

SKYTEAR HORDE



Rulebook

Skytear Horde is a castle defense card battler for 1 to 3 players with two game modes.



SOLO & COOPERATIVE

One or two players fight against the horde that is controlled by the game.



COMPETITIVE

One player controls the horde while one or two players fight as the alliance.

Summary

An arcane and unknown power has taken over the world of Skytear, controlling hordes of monsters led by dreadful elementals, the outsiders.

Legendary heroes from all the realms have set aside their rivalries and forged an alliance to repel the common threat, once and for all.

During your turn, you deploy allies and towers on the six lanes of the battlefield to stop waves of monsters from destroying your castle and pillaging your resources.

However, just defending will not be enough to win! Some of your allies must counter-attack and tear down the portals that are spawning the horde.

Once the portals are destroyed, the outsider elemental will arrive on the battlefield for the final confrontation. Destroy it and claim victory over the horde!

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SKYTEAR

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Components

AND CARD ANATOMY

6 CASTLE CARDS



- 1. Name
- 2. Related Hero
- 3. Abilities
- 4. Health

120 ALLIANCE CARDS



- 1. Mana Cost
- 2. Name
- 3. Type
- 4. Abilities
- 5. Attack
- 6. Health
- 7. Rarity

67 HORDE CARDS



- 1. Mana Boost
- 2. Horde Set
- 3. Treachery
- 4. Name
- 5. Type - Set
- 6. Abilities
- 7. Attack
- 8. Health
- 9. Rarity

21 PORTAL CARDS



- 1. Wave
- 2. Abilities
- 3. Mana Boost
- 4. Health
- 5. Game Mode
- 6. Stage
- 7. Difficulty

7 OUTSIDER CARDS



- 1. Name
- 2. Type
- 3. Abilities
- 4. Attack
- 5. Health
- 6. Stage

6 SKELETON TOKENS

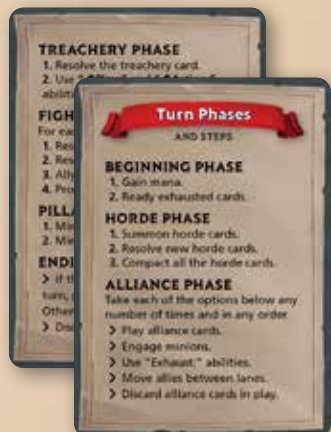


- 1. Name
- 2. Type
- 3. Abilities
- 4. Attack
- 5. Health

4 MINION CARDS



3 PLAYER AID CARDS



2 LANE MARKERS



33 HEALTH & WOUND TOKENS

11 ATTACK & WEAKEN TOKENS

7 ARMOR AND PIERCE TOKENS

3 MANA TOKENS

There is no limit of tokens in the game. If you ever run out of tokens use alternate components.

Setup

1 TOKENS

Place the 2 lane markers in order in the center of the table (make sure numbers on them are in progression).

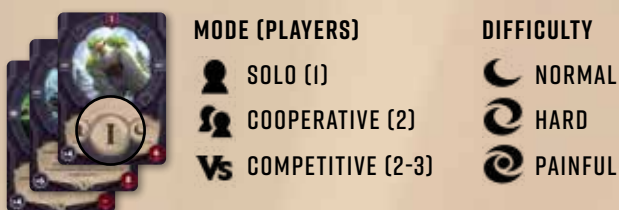
Leave room for a row of cards above and below the lane markers for monsters and allies.

Each player places their mana token next to the zero on the lane markers.

Place all the remaining tokens within reach.

2 PORTAL

Take the 3 portals of the desired game mode and difficulty, identified by the icons at the bottom of the card (see legend below).





Form a face-up pile ordered by stage number with stage one on top.

3 MINION CARDS



Place the four minion cards within reach. They will stay outside the lanes in a zone called the back line.

4 PORTAL SETUP

Follow the "Setup:" instructions written on the stage 1 portal card. It will usually instruct you to place 1  on one or more minion cards.

The  icon represents health tokens increasing the health of the minions (and consequently their attack, because of the special ability all minions have).

