOOD SIEGE

Krell - Human
Lurker - Human
Magehunter - Dwarf
Nightblade - Human
Thornwood - Human
Veris - Elf
Woodfolk - Human

HEART OF DOOM

Bluefire - Human
Canon - Human
Dark - Human
Highland - Human
Isri - Human
Jondul - Human
Nyth - Human



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The New Basic Deck

When the basic deck changed, it changed the way the game is played in a few ways. Militia, Iron Rations, and Dagger all left the building. However, a few cards from previous sets played well with the assumption that those cards would be in your basic deck. This section addresses those interactions specifically.

Militia

Cards that refer to Militia also apply to Regulars in the same way.

Iron Rations

Overall, Iron Rations was a weak card, and even interactions with other heroes and monsters did not meaningfully increase its usefulness in game play. Food is still in the game, and cards that reference food can operate using food purchased from the village.

Here is a list of previous cards that interact with food. In some cases, the effectiveness of the card has been changed as a result of a lack of food in the basic deck, but the gains and losses (admittedly subjectively) balance out.

HERO

Thyrian: This hero is less effective without a ready supply of food, but to be fair, he was only good as a way to get Iron Rations out of your deck in the first place.

Outlands: This hero is one of the best in the game, and remains excellent even without basic access to food.

Half-orc: This hero is somewhat weaker without Iron Rations, but not a great card anyway.

MONSTER

Gray Ooze: Like any other Spoils ability that lets you buy an item from the village, if there is no food in the village, the Spoils ability cannot be used.

Green Blob: A lack of food in your deck has no effect on this monster's viability.

Spike Lasher: Not having food here is a net gain for the adventurer.

Will-O'-The-Wisp: This monster requires food destruction for you to defeat it. If no food is in the village when the Undead*Spectral monster group comes up in the randomizer, we recommend adding Iron Rations to the village so they're available for purchase, or just choosing another monster group.

Dagger

Dagger is a more useful card than Iron Rations, and had occasional interactions with other cards as well. Most of these interactions involved Dagger's keyword as an edged weapon. Edged weapons still exist in the game, so many of these cards can operate using edged weapons purchased from the village.

Here is a list of previous cards that interact with edged weapons or specifically with the Dagger card. In some cases, their effectiveness is more conditional than before, but again, we feel the gains and losses balance out.



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HERO

Dwarf: Numerous edged weapons remain for use with this hero's ability. The lack of starting access to edged weapons improves game balance.

Nightblade: This hero's efficacy is curtailed without easy access to daggers. However, village cards such as Thieves' Blade, Hatchet, or Polearm still allow for its Dungeon abilities to come into play occasionally.

MONSTER

Noxious Slag: This Monster is immune to edged weapons. It is now slightly easier to defeat without edged weapons in your basic deck.

Medusa: This monster is significantly more dangerous without Dagger in the basic deck. If no edged weapons are in the village when the Dark Enchanted randomizer comes up, we recommend adding Dagger to the village so they're available for purchase, or just choosing another monster group.

Skinling: This Level 1 monster is slightly more challenging without daggers.

Finally, we offer this variant for experienced players:

Old Country

Players who wish to have more of a challenge, handicap themselves with newer players, or take advantage of a specific game setup can use this to alter game play.

After randomizers have shown what cards will be in the village and dungeon, you may choose whether to use the Thunderstone Advance basic deck, or change your basic deck to 6 Militia, 2 Torches, 2 Iron Rations, and 2 Daggers.

Alternately, may create a 50/50 basic deck: 3 Militia, 3 Regulars, 2 Torches, 1 Iron Rations, 1 TS Shard, 1 Longspear and 1 Dagger.

With or without these variants, an "all basics" village set up is fine too—adding Iron Rations and Dagger to the village can be a helpful way to play.



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Other Questions and Concerns

What about diseases vs. curses?

Monsters specify whether they dispense diseases or curses. Since curses also have the disease keyword, any card that references diseases (such as clerics) also applies to curses. If you have the special disease deck, you can still use it in the same places you used it prior to Thunderstone Advance.

Randomizer backs look significantly different now. Will this create a problem in setting up games?

We made randomizers look different so that they would be easier for new players to differentiate from cards used in play. Knowing what set a randomizer is from does not affect gameplay. However, to fully hide information during a random setup, deal from the bottom of the randomizer deck.

Polearm is a brand new weapon keyword. How does it interact with other keywords such as Edged or Blunt?

Longspear and Pike are currently the only weapons with the polearm keyword. We have had success in adding the polearm keyword to Spear and Polearm (that is, the card named Polearm) as a house rule. It is possible for weapons to have more than one keyword. Polearm as a keyword does not replace edged as a keyword. Some cards might have both in the future.

What is the difference between archers and rangers?

These are two separate classes. Cards that refer to one do not affect the other.

Battle abilities on monsters are more confusing now with the addition of Aftermath.

Any time a Battle effect from previous cards requires destruction of a card, treat it as an Aftermath effect. Do not destroy a card from a Battle effect until after victory or loss in that combat has been determined (as per the reference in the rulebook at the end of page 28).

Finally, I want a personal note. I really appreciate everyone who takes the time to ask us questions about our games—especially about Thunderstone. I think Thunderstone is an awesome game, and I love working on it. And I'm always so pleased when someone else loves it enough to ask questions or suggest improvements. Thanks for helping us make Thunderstone a great game.

Jeff Quick

Thunderstone Project Lead