

# HEROES

WRITE & CONQUER

## BOARDGAME

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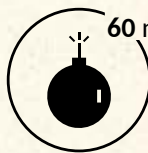
### GAME RULES



2-4 players



10 and up



60 minutes

For many eras, harmony and order have reigned in the universe. All dimensions of the String existed in complete isolation from each other: the forests of the elves, the cursed lands of the undead, the rocky ridges of the gnomes, the steppes of the orcs, the plains of the humans, the depths of the nagas.

The Edge, an invisible barrier between dimensions, divided them. In the center of the universe there was an inaccessible, undisturbed world where magic reigned and many secrets lurked. It once belonged to the Archons, who fed the Edge with their magic. But the passage of time is inexorable, and even the ancient creators were powerless before it.

The Archons were weakening, and the Edge was thinning, erasing the boundaries between worlds. In a desperate attempt to avoid annihilation, the Archons spent the last of their strength to create the Ethereal Gates, stable passageways between dimensions that would delay their catastrophic convergence for millennia.


Unfortunately, fate decreed otherwise, and conquerors from other worlds rushed through the Gate into the world of the Archons, wishing to conquer new lands and claim their riches for themselves.



# ABOUT THE GAME

In **Heroes** players take on the role of mighty warlords of different factions who wish to conquer the world beyond the Ethereal Gate. In each round, one player determines the order and level of four actions, which are then performed by all. Move through regions to gather resources and artefacts, capture fortresses, and fight monsters or fellow players. Build structures to make your troops stronger and faster. **Heroes** provides many different ways to earn victory points. The one who earns the most of them at the end of sixteen rounds will become the winner of the game and the master of the abundant magical world.

In **Heroes** all changes during gameplay are fixed with a marker on the player board. The main feature of the game are different factions with different characteristics and game experiences. Each has unique attributes and will suit different players: **those who are just getting acquainted with the game, experienced players or beginners, ready for challenges, and those who have mastered the rules and are ready for complex gameplay.**



**Humans:** possess strong and relatively inexpensive troops. This faction can be easily and effectively controlled.

**The Undead:** able to resurrect fallen warriors and cast curses on regions that weaken opponents.

**Gnomes:** have mechanical troops and under certain conditions gain the ability to build structures for free.

**Orcs:** possess a unique resource — rage, which allows you to boost actions and upgrade troops without building the corresponding structures.

**Elves:** strengthen their troops with Griffins and Ents. Able to obtain artefacts by spending wood, making it easier for them to access advantageous abilities.

**The Nagas:** unlike any other faction. The Serpent water creatures serve them as both warriors and resources, and a magical melody unique to this faction summons a special creature — the Hydra.

# CONTENTS

- ◆ 6 player boards of different factions
- ◆ 4 reference sheets
- ◆ 4 markers
- ◆ This rulebook



# TIPS FOR PLAYERS

- ◆ Before starting a game, shake the markers without removing the caps. Store the markers in the box with the caps on only. It is also recommended to put the caps on the markers when you are not using them during a game.
- ◆ To make the erasers on your markers last longer, use them only for small corrections during the game. At the end of the game, erase all markings from the boards with a dry paper towel. It is recommended to wipe off dried marks with a slightly damp or, in difficult instances, alcohol wipe.
- ◆ You can mark various changes on your board in any way you like: check marks, arrows, circles, hatching, etc. The rules provide recommended markings, but you don't have to follow them exactly. Conquer the world as you see fit.

# FACTION BOARD

The board is your main tool for controlling your faction. Each faction has its own characteristics and attributes reflected on the board, but the structure of all boards is the same:

**1. Building zone.** Structures that can be built. The effects of buildings vary and affect different aspects of gameplay. Note that some boards display blocks in the building zone with faction properties that are not structures. See all such blocks below:

**The Nagas**

**Hydra**  
18  $\times$   $\gg$  25  $\times$

No more than 1 Hydra on the map at a time. -2  $\times$  for each Serpent if the Hydra is in the same region as the Serpents. During  $\uparrow$  circle any 1  $\downarrow$ . Summon the Hydra to any  $\approx$  region if you've circled 2 adjacent  $\downarrow$ . During  $\uparrow$  the Hydra moves separately to 1  $\gg$  2 regions.

**The Undead**

An opponent that has visited or is currently in a cursed region at the time of the curse loses 1 weakest combat unit. At the end of the game, gain +1  $\uparrow$  for each cursed region.

**Orcs**

During  $\uparrow$  you can spend  $\uparrow$  to modify Scouts into Chargers or Chargers into Bombers. You do not need actions that allow recruitment to modify units with  $\uparrow$ .

**Gnomes**

After reaching 4, 9 and 14  $\uparrow$  build level 2, 3 and 4 structures for free.

**2. Armies.** Most factions have multiple types of armies. Each army is made up of units. They help you seize fortresses and fight monsters and opponents.

**3. Faction insignia and round counter.**

**4. Artefacts.** Six artefacts that can be collected in a region or taken from another player in battle. The effects of artefacts are unique to each faction.

**5. Action area.** Contains 5 action boxes: wood gathering, iron gathering, gold gathering, movement, and building. The order and level of actions for a round is determined here.

**6. Resource inventory.** Wood, iron and gold are stored here (Orcs additionally store their unique resource — rage). Resources are required mainly for building structures, recruiting armies, collecting artefacts etc. When you accumulate a certain amount of resources, you gain VP.

**7. Map.** This is where you log all your movements and conquests. The map is divided into 27 regions, each with a terrain type. Regions with a common border are considered to be

adjacent. Regions are alphabetized from left to right from top to bottom for player convenience.

**8. Movement requirement.** The number of movement points that are required to move across different types of terrain. These requirements are different for each faction.