5 HORDE DECK

Shuffle together all horde cards from the  Common set and another set of choice (for your first game use the  Renegade set. See card anatomy on page 3).

This is known as the horde deck. Place it within reach.

6 OUTSIDER PILE

Choose an outsider and set aside their outsider cards (for your first game use "The Hatred Bringer").

Place the stage 1 outsider card face up within reach.

This is known as the outsider pile.

7 CASTLE CARD

Place a castle of your choice within reach (for your first game use "The Gaping Maw").

8 ALLIANCE DECK

Each player shuffles together the 40 alliance cards of a color of their choice to form their alliance deck (for your first game avoid the green "Taulot" deck).

Each player places their alliance deck within reach.

9 DRAW AND MULLIGAN

Each player draws five cards from their deck.

Players may discard any number of cards and draw back the same amount. Then shuffle the discarded cards back into the deck.

For your first game we suggest discarding any card that is not of the "ally" type (the card type appears just below the card title).

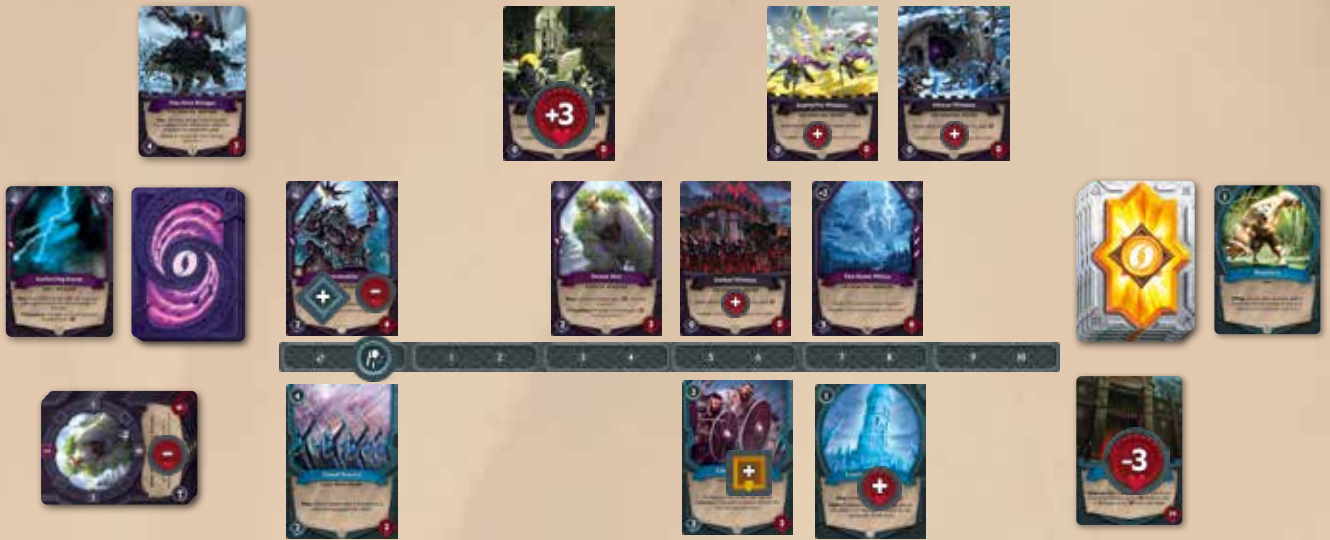
You are now ready to start playing!

EXAMPLE SET-UP FOR A SOLO GAME



Overview

EXAMPLE OF A MID-GAME BOARD STATE



WINNING AND LOSING

Alliance players lose when the castle is destroyed or any player's alliance deck runs out of cards.

Alliance players win at the end of the turn in which the final outsider stage has been destroyed.

THE GAME PLAN

The outsider is summoned only once the first portal stage is destroyed.

To destroy the portal, some of your allies and spells must attack it instead of fighting the monsters.

Once the stage 1 portal is destroyed, the stage 1 outsider will be summoned on the lanes.



After you defeat the stage 1 outsider, the stage 2 outsider will come back for revenge.

Defeat it again and survive until the end of the turn to claim victory over the Horde!

In order to survive, make sure your castle is not destroyed and your deck does not run out of cards.

