

Getting Started

- Each player must provide 2 heroes with their own decks.
- Each deck must contains in between 30 and 35 cards, excluding your hero.
- You can play at 1vs1 or 2vs2.
- Players from each team sit alternatively.
- Each team must have heroes with different names.

- A 6X6 square grid is required for positioning of heroes.
- Each hero needs to have a specific miniature to represent it on the game board.

Setting the board

- Each team choose a starting side on the grid.
- Each team reveal the heroes they will play.
- Each player may choose which cards in their deck they will play. If your deck contains more than 30 cards, you may choose to set cards aside. Final deck must contains at least 30 cards. If your initial deck contains 35 cards, you can choose up to 5 cards to place aside.
- Once decks modification are complete, shuffle those and place them next to their respective Hero Card.
- Then, each team choose where to place its heroes on any case on the first two lines of their respective side.
- Once each team has placed its heroes on the board, each player shuffle a die.
- Player who roll the highest choose which player will play first.
- If you have heroes with ability that happens at beginning of the game, do those now.
- Each hero then draw their starting hands. The number of cards drawn for each hero is equal to the left number above the "book" icon. Do not mix your heroes hands.
- Player going first can now take its turn. Then, other player will play their turn one after the other, rotating clockwise.

Explaining Hero Card

Name

Each team heroes must have different names.

Starting Endurance

Your hero start with that many Endurance points. Your Endurance cannot go higher than this number.

Hero's Abilities

Your hero's abilities are always actives. You can use those abilities at any time whenever conditions are met.

The Assassin

11 4/5

Hero - Rogue

Once per turn, Trick: A Rogue action card gains Refresh. Lose 1 Endurance. Your first Movement each turn is increased by 1.

Lebelheim

Starting Hand Size

Start the game with that many cards for this Hero.

Maximum Hand Size

You cannot have more card than that at all times. If you would draw a card while at maximum hand size, skip that draw instead.

Hero Type

You can only play cards associated to your hero type or generic cards.

In addition to their own abilities, each hero have the following Innate Skills that can be played whenever conditions are met:

Those innate skills represent basic abilities, such as:

- Moving;
- Attacking;
- Defending;
- Resting;
- Avenging.

It is very important to understand the innate skills, as you will use those frequently.

Playing your turn

- **Re-enable your Heroes.**
- If your hero was disabled, turn it back up. Your hero can act again.
- **Beginning of turn.**
- You play all the triggers that happen at beginning of turn. If multiple instances happen, you resolve one, then another one and so on. You choose the order, no matter where it comes from.
- **Draw**
- Draw one card for each hero. The first player skip his draws on its first turn.
- **Main Turn**

- Each hero may play one Action - whether Action card or Action skill - or one Aura card.
- Note that Trick Cards can be played at any time, as long as conditions are met.
- If the Action or Aura you played has the keyword "Refresh", it means you can play another card after that one.
- You can play cards from any of your hero, in any sequence.
- Whenever a card says "Deal", that card is an attack card. Whenever you play an attack card, activate the **Attack Phase** once you reach the Keyword "Deal".
- Execute each line of text one at the time. Any player may play Tricks in between each lines.
- When moving, each movement is a different execution line.
- **Attack Phase (when applies)**
- When entering an attack phase, declare total damages that shall be dealt.
- Each player may play tricks before defense.
- Then, defending player may use his "defending" innate skill to prevent 2 physical damages per card hided.
- Once defender has finished to defend, he cannot chose to defend with more cards.
- After defenses are complete, each player may play other tricks.
- Then, if the amount of damages dealt is higher than the amount prevented from defense and tricks, defender loses that many Endurance.
- If a Hero as 0 or less Endurance, that hero dies and is removed from the game.

Playing your turn (suite)

- **End of turn.**
- Once each of your heroes cannot play any more card or whenever you decide to, you start the end of turn.
- If any trigger would happen at end of turn, do it now. If multiple instances happen, you resolve one, then another one and so on. You choose the order, no matter where it comes from.
- Before you pass to the next player, each player have an opportunity to play tricks.

- **Next player's turn!**
- The next player take over and plays its turn.

- **Special notes**
- If a hero becomes disabled, that hero cannot take anymore actions or tricks, even if it could otherwise.
- If you would lose Endurance and end at 0 or less, your hero dies and nothing else happen.
- If you would get more than one Refresh instances on a card, it doesn't add up.
- If you or an opponent lose endurance, that cannot be prevented nor defended.

End of round

- Each player starts its round at beginning of its turn.
- Whenever a card mention "this round", it means from beginning of your turn until the beginning of your next turn.