**9. Victory Point scoring area (VP)** . Boxes for logging the victory points at the end of the game.

**10. Monster line.** Eight monsters that can be defeated over the course of the game to gain resources and VP.

# TRANSPARENCY RULE

Each player may view another player's board at any time, with two exceptions: during a movement action and during a battle between players. Both exceptions to the Transparency Rule are

detailed in their respective rule sections: Movement on page 8 and Battle on page 10.

## SETUP

- Each player chooses which faction they want to play for and takes that faction's board, a marker, and a memo. Return all unused components to the box.
- Each player writes the number indicated in the background of the bottom-most army box — this is the initial number of combat units.
- Each player prepares the map on the board according to the number of players:
  - 2 players:** cross out all regions with three and four dots above it's name (Cerness, Glennfore, Ikara, Morreed, Zoro and Zasker). They will not be available in this game.
  - 3 players:** cross out all regions with four dots above the name (Cerness, Glennfore and Zoro). They will not be available in this game.
  - 4 players:** all regions of the map are available.
- The player who was the last person to read or watch fantasy media becomes the first player.
- The player to the right of the first player decides where they will start the game. This player chooses their **starting region** from among the regions containing a portal. The player **visits** this region by circling it and announces its name — the other players cannot choose this region as their starting region. Then the other players take turns choosing their starting regions in the same way in counterclockwise order.
- Each player collects the resources in their starting region: cross them out from under the region name and add them to the corresponding boxes in their inventory. The resource icons are defined in the memo.

All done, you are ready to start!

If this is your first game or you are playing new to a particular faction, we recommend reviewing the specifics of your faction in the Faction Rules section on page 15 before playing.



A set up board of the Undead for a game of three players

## GAME FLOW

The game lasts for 16 rounds.

At the beginning of a round, the first player chooses four actions out of five that all players in that round will perform.

The first player writes the numbers 1, 2, 3 and 4 in the boxes of the selected actions — one number per box. The number determines

the order in which the action is performed and its level. **The higher the number, the later the action is played and the higher its level.** The box of the action that was not selected can be left empty.

Action symbol	Action name	Performing a level X action
	Gathering wood	X wood
	Gathering iron	Receive X iron
	Gathering gold	Receive X gold
	Movement (combat, collecting resources in region, seizing fortresses and collecting artefacts are all available after movement)	Spend X movement points (check the movement point requirements specified on your player board to see how many  you have to spend to move into a specific region)
	Building and recruitment	Build one X or lower level structure and/or recruit combat units

After the first player has chosen the actions and written down the numbers, they announce them to the other players and everyone writes the same numbers in the same boxes on their own boards. The players then perform the actions in ascending order: first action 1, then action 2, and so on. Each action is described in detail on pages 5–9.

## ACTIONS

### GATHERING WOOD / IRON / GOLD

When you perform an action, add the corresponding resource to your inventory in an amount equal to the action level. If the amount of a resource in your inventory reaches or exceeds the value indicated to the right of it, circle the next to that value — at the end of the game you will receive those VP.

**Important:** VP earned for accumulating resources remain and count for points at the end of the game, even if the number of resources changes — feel free to spend them.

	17	14 =	20 =
		22 =	30 =
	25	14 =	20 =
		22 =	30 =
	4	14 =	20 =
		22 =	30 =

→

	10	14 =	20 =
		22 =	30 =
	27	14 =	20 =
		22 =	30 =
	4	14 =	20 =
		22 =	30 =

For example, Kate accumulates 17 wood and exceeds the value of 14 — Kate circles 2 VP to receive them at the end of the game. Further in the course of the game, Kate spends wood, but does not lose the VP she has circled. In addition, Kate is accumulating iron: she has already reached values 14 and 22 and aims to accumulate 30 iron — then she will get a total of 7 VP at the end of the game.

Players perform each action at the same time, not moving on to the next action until all players have completed the previous one. This is important primarily for the movement action, after which interaction between players in the same region is possible. A player who has completed an action can say «Ready» or place their marker on the table in front of them to indicate to the other players that they are ready to proceed.

When all players have completed the level 4 action, the round ends. Each player crosses out the number of the completed round on their board. A new round begins with a new first player — the player sitting to the left of the previous first player. If round 16 is crossed out, begin scoring by going to page 13.

For example, James is the first player and is planning his move. He wants to first gather 1 wood, then 2 gold, then build a level 3 or lower structure to hire combat units, and finally move to a new region for 4 movement points.



### BUILDING AND RECRUITMENT

When you take an action, you can build one structure and/or recruit combat units, in any order.

#### Building structures

You can build **one** of the structures in the building zone on your board. To do this, you need to fulfill **all the following conditions**:

- ✦ The structure level does not exceed the action level. — Level 1, — Level 2, — Level 3, — Level 4.
- ✦ You have enough resources to pay the cost of the structure.
- ✦ A required structure has been built, if there is one. If there is an arrow leading to the structure you want to build from the structure below, it is a required structure (see illustration below). If there are several required structures, **at least one** of them must be built.

If all conditions are met, the structure is built: spend resources on the inventory according to the cost of the structure, make a mark in the upper right corner of the structure block and receive its effect. You can also build the structure on a foundation , if there is one in your current region. See Foundations on page 12 for more information.



Four levels of structures. Note the arrows: the Market is the required structure for the House of trackers, the House of trackers is the required structure for the Armoury, the Town Hall is the required structure for the Tower of Illusions, etc. The Barracks has two required structures, which means that the Barracks can be built if the Tower of Illusions and/or the Warrior Guild is built.