Good luck and have fun!

GAME FLOW

The game is played over a series of turns until the players either win or lose the game.

Each turn has seven phases:

- 1 Refresh Phase**
Gain mana to play cards and ready allies
- 2 Horde Phase**
Summon a new wave of monsters
- 3 Alliance Phase**
Play alliance cards and use their abilities
- 4 Treachery Phase**
A treachery card empowers the horde
- 5 Fight Phase**
Allies and monsters fight or strike the castle or portal
- 6 Pillage Phase**
Minions force you to discard cards from your deck
- 7 End Phase**
Check if the outsider is destroyed and start a new turn

Make sure to keep the player aid cards within reach to keep track of these phases as you play.



Before explaining these phases in detail, we must introduce some key concepts on the next page.

Key Concepts

LANES

The main game zone consists of 6 lanes identified by the 2 lane markers. Each lane can have:

- At most one monster above the lane markers
- At most one ally or tower below the lane markers

During the fight phase, monsters and allies will strike each other if they are in the same lane.

Otherwise, unopposed monsters will strike the castle while unopposed allies will strike the portal.



MINIONS

The four minions are a special kind of monster threatening your resources, which are represented by the alliance deck.

During the pillage phase, the healthier the minions, the more cards you will have to discard from your deck (remember: all players lose if an alliance deck runs out of cards).

Minions will stay in play in the back line, outside the lanes, unless you pull them into a lane using an ally during the alliance phase.



When a minion is destroyed, discard all tokens from it, place it in the back line, and one alliance player may draw a card.

UNDERSTANDING KEYWORDS

Many abilities use keywords and icons that are explained in the glossary on page 14.

The most common keywords are "Play:" and "Destroyed:" —one-time abilities happening when the card enters play or is destroyed respectively.

The four most used icons represent the four different tokens that permanently modify the attack and health of cards underneath them.



HEALTH AND DESTRUCTION

Many cards have a starting health printed in their bottom right corner.

Each time a card takes damage you must place that many onto it in order to decrease its health.

When the health of a card is 0 or less it is destroyed: discard all tokens from it, resolve any "Destroyed:" ability, and follow the rules below depending on the card type:

- **Ally:** place it in the owner's discard pile.
- **Monster:** place it in the horde discard pile and one alliance player may draw a card.
- **Castle:** alliance players lose the game.
- **Portal:** the portal enters an irreversible collapsing state (you may flip it over on its back side as a reminder). A collapsing portal will be replaced in the end phase with the next portal card rotated upright.
- **Outsider:** put the card back in the box and place the next stage outsider, if any, at the bottom of the outsider pile.

This list is on the last page of the rulebook as well.

DRAWING CARDS

Unlike in many other card games, in Skytear Horde players do not automatically draw new cards every turn.

The main way to draw cards during the game is to destroy monsters: **each time a monster is destroyed, one alliance player may draw a card.**

You are ready to learn the details of each phase.

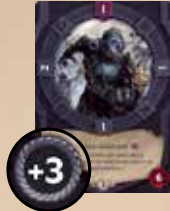
Refresh Phase

STEP 1 GAIN MANA

Mana is the magical Skytear resource required to play alliance cards.

Each player takes mana equal to the mana boost of the current portal (see figure).

To track your available mana, move your mana token next to the corresponding number on the lane markers.



MANA BOOST



Mana can be kept from turn to turn, it is limited to 10, and it cannot be traded between players.

STEP 2 READY CARDS

Each player readies their exhausted cards.

KEY CONCEPT READY AND EXHAUSTED

Cards in play can be in one of two possible states: ready or exhausted.

Cards enter play in the ready state and must become exhausted to use their **"Exhaust:"** abilities.

Exhausted cards are pulled away from the lane markers to represent their exhausted state.

Exhausted cards fight normally like ready cards except you cannot activate their **"Exhaust:"** abilities anymore.



Horde Phase

STEP 1 SUMMON HORDE CARDS

Summon a number of horde cards equal to the wave number at the top of the portal (the portal will rotate in the end phase so this number will change).

To summon a horde card, place the top card of the horde deck face up in the leftmost lane without a horde card.