End of the game

- A game ends whenever a team has lost all of its heroes.
- If you play timed game, whenever timer runs out, you complete the actual turn, and then play a Final Turn. The actual turn ends when you come back to the player who played first. Then each player play one last turn. At end of that turn, the team that owns the more heroes win. If its a tie, the team with the most Endurance total is considered the winning team.

Movements

- You can move a hero whenever that hero plays an action or trick that ask it to do so. Another hero's action / trick can force you to move, but it needs to be specified.
- Unless specified otherwise, you can always choose where to move. You can also choose not to move when you have an option to move.
- You cannot move on other occupied cases.
- You can only move in 4 directions (up, down, left or right). Diagonal movements are not allowed.

- Whenever a trigger refers to pull or push, that relation is always relevant to both heroes involved in that movement.
- Pull means that the hero being pulled must get closer to the other hero in a straight line. If it cannot move in straight line, ignore this effect.
- Push means that the hero being pushed must move away from the other hero in straight line. If it cannot move in straight line, ignore this effect.

Cards type

- **Action Cards**
- Action Cards can only be played during your turn. Whenever you play an action card, execute each line of text then that card goes into your discard pile.
- You can only play one action during your turn, unless it has the keyword "Refresh".

- **Attack Cards***
- Attack cards are a subtype of action cards. An action card that contains the keyword "Deal" is considered as an Attack card in addition to an Action card.

- **Aura Cards**
- Aura Cards remain in play. Those card will normally be associated to your hero and will provide bonuses or specific trigger. Playing an Aura Card doesn't trigger its ability when you play it.
- Aura Cards can only be played during your turn. Alike action cards, you can no longer play once you've played it unless it has the keyword "Refresh".

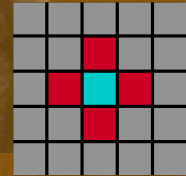
- **Trick Cards**
- Unlike Action and Aura cards, Trick cards can be played at any time, as long as conditions are met.
- Playing a trick card, even during your turn does not prevent you from playing another card.
- Execute each line of text then that card goes into your discard pile.

Positionning relations

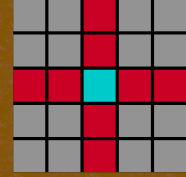
- **Adjacent**
- Whenever an ability or card refers to adjacent, it refers to the 4 cases next to your position, which are Up, Down, Left or Right. Anything that is not in one of those 4 cases is not adjacent.
- If an ability has Reach, it means that you extend by that number the amount of cases in each of those 4 directions that are considered adjacent. Reach doesn't allow you to hit non-linear cases.

- **Range and Radius effects**
- Whenever an effect uses the "Range X" keyword, it means that it can affect any case in any of the 4 directions. The chosen case must with equal or less to the X value of the range.
- When doing a Range effect, you cannot choose a non-linear case.
- Whenever an effect uses the "Radius X" keyword, it means that it can affect any case within a distance of X cases. Unlike Range and Reach, Radius effect allows you to change direction when choosing your target.

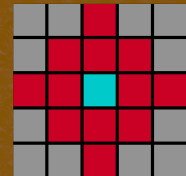
ADJACENT



REACH 2 / RANGE 2



RADIUS 2



Other specificities

- **Cards and hand size**
- If an effect ask you to draw a card, you draw the top card of that hero's deck. Only that hero may play this card.
- If you would draw a card while you have reach your maximum hand size, you skip that draw. You can never have more card in hand than your maximum hand size.
- If you would draw a card while you have no cards left in your deck, skip that draw.

- **Discard and Remove from the game**
- Whenever you play a action or trick card, that card goes into your discard pile. Whenver you Remove a card from the game, it does no longer exist for that game. Make a separate pile for those cards.
- Make sure to properly identify your "Discard" pile and your "Remove from the game" pile

- **Hide**
- Whenever an effect or ability ask you to hide a card, you choose one card from your hand and place it under your deck. You don't reveal it.
- You cannot use ability that requires you to hide a card if you don't have any card in your hand

- **Disable**
- Whenever an effect or ability force you to disable a hero, turn that hero 90 degrees.
- That hero can no longer use any ability nor tricks cards for as long as it is disabled.
- Triggerred effects and ongiong effects still happen.

- **Defend**
- Whenever an effect or ability refer to defends, it refer to the ability to hide a card to prevent damages during a combat. Prevention effects are not considered as "defenses".

- **Block**
- Whenever an effect or ability refers to "block" it checks if any damage reduction effect occurs, whether from defense or a prevention effect. Even if that effect doesn't prevent all damages, it is still considered as a block.
- Whenever you refer as "fully blocked", it means that the amount prevented is equal or higher to the damages that would be dealt.