### Structure block

1. The amount of VP that a constructed structure will give you at the end of the game.
2. The name of the structure.
3. The arrow at the top indicates that this structure is a required structure for another.
4. A place to mark the structure that was built.
5. The effect of the structure.
6. The effects under the asterisk are the properties of the combat units to the right of the structure. Combat units have this property even if the structure is not built.
7. The cost of the structure.
8. The arrow at the bottom indicates that this building has a required structure.

### Note:

- ◆ The effects of some structures can modify movement cost, power, or cost of combat units. The values that can be modified are indicated on the board with a symbol . When modifying, cross out the old value and use the new value from now on in the game.
- ◆ Effects related to actions (e.g., “during you get +1 ”), can be applied **each round** when you perform the respective action.
- ◆ You can find explanations for the effects of structures of different factions in the memos or in the Faction Rules section on page 14.



For example, James wants to build the Shrine and checks the building conditions:

- the Shrine is a level 2 structure — this is lower than action level 4,
- there is 4 iron in his inventory — that’s enough to pay the cost of the structure,
- the Shrine has three required structures, one of them — the Barrow — is built.

All conditions are met and James builds the Shrine: he makes a mark in the block of the structure, spends 4 iron and receives the effect: afterwards, when performing the movement action, he will be able to fight any available monster in line if he does not move. The structure will also bring James 1 VP at the end of the game. In addition, the Shrine is a required structure for the Chapel, so James can build it in the following rounds.

### Recruiting combat units

If you have a structure with the effect «Recruit [unit name]», you can recruit any number of **these units**, paying its cost for each unit.

**Note:** recruitment is not dependent on the level of the building action — the important thing is that the necessary structure is built.

To recruit, spend the required amount of gold and add the number of hired units to the corresponding block. You can hire an unlimited number of units of the same or different types as long as you have enough resources to cover their cost.

How units are used is detailed in the Combat section on page 9.

<p><b>4</b> <b>The Great Tree</b></p> <p>Recruit Ents.</p> <p>3  5  3 </p>	<p><b>Ent</b></p> <p>6   10 </p> <p>5 </p>
<p><b>2</b> <b>Watch</b></p> <p>+2  at the end of the game for each seized fortress.</p> <p>2  2  2 </p>	
<p><b>1</b> <b>Nests</b></p> <p>Recruit Griffins.</p> <p>*You can collect  for  if the number of Griffins in your army <math>\geq</math> cost of this  in .</p> <p>3  3 </p>	<p><b>Griffin*</b></p> <p>3   5 </p> <p>3 </p>
<p><b>Pixie Brushwood</b></p> <p>Recruit Pixies.</p> <p>2  2 </p>	<p><b>Pixie</b></p> <p>1   2 </p> <p>3</p> <p>1 </p>

Each type of unit has one structure (their blocks are located on the same level), which allows to recruit units. For example, the Elves faction can recruit Pixies by building the Pixie Brushwood, Griffins by building the Nests, and Ents by building the Great Tree.

### Unit block

1. The name of the unit.
2. An asterisk indicates that this type of unit has the characteristic specified in the structure block on the left. Units have this property even if no structure is built.
3. The power of one combat unit.
4. A place to record the number of combat units.
5. The cost to recruit one unit.
6. The modification symbol.

For example, James decides to recruit Skeletons from the Graveyard he has just built. The cost of one Skeleton is 1 gold. He spends 6 gold to hire 6 Skeletons and adds them to the 4 starting Skeletons, increasing the total number of units in his army to 10.

## MOVEMENT

When performing this action, all players simultaneously follow five steps:

1. **Gain movement points** equal to the level of the action. Some effects of constructed structures give additional — take them into account at this stage.
2. **Secretly choose the destination region**, you want to move to (an exception to the Transparency Rule applies — you can't look at each other's boards). To move between regions, you must spend in accordance with the terrain type of the region you are moving to. Check with the movement requirement on your board. You can move as long as you have enough .

**Note:** you may choose not to leave your current region if you don't want to, in which case you skip steps 2-4.

### Attention:

- ✦ You can move from one region to another through portals (see page 11 for an example of moving through portals).
- ✦ Unspent can be used later to skip monsters in line (see Combat against monsters on page 10 for more details), otherwise they are lost.

3. **Circle the destination region** on the map — this is now your **current** region. You can also draw a route of your movement on the map if you see fit. You can only have one current region per round — erase the circled region you have left.

4. **Once in your destination region, collect that region's resources** listed under its name: cross them out and add them to your inventory. This region is now considered visited (mark the visit with a checkmark or asterisk and do not erase it until the end of the game) and is your current region as long as you are in it. Resources do not respawn when you revisit it. Players gain region resources independently of each other: another player visiting the same region for the first time on his board gains resources in the same way.

**Note:** only the region where the player has completed the movement is considered visited. The player does not perform any actions and does not receive any resources in the regions the player has passed through without stopping.

**5. When all players have moved to their destination regions and made markings,** each player in turn, starting with the first player, announces which region they are in. You may keep track your opponents' movements on your map as you see fit.

- ◆ If more than one player is in the same region, each player in turn announces whether they want to fight: just because they want to or to claim a fortress/artefact in that region. Players can look at the combat units on each other's boards to make this decision.
  - ▲ If at least one player wants to fight or more than one player claims a fortress/artefact, a battle begins that involves all players in the region (page 10). The winner of the battle will receive a reward of their choice, as well as the right to seize

a fortress or collect an artefact (rewards are also described on page 10).

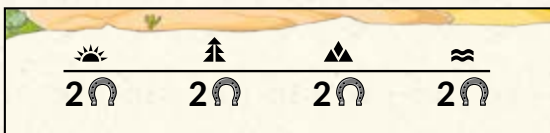
- ▲ If no one wants to fight, the battle does not take place. Battles against each other can also be avoided by ceding to one player the right to seize a fortress or collect an artefact.
- ◆ If all players are in different regions, each player in turn, starting with the first player, may seize a fortress (p. 12) or collect an artefact (p. 12) if they are available in their current region.