If all six lanes already have horde cards in them, put the horde card face up on top of the outsider pile instead of summoning it.

WAVE NUMBER



STEP 2 RESOLVE THE NEW HORDE CARDS

Proceeding from left to right, repeat the steps below for each newly placed horde card:

- 1 One alliance player of your choice gains mana equal to the mana boost (if greater than 1, mana can be split amongst players).



- 2 Resolve any **"Play:"** ability.

Ignore any **"Treachery:"** ability as this is not relevant now. If the card was a spell, place it in the horde discard pile.

- 3 Proceed to resolve the next horde card that was summoned this turn.

STEP 3 SHIFT ALL MONSTERS

Shift all monsters in the lanes toward the left so that there are no free lanes between them (for instance, a spell might have left a free lane in-between monsters).



Alliance Phase

Alliance players can take each of the actions below any number of times and in any order.

ACTION PLAY ALLIANCE CARDS

Pay the card's mana cost to play a card from your hand.

On page 16 you can read more details on how each card type is played.



ACTION ENGAGE MINIONS

- 1 Place an unengaged minion with 1 or more health in the leftmost lane without monsters.
- 2 You must have an ally in the same lane (move or play it now, if needed).
If the ally leaves this lane during the alliance phase the minion will immediately return to the back line.



ACTION MOVE OR DISCARD CARDS

Move an ally (not a tower) from one lane to another without alliance cards, or even swap lanes with another ally in play.

You can also discard any of your alliance cards in play.

ACTION USE "EXHAUST:" ABILITIES

Use the "Exhaust:" ability on any ready card you own by exhausting that card (see "Ready and Exhausted" key concept on page 7).

KEY CONCEPT ADDITIONAL COSTS



Some abilities might have costs that you must pay in order to use that ability. Additional costs are highlighted in bold. Two examples would be "The Gaping Maw" castle requiring you to pay 1 mana, or "Land Shaker" tower requiring you to give 1 to an ally in order to resolve its ability.

Treachery Phase

STEP 1 REVEAL TREACHERY CARD

Reveal the top card of the horde deck and place it face up on top of the horde discard pile.

This is the treachery card for this turn.

Ignore any "Play:" ability and look to the sides of the treachery card for any or symbols.

If there are no symbols, skip to the next step.

Otherwise, determine the boosted monster.

The **boosted monster** is the leftmost monster in the lanes if the symbols are on the left, or the rightmost monster if the symbols are on the right.



Then, depending on the symbol take the action below:

CASE 1

Resolve the "Treachery:" ability written on the treachery card (ignore any other ability such as "Play:").

CASE 2

For the remainder of the turn, the boosted monster gains an attack bonus equal to the number of attack symbols on the treachery card.



As a reminder of this effect, you may place the treachery card above the boosted monster and discard it at the end of the fight phase.

STEP 2 ALLIANCE REACTIONS

Alliance players can:

- Play spells with " Play:" abilities (mana and additional costs must be paid as usual).
- Use " Exhaust:" abilities on their ready cards.

Fight Phase

Follow the steps below **for each lane** from left to right (make sure to fully resolve a lane before proceeding to the next one):

STEP 1 HORDE FIGHT

Resolve the "Fight:" ability of any monster in the lane.

STEP 2 ALLIANCE FIGHT

Resolve the "Fight:" ability of any ally or tower in the lane.

STEP 3 STRIKE

Monsters and allies in the lane strike.

Take the action below depending on the situation:

CASE 1 UNOPPOSED MONSTER

If the lane has a monster not opposed by an ally, the monster deals damage to the castle equal to their attack (please note: a tower is not an ally and therefore a monster in a lane with a tower will strike the castle).