**Note:** a battle between players always takes place before any other battles and actions. In the case of multiple battles between players, they are resolved starting with the battle with the first player and proceeding clockwise. It is only possible to collect an artefact in a region after all combat, including the battle with the monster.

At the end of a movement action, each player may fight a monster (page 10).

14 = 2	2	14 = 2
22 = 2		22 = 2
30 = 3		30 = 3
14 = 2	1	14 = 2
22 = 2		22 = 2
30 = 3		30 = 3
14 = 2	5	14 = 2
22 = 2		22 = 2
30 = 3		30 = 3

For example, James wants to move from Asander to Esmore.



The movement action level is 2, which means James has 2 wood. This is only enough to move to the mountain type Brynnlore, but James needs to go further, so he applies the effect of the structure he


built: the Hearse allows him to get extra wood. James spend 4 wood to get 2 wood. He now has enough wood to move to Esmore through Brynnlore. James circles Esmore, since that is his current region, and erases his marking around Asander. James then collects resources from Esmore — 2 wood — and waits for the other players to finish moving. When it is his turn, he announces that he is in Esmore. There are no other players in his region, there are no battles between players in other regions either, and James can fight a monster in line.



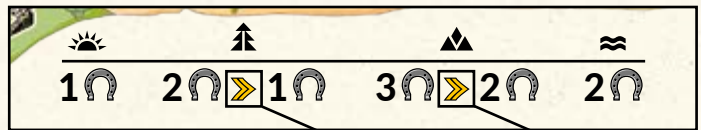


## Movement points

The map is divided into 27 regions, each of one of the four terrain types:

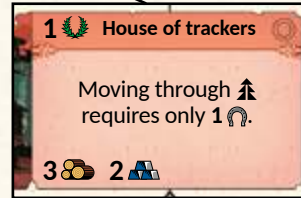
-  — Forest
-  — Lake
-  — Meadow
-  — Mountain

Each terrain type has a movement requirement. It is different for each faction. In some cases it can be modified due to the effects of structures or artefacts. When modifying, cross out the old value and use the new value from now on in the game.



For example, the Human faction can modify the movement requirement in forests and mountains — to do

this, they need to get the respective artefact and build the House of Trackers.



## COMBAT



There are three types of combat:

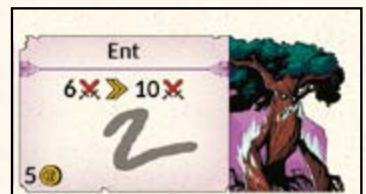
- ◆ a combat between players,
- ◆ a combat with a monster,
- ◆ seizing a fortress.

Each type of combat has a number of general rules and a number of specifics.

### GENERAL RULES OF COMBAT

Battles are fought by your units. The key value in a battle is **the total power of your army** — the total power of all deployed units. Before the battle begins, you decide how many units you are willing to deploy and of which types: you can deploy part of your units, or you can deploy none. The final power of units can be affected by the effects of structures built and artefacts collected — take them into account before the battle. If you have previously modified the power of units, take the current value into account. Units deployed for battle can be indicated in the unit block with a slash as in the examples below.

To win a battle, the power of your units must exceed the value of your opponent's power by at least 1: the power of another player's units, the power of a fortress  or the power of a monster . Regardless of the outcome of the battle, **all participating** (deployed) units are spent and considered perished: correct their number on your board.



For example, for battle, Emma deploys two Griffins out of three available (each Griffin's power is 3) and four Pixies out of six available (each Pixies power is 1). Emma does not want to deploy any Ents. The total power of Emma's units is  $2 \times 3 + 4 \times 1 = 10$ . In addition, Emma applies the effect of the built Horn, and the total power of the units increases to 11. After the battle, the deployed units perish, leaving Emma's units consisting of 2 Ents, 1 Griffin and 2 Pixies.



## COMBAT BETWEEN PLAYERS

In addition to the general rules of combat, keep the following rules in mind:

1. Before deciding whether or not to participate in a battle, players may look at each other's boards to see how many units they have and how strong they are.
2. Before the battle begins, players **secretly** choose how many units of each type to deploy and write those numbers down on their boards. At this point it is no longer possible to look at other players' boards — an exception to the Transparency Rule applies.
3. When all participants of the battle are ready, each in turn announces the total power of their deployed units. The player with the highest power becomes the winner, the rest are considered defeated. If the forces are equal, all players are considered defeated.
4. All participants in the battle, including the winner, spend their deployed units — they perish.
5. The winner of the battle circles **the leftmost undefeated monster** in line on his board to mark the victory in the battle and receive the number of VP indicated under the monster at the end of the game. When circling the monster, the winner receives **one of the rewards** of their choice:
  - ♦ **the resources of the circled monster:** the winner crosses them off and adds them to their inventory;
  - ♦ **the resources of the losing players** in the amount equal to the difference between the power of the winner's units and the weakest loser's. For example, if your unit power is 13 and the weakest loser's unit power is 10, you can collect a total of 3 resources of your choice from the losing players — wood, iron or gold (unique faction resources cannot be taken). These 3 resources can be different. You can take all 3 resources from one player or 2 resources from one player, 1 resource from another. Players adjust the number of resources in their inventories accordingly.
  - ♦ **an artefact from one of the losing players, if they have one.** The winner circles the selected artefact on their board and gets its effect. The loser crosses out the artefact and loses its effect if it was permanent (one-time effects, such as units, are not lost).
6. If there is a fortress or artefact in the region where the battle took place, the winner of the battle may in addition seize the fortress (p. 10) or collect the artefact (p. 12). Defeated players cannot do this.

**Note:** If the winner has taken an artefact from another player as a reward for winning a battle, they can no longer collect an artefact from their region in that round.

7. Each player can fight a monster if they wish (see below).



For example, Emma and James are in the same region, and Emma states she wants to fight. Both players deploy units for the battle: Emma deploys 2 Pixies (power of each 1), and James deploys 5 Skeletons (power of each 2 — James modified it earlier). The players then declare the total power of their units: 2 for Emma vs. 10 for James. James wins. All deployed units perish, and James and Emma reduce their numbers on their boards. James circles the leftmost undefeated monster as a sign of victory and decides to take Emma's resources as a reward. The difference in unit power is 8, and James takes 3 wood, 1 iron and 4 gold from Emma.

## COMBAT WITH MONSTERS

Monsters are special enemies that can be defeated for VP and resources. Monsters are also used to mark victories in battles between players. The monster line is at the bottom of the board. Monsters are not on the map, as you can fight them in any region — the magical world is crawling with these creatures.

At the end of the movement action, you can fight **the leftmost undefeated monster** according to the general rules of battles. You don't have to move to a new region to do this. If you have unspent  $\Omega$ , you may skip one undefeated monster for each remaining  $\Omega$  and fight the next one. The skipped monster can still be fought later. When you defeat a monster, circle it, cross out the resources listed below it, if there are any, add them to your inventory and at the end of the game you will receive the specified number of VP.

You can only fight one monster per round. You cannot fight a circled monster again. Players fight and circle monsters independently of each other — each player can fight every monster in line on their board.





For example, James spent 3 ♁ out of four to move and decides to fight a monster at the end of the action. The leftmost monster in line is available with power 5, but James decides to spend

the remaining 1 ♁, to skip it and fight the monster with power 8. James's total unit power must be at least 9 to win. James has 1 Lich with power 5 and 10 Skeletons with power 1. James can defeat the monster by deploying 1 Lich and 4 Skeletons, or only 9 Skeletons. James chooses the first option and defeats the monster: he circles it, gaining 2 wood, 2 iron and 2 gold, and then reduces the number of his Lich units by 1. The dead Skeletons are immediately resurrected thanks to the Lich attribute, and the number of this unit does not change.

## SEIZING FORTRESSES

Seizing fortresses follows the general rules of battles: for a successful seizure, the power of your units must exceed the power of the fortress. When you seize a fortress, receive its resources: cross them out and add them to your inventory. Circle the seized fortress and declare victory: the other players cross it out on their boards — it is no longer available to them, nor are its resources. At the end of the game, all seized fortresses give you the number of VP indicated on them. One fortress can only be captured once per game. You can read more about fortresses as objects on the map on page 12.

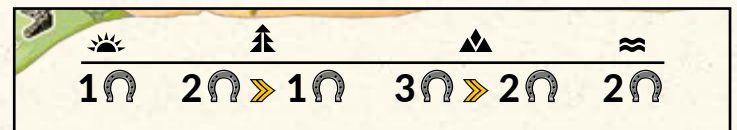


## OBJECTS ON THE MAP

Regions contain various objects that can be interacted with when performing actions.

### PORTALS


All regions with portals are considered to be adjacent to each other. You can move between them as if they were neighbouring regions, but must spend movement points according to the general rules.



For example, Emma has 4 ♁. She spends 3 ♁, to travel from Kosleen to the mountain region Harrax. In Harrax, she uses a portal to move to the meadow of Yreel containing a portal and spends 1 ♁.



## FORTRESSES

Fortresses defend resources. To obtain them, you must seize the fortress according to the rules on page 10. The symbol  indicates the power of the fortress, which must be exceeded in order to seize it. Seized fortresses also give you VP at the end of the game.



**Note:** Note: players build structures on foundations independently of each other, so everyone can build their structures on any of the available foundations.



For example, if you successfully seize this fortress you will receive 4 wood and 4 iron, and at the end of the game it gives you 5 VP.



For example, Greg is in the Esmore region during a building action. He is building a level 3 structure and decides to build it on a foundation: he writes the number 3 in it. At the end of the game, this foundation will bring him 3 VP. If Greg builds a level 4 structure and does it on the same foundation, the foundation will bring him 4 VP.






## FOUNDATIONS

If during the building action you are in a region with a foundation, you can build this new structure on it: write the level of this structure into the foundation and at the end of the game you will receive VP for each foundation you've built on top of equal to the level of structure written down. Later you can build a higher level structure on the same foundation according to the same rules, in this case erase the previous value and write down the new one.



## ARTEFACTS

Artefacts are special magical items with useful effects. The effects vary depending on the faction. There are six artefacts in total, each of them is located in a certain region where it can be collected. The conditions for collecting them and their effects are displayed on the faction board. An artefact can also be taken from another player in battle. If you are in a region with an artefact and if the condition for collecting the artefact is met, you can collect it.

Artefact						
Region	Paskaar	Vurt	Dortal	Folen	Odmoor	Tog' Eed
Requirement to collect for all factions except the Nagas	Spend 12 wood	Spend 12 iron	Spend 12 gold	You must have 4 structures of any level built on different foundations	You must have 5 victories in combat (count all your seized fortresses and circled monsters)	You must visit 4 mountain regions (Tog' Eed included)
Requirement to collect for the Nagas	Spend 3 Serpents	Spend 3 Serpents	Spend 3 Serpents			
Alternative requirement to collect for Elves, if the Nests structure is built	OR spend 5 wood	OR spend 4 wood	OR spend 6 wood	OR spend 2 wood	OR spend 3 wood	OR spend 2 wood

**Note:**

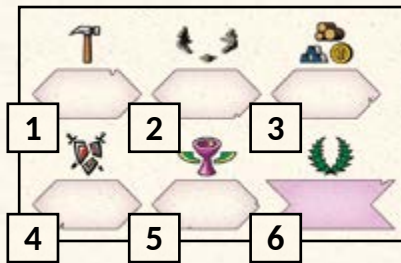
- ♦ if you are alone in a region, you can collect the artefact after all combat.
- ♦ if there are several players in a region with you, only the winner of the battle between the players can collect the artefact (or they can concede the artefact to you to avoid the battle).