CASE 2 UNOPPOSED ALLY

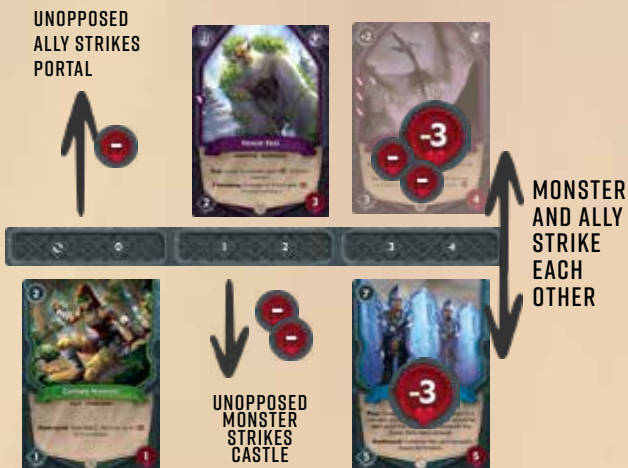
If the lane has only an ally (ready or exhausted), the ally deals damage to the portal equal to their attack.

CASE 3 MONSTER VERSUS ALLY

If the lane has both a monster and an ally (even if exhausted), they deal damage to each other equal to their attack.

STEP 4 RESOLVE THE NEXT LANE

Repeat these steps for the next lane to the right until you have resolved all lanes.



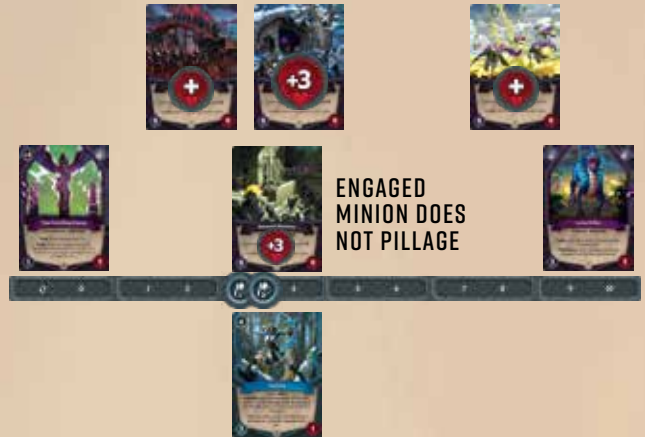
Pillage Phase

STEP 1 PILLAGE

Pillage a number of cards equal to the total health of all minions in the back line (not in a lane). Minions that were engaged this turn do not pillage.

To pillage a card, each alliance player places the top card of their alliance deck in their discard pile.

For example: in the case below both players would have to discard the top 5 cards of their decks.



STEP 2 RETURN MINIONS

Return any minion in the lanes to the back line.



STRATEGY TIP KEEPING MINIONS AT BAY

Minions might seem like a small annoyance at first, but you must be careful not to ignore them for too long, or they will grow into an unstoppable force.

Another important consideration: if you engage minions during the alliance phase, they will come to a lane and therefore they will not pillage for the turn.

This means you can use your allies to slow down minions that have grown out of control, or even defeat them to draw useful cards.

Just be careful though, as minions have the Trample ability, meaning any extra damage they deal beyond what's needed to destroy the ally fighting with them will damage your castle.

End Phase

If the last stage outsider has been destroyed, alliance players win the game!

Otherwise, follow these steps:

- 1 If the portal was not destroyed this turn, rotate the portal 90° clockwise. Otherwise, replace the destroyed portal with the next stage portal in its **upright orientation**.



- 2 Players discard cards down to 7.
- 3 Start another turn from the refresh phase.

YOU ARE READY TO PLAY!

As you play, make sure to have the player aid cards nearby and **reference the glossary at the end of the rulebook** to look up the meaning of keywords found on cards.

Good luck and have fun!

Cooperative Mode

The rules you have read so far are valid for all game modes.

For the sake of clarity, these are the key points to keep in mind for 2-player cooperative games:

- 1 Both players gain the mana indicated on the portal (just be aware that there are different portals for 2-player games).
- 2 Both players defend the same castle using the same 6-lane battlefield.
- 3 Both players are affected by pillage at the same time: they both discard cards from their deck.
- 4 Only one player of your choice may draw a card when a monster is destroyed.
- 5 Only one player gains mana from a horde card's mana boost (but it can be split if it is 2 or more).

Most importantly, cards and abilities from different players can interact with each other... that is where the fun comes from!