Once you collect an artefact, circle it on your board and get its effect (immediately or under specified conditions). Other players cross out this artefact on their boards — it is no longer available to them, but they can try to take it away in battle during the game. The former owner of the artefact can regain the taken artefact by defeating its new owner as well. By reclaiming a previously taken artefact, the player regains its effect (if possible).

# SCORING POINTS AND VICTORY

After round 16, players write down all VP earned during the game into the respective boxes and add them up.

**1.** For built structures and their effects: earn VP as indicated in the blocks of structures constructed.



**2.** For foundations: earn VP equal to the number written into the foundations.

**3.** For accumulated resources: earn the VP circled during the game in the resource inventory.

**4.** For victories in battles (captured fortresses and circled monsters): receive the VP indicated next to fortresses and monsters in line.

**5.** For artefacts: receive VP if they are listed in the effects of your artefacts.

**6.** Count the total VP in boxes 1–5.

Note that the scoring boxes are different for some factions.

The player with the most VP wins! In case of a tie, the player with more resources in their inventory wins. If there is still a tie, all participants of the tie win.

Long live the new lord of the magical world!

Mathew scores his victory points for each box in order:

- 1.** All structures in the building zone are built: they bring a total of 14 VP. In addition, the effect of the Trophy hall gives 1 VP for every two regions visited. There are 13 such regions on the map (they are marked with asterisks next to their names), so the Trophy hall effect gives him 6 VP. Total 14+6=20 VP for the structures built.
- 2.** Two structures were built on foundations: level 2 in Asander and level 3 in Jorveld. Total 2+3=5 VP for the foundations.
- 3.** During the game Mathew accumulated resources and circled VP for 14 wood, iron and gold. Total 2+2+2=6 VP for accumulated resources.
- 4.** Mathew seized three fortresses — in Brynnlore, Ikara and Zoro. He also has 5 circled monsters in line. Fortresses give him a total of 10 VP, monsters give him 8 VP. Total 10+8=18 VP for battle victories.
- 5.** He collected 2 artefacts, but none of them bring VP.
- 6.** In total Mathew has 5+20+6+18+0=49 VP.

# FACTION RULES

This section explains in detail the game features of different factions. If the faction rules contradict the general rules of the game, the faction rules take priority.



## GNOMES

### Science

The effects of some structures bring you . At the bottom of the building area is a science scale (which is not a structure), on which you must mark each obtained . The achieved value on the science scale determines the effects of some structures and the power of dwarf units. When a certain value is reached, the player is able to build structures without spending resources:

- 4 — level 2 (||) structures
- 9 — level 3 (|||) structures
- 14 — level 4 (||||) structures

Note that level 1 structures require resources to build, even if the values || and ||| on the science scale are reached.



For example, Greg is building the Generator. He has 2 Mechanics, so Greg gets 2 from the effect of the Generator. On his science scale, Greg has already crossed out the 2 , he gained earlier. He crosses out another 2 , gained by the Generator, and reaches level 4 on his science scale. In the next rounds, Greg will be able to build the Assemblers, the Library and and the Workhouse without spending any resources. However, there is still a cost to build the Academy.



### Mechanics and Mechasaur


- ◆ For example, Mathew deploys 2 Mechanics, 1 Anisopter, 2 Automatons (their power modified), and 1 MechaSaur for battle. Mathew calculates the power of the units:
- ◆ Mechanics have no power, however each Mechanic can double the power of one unit. Since two Mechanics are deployed, Mathew chooses 2 units: one Automaton and the only MechaSaur deployed,
- ◆ the power of one Anisopter is 2,
- ◆ the power of one Automaton is 6, the power of the other is doubled due to the Mechanic's attribute and becomes 12; the total power of the Automatons is 18;
- ◆ the power of the MechaSaur is 5 and increases by 1 for every 3 . Mathew has 7 , so the MechaSaur's power is 5+2=7. However, due to the Mechanic's property, this power doubles and becomes 14.

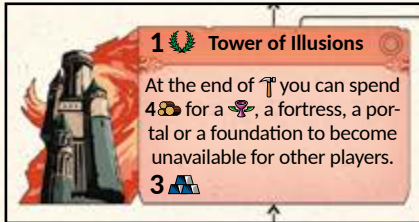
The total power of Mathew's units is 2+18+14=34.



# HUMANS

## Tower of Illusions

At the end of a building action (even if you didn't build anything), you can spend 4 to choose one object on the map: a fortress, an artefact, a portal, or a foundation.



**1** **Tower of Illusions**

At the end of you can spend 4 for a , a fortress, a portal or a foundation to become unavailable for other players.

**3**

The object chosen with the Tower of Illusions may be in any region, not necessarily your current region. The other players cross it off their boards: they can no longer interact with it (in the case of a portal, they can no longer use it to move). You cannot choose fortresses and artefacts that have already been crossed off on your map. If you choose a foundation in which other players have already written a structure level, those players do not cross out that foundation and do not erase the written level. «Reservation» of an object does not override the rest of the rules: the player still needs to fulfill the condition to obtain an artefact, seize a fortress, etc.

## Artefacts

The effect of this artefact applies to any way of receiving wood: when performing a wood gathering action, when collecting resources in regions, when defeating a monster, etc.



**12**

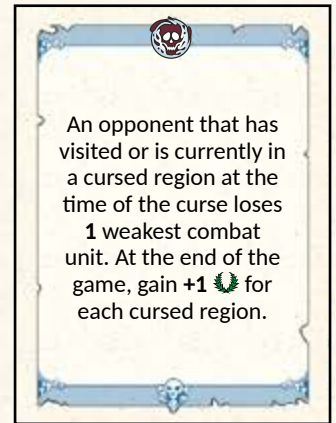
Instead of you can receive as many and/or



# THE UNDEAD

## Cursed regions

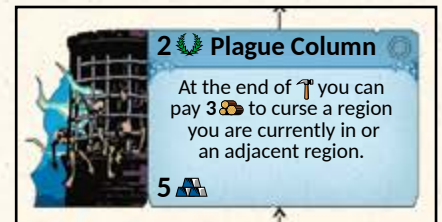
When you curse a region, announce its name: all players mark it on their boards. If an opponent visits a cursed region or is in it at the time of cursing, they must lose one of the weakest units available in their army. Changes in terrain type do not affect the curse. The Undead do not receive VP for artefacts, but instead receive 1 VP for each cursed region at the end of the game.



An opponent that has visited or is currently in a cursed region at the time of the curse loses **1** weakest combat unit. At the end of the game, gain **+1** for each cursed region.

## Plague Column

You don't have to build anything and/or recruit units to use the Plague Column effect. You can curse a region and end a building action without building any structures or recruiting units.



**2** **Plague Column**

At the end of you can pay 3 to curse a region you are currently in or an adjacent region.

**5**



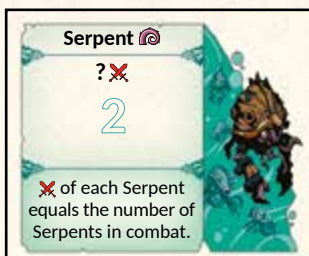


## THE NAGAS

The two main features of the Nagas are Serpents and the Hydra.

### Serpents

Serpents are both the Nagas' units and their unique resource. Nagas obtain Serpents by exchanging all available wood, iron, and gold for them. **The exchange of resources for Serpents is a mandatory action at the beginning of every building and recruitment action.** Any surplus resources after the exchange are stored in the inventory. Note that the amount of resources required for the exchange can be modified by the effect of the Feeder structure.





 6	5 > 4 = 1 
 5	5 > 4 = 1 
 9	4 = 1 

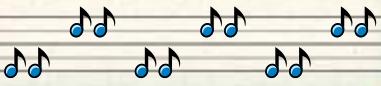
For example, Sarah has 6 wood, 5 iron, and 9 gold in her inventory. She has enough resources to receive 4 Serpents: one for 5 wood, the second for 5 iron, the third and the fourth for 8 gold.







The power of each Serpent is equal to the total number of Serpents in the battle. For example, if there are 5 serpents in a battle, the power of each serpent is 5 and the total power of all serpents is 25.


### The Hydra

**Hydra**

18  >> 25 





No more than 1 Hydra on the map at a time.  
 -2  for each Serpent if the Hydra is in the same region as the Serpents. During  circle any 1 . Summon the Hydra to any  region if you've circled 2 adjacent . During  the Hydra moves separately to 1 >> 2 regions.




The Hydra is a special powerful combat unit of the Nagas. It can move around the map separately from the player. While in the same region as the player, the Hydra is considered a regular combat unit. If it is in a separate region from the player, it can participate in battle as an independent unit.

The turn structure for Nagas is supplemented by the following conditions:

**Building action:** you can only summon the Hydra when two adjacent  are circled (see example on the right) — this usually happens during a building action, as each structure you build allows you to circle 1 . When summoning the Hydra, select a lake type region (you cannot summon the Hydra on other terrain types) and mark it with the letter H (or any other icon). There can be only one Hydra on the map at a time, but you can summon a new one to replace the existing one. In this case, the previous Hydra perishes — erase its mark from the map.

**Foundations:** If the Hydra is in a region with a foundation and you are in another region, you cannot build a structure on that foundation.

**Movement action:** first perform a movement action for yourself, then for the Hydra, and announce both destination regions as per the regular rules. The hydra can move 1 to 1 adjacent region (when modified — up to 2) of any terrain type on the map. It does not spend your . Hydra can use portals, but cannot gather resources in regions or collect artefacts. The Hydra can move with you or separately from you to other regions.

**Player combat:** once in the same region as another player or more, the Hydra must start a battle. A battle with the Hydra is considered a player-to-player battle and follows the same rules. The nuances of the battle depend on whether you are in the same region as the Hydra:

- ◆ if you and the Hydra are in the same region, then you take part in the battle according to the regular rules as a player, and the Hydra is considered your unit and is counted in the total power of your units. Note that in this case, the Hydra's power will be reduced by 2 for each Serpent in the unit (whether they participate in the battle or not), since the Serpent troops are always in the same region as you. The effect of the Reef structure overrides this rule. After the battle, the Hydra perishes like any other unit — erase its mark from the map. You may summon a new Hydra at a later time.
- ◆ If the Hydra is in a separate region from you, if the Hydra wins, you circle a monster in line according to the regular rules, but you can't get its resources (they are lost). You cannot receive any rewards via the Hydra. Regardless of the outcome of the battle, the Hydra dies like any other unit — erase its mark from the map. You may summon a new Hydra at a later time.

**Monster combat:** the Hydra can fight a monster as per the regular rules, but if it wins, you do not get the monster's resources, only the VP at the end of the game.