Customizing Decks

TWEAKING DIFFICULTY

Out-of-the-box you can choose from 3 difficulty levels for each player count just by changing the set of portals.

To further tweak the challenge:

- 1 Remove the first or second stage outsider so that you have to defeat one fewer.
- 2 Remove the epic monsters.
- 3 Add or remove some **+** from minions at setup.

LESS VARIANCE FOR THE HORDE

If you prefer a more consistent challenge from the horde, you can split the horde cards into 2 decks based on the symbol in the top left corner:

TIER ONE DECK



TIER TWO DECK



Then, during the game you summon cards alternating between these 2 decks starting with the tier two.

MIXING HORDES

If you want more unpredictable combinations of monsters and spells you can mix together two or more horde sets.

If you do so, we suggest you also add 1 or 2 **+** to minions during setup because minions will have a harder time fighting.

BUILDING ALLIANCE DECKS

Creating your own alliance decks can be a source of fun -- especially as you try to tackle the achievements and challenges listed at the end of the rulebook!

The rules for building custom alliance decks are written on the back of each castle card*.

The only general rule not written on the castle card is: across all players deck, there can be at most 1 copy of any **mythic** or **legendary** card, 2 copies of any **rare** card, and 3 copies of any **common** card.

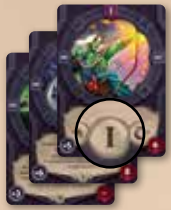
Visit www.playskytear.com/horde to get ready-made decks and share your own with the community!

**for this purpose each player must choose a different castle even though only one castle is used during a 2-player cooperative game.*

Competitive Mode

The competitive game mode supports 2 or 3 players. One of them is known as the horde player and will be controlling the horde.

To start, follow the setup steps on page 4 making sure to choose a competitive set of portals (the difficulty is from the point of view of the alliance).



MODE (PLAYERS)

SOLO (1)

COOPERATIVE (2)

VS COMPETITIVE (2-3)

DIFFICULTY

NORMAL

HARD

PAINFUL

During setup, only place one mana token for both alliance players because they **share the same mana pool**, even though they each have their own deck.

1 MANA TOKEN FOR THE ALLIANCE (EVEN WITH 2 PLAYERS)



1 MANA TOKEN FOR THE HORDE PLAYER

To play, follow all the rules already explained plus the following ones.

EXTRA END PHASE STEPS

- 1 The horde player draws 1 horde card.
- 2 The horde player gains 1 mana.

THE NEW HORDE PHASE

The horde phase is completely different: as the horde player you can take any of the following actions in any order, as long as you can pay their mana cost.

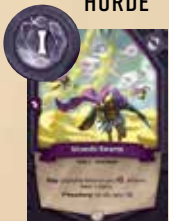
0 MANA PLAY HORDE CARDS

Play a horde card from your hand to any lane without monsters and resolve it as if it was summoned.

Playing horde cards this way does not cost mana but the limit that can be played each turn is the current wave number on the portal.

After playing a horde card, the horde player gains one mana for each I in the top left corner.

1 MANA TO HORDE



2 MANA TO HORDE



2 OR 1 MANA TO ALLIANCE



0 MANA MOVE HORDE CARDS

Move a monster from its lane to another lane without monster cards, or even swap lanes with another monster in play.

You can also discard any monster in play to make room for other monsters.

1 MANA ⚡ DRAW AND PLAN TREACHERY

Draw a horde card.

Then, you can **optionally** place a card from your hand on top of the horde deck. Unlike all other actions, this one can be taken at the beginning of the treachery phase as well as during the horde phase.

1 MANA CONCEAL A MONSTER

Either flip a monster in play face down or play a Horde card face down without revealing it.

At the end of the alliance phase, all concealed cards are revealed and resolved in the order decided by the horde player. "Play:" abilities and mana gain for both horde and alliance are resolved when revealed.

Concealed cards occupy the lane as if they were monsters and effects can target them. Before resolving any effect on them reveal and resolve them first.

Monsters with attachments or tokens on them cannot be concealed.

If there are 2 or more concealed cards in play, the horde player can re-arrange them secretly during the horde phase.

2 MANA CHALLENGE AN ALLY

Exhaust a monster in play (e.g. pull it away from the lane marker).