**Seize a fortress:** the Hydra can seize a fortress under the normal rules, but if you win you do not receive the resources of the fortress (they are lost), only the VP at the end of the game.

**Collecting artefacts:** the Hydra cannot collect artefacts.





For example, Sarah has built the Church and circled a ♪ next to another previously circled one — she can now summon the Hydra. Sarah must choose a lake type region — she summons the Hydra to Qliss and marks it on the map with a large letter H. Next, James and Emma find themselves in Qliss when the movement action is performed. The battle begins regardless of their will, as the Hydra is in the region. The Hydra's power is 18: since Sarah is in Folen and not in Qliss, Serpents do not reduce the Hydra's power. James and Emma deploy their units, the resulting power of James's units is 15, Emma's is 17. The Hydra wins, and Sarah circles a monster in line as a sign of victory, but does not receive its resources. The Hydra perishes — Sarah erases its mark from the map. Note that no one can seize the fortress in Qliss this round: neither Sarah, since she is not in the region, nor James or Emma, since they lost the battle.

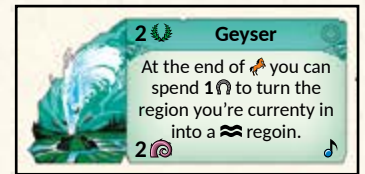
### Structures and building



At the beginning of the building action, you are required to exchange as many resources as possible for Serpents. All structures of the Nagas are level 1. To build them, you must spend the specified number of Serpents. Each structure gives 1 ♪ — circle any 1 ♪ on your board in the Hydra zone.

### Geyser

When you turn your current region into a lake region, announce its name — the other players also adjust the region's terrain type on their boards. The region is now considered a lake region and all the rules specific to that terrain type apply (movement costs, structure effects, etc.).



**Note:** for the purpose of obtaining the artefact in Tog' Eed, the regions that used to be of the mountain type at the time of visiting by the player still count. If a player visited 4 mountain type regions and then one of them became a lake region, the player can still satisfy the requirement to collect the artefact.

Thus, the Nagas can use the Geyser to seriously disadvantage other factions, for example, by turning a mountain region into a lake region and depriving the Orc faction of the ability to use the Camp effect in that region.

### Dam



At the end of the game, get 1 VP for each lake type region — both those that are lake regions on the map originally and those that were changed using the Geyser effect.










# ORCS





## Rage

Orcs have a unique resource — rage . VP can be gained for accumulating  at the end of the game in the same way as other resources.

	12 = 2 
	18 = 2 
	24 = 3 
	14 = 2 



## Unit Modification

During the building and recruitment action, you may spend any number of  to modify 1 Scout into 1 Charger for each one  spent. Likewise, you can also turn Chargers into Bombers by spending 3  each. If you spend 4 , you can immediately modify a Scout into a Bomber. Note that modification does not equal recruitment (this is important, for example, for the effect of the Arena structure).

**Note:** modification is possible even if you have not built structures to recruit Chargers or Bombers.



For example, Mathew built the Camp and immediately recruited 3 Scouts, spending 6 gold. Mathew has 5 rage and decides to spend it on modifying units: for 1 rage he modifies one scout into a Charger, for 4 rage he modifies the second scout into a Bomber. Note that neither the Gym nor the Workshop have been built — they are not needed to modify units.



# ELVES

## Nests

<p><b>1</b> <b>Nests</b></p> <p>Recruit Griffins. *You can collect  for  if the number of Griffins in your army <math>\geq</math> cost of this  in .</p> <p>3  3 </p>	<p><b>Griffin*</b></p> <p>3  <math>\gg</math> 5 </p> <p><b>4</b></p> <p>3 </p>
---	--

cost, 2  effect"/> <p>+3 to the total  of your army in combat with monsters</p>	cost, 2  effect"/> <p>You do not spend  when </p>	cost, 3  effect"/> <p>Moving through  requires only 2 </p>	cost, 4  effect"/> <p>+2  when gathering </p>	cost, 5  effect"/> <p>Receive 3 Ents</p>	cost, 6  effect"/> <p>+1  at the end of the game for every 2 regions visited</p>
---	---	--	---	--	--

For example, Emma has 4 Griffins, so she can get one of four artefacts: the cost in wood is less than or equal to the number of Griffins in the army. Emma is in Folen — there is an artefact in that region. Emma spends 2 wood for it and collects the artefact. The other players cross this artefact off of their boards.

## Armor Shop

<p><b>Ent</b></p> <p>6  <math>\gg</math> 10 </p> <p><b>5/2</b></p> <p>5 </p>	<p><b>Griffin*</b></p> <p>3  <math>\gg</math> 5 </p> <p><b>3/1</b></p> <p>3 </p>
<p><b>1</b> <b>Armor shop</b></p> <p>Spend X  before combat to modify  of X combat units for this combat.</p> <p>4 </p>	<p><b>Pixie</b></p> <p>1  <math>\gg</math> 2 </p> <p><b>2/1</b></p> <p>1 </p>

For example, Emma deploys 2 Ents, 1 Griffin, and 1 Pixie before battle. Emma also applies the effect of the Armor Shop: she spends 2 wood (that's all the wood left in her inventory) and can modify the power of two units. Emma chooses 1 Ent and a Griffin. The power of the Ent is modified to 10, but the power of the second ent is still 6. The Griffin's power is modified to 5. The Pixie's power is unchanged. The total power of the units is  $10+6+5+1=22$ . At the same time, Emma does not cross out the power of Ents and Griffins, as other factions do when modifying them, because the effect of the Armor Shop is temporary — it only lasts for the duration of the current battle. Emma will have to spend wood again in the next battle if he wants to modify the power of her units.



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