As long as the monster remains in that lane, the engaged ally cannot be moved to another lane by other players using the move action during the alliance phase.

ADDITIONAL NOTES

The horde player should sit opposite to the alliance player(s) and all the horde cards, including treacheries, should be played and resolved **from the horde player point of view**.

Whenever a horde card:

- 1 Has a choice to be made, the horde player takes that decision (e.g. deal 1 damage to an ally within 1 lane).
- 2 Has written "rightmost" or "leftmost", the horde player can replace "rightmost" with "leftmost" and vice versa.



Achievements

For each achievement color 1, 2 or all 3 symbols based on the difficulty level you used to win.




MENTALIST

Win without playing allies (excluding heroes).




CHEATER

Win the game with a 30 cards deck built without any limitations. Your castle starts with 10 .




UPSIDE DOWN

Start the game with one extra  on each minion. Monsters in the lanes do not strike the castle but instead pillage a number of cards equal to their attack. Minions outside lanes strike the castle instead of pillaging.



CHEATED!

Win against a 30-card horde deck without any horde card having .



REANIMATOR

Start the game with Tlakali in hand. Return 5 or more allies to your hand with her ability. Win.



ONE BEAR ARMY

Start the game with Gulbjarn in your hand. Destroy the last stage outsider and its 2 neighbors with a single Gulbjarn strike.




HEROES NEVER DIE

Start the game with Yami in your hand. Destroy two epic monsters in a single turn with Yami without her being destroyed. Win.




SHINING STAR

Start the game with Akhuti in one lane and with 2 . Akhuti's owner does not gain mana the first refresh phase. Akhuti must remain in play until you win (*expansion needed*).




UNSTOPPABLE ARMY

Minions cannot be destroyed, damaged, or gain . Win the game.



SURVIVALIST

Outsiders cannot be destroyed, damaged, or gain . You can shuffle your discard pile into your alliance deck twice per game. At the end of the 20th turn, you win.



SORT OF PACIFIST

Win the game without destroying a monster, except the outsider.



MASTER OF THE HORDE

After destroying a stage 1 outsider, place another stage 1 outsider in the outsider pile (instead of the stage 2). Destroy 3 different stage 1 outsiders to win.

Skytear MOBA

The first game created in the universe of Skytear is a card-driven miniatures game inspired by MOBA video-games.



In Skytear MOBA you draft four heroes and use them to fight over a battlefield with two or more lanes, with the support of friendly minions that help you destroy the enemy base and win.

Skytear MOBA is designed for competitive play but it also has a lightweight and highly praised solo game mode.



You can try the game for free online using digital platforms like Tabletopia or Tabletop Simulator. To get started, visit www.playskytear.com

In addition, you can use the miniatures from the base box as a cosmetic upgrade to Skytear Horde: replacing the mana trackers with the hero miniatures, and the on minions with minion miniatures.



Edge Cases

Below you can find some useful rules to resolve many edge cases. If this does not help make sure to check the glossary on the next page.

For FAQ and more answers to your questions, visit www.playskytear.com/horde and join our community.

AMBIGUITY WITH HORDE CARDS

If a horde card leaves room to interpretation you are free to decide. E.g. a horde card that reads: *Deal 1 damage to an ally* leaves you free to choose which ally is going to be damaged.

RESOLVE AS MUCH AS POSSIBLE

Players must always try to resolve effects as much as possible. For instance: an effect that instructs you to *discard 2 cards* will make you discard 1 card if that is the only one you have left in hand.

CONCURRENT EFFECTS

If multiple effects are triggered at the same time, effects generated by monster cards resolve first in the order decided by players.

After that, effects generated by alliance cards resolve, in the order decided by players.

For this purpose, the destruction of a card is considered an effect (see *Destroyed* in the glossary for more details on the exact sequencing of destroyed cards).

RESOLVE IN THE WRITTEN ORDER

You resolve effects in the order they are written one at a time. This is particularly relevant for cards with multiple effects interacting with each other such as: *Destroy a monster and discard one card for each monster in play.*

EFFECTS TRIGGERING WHILE RESOLVING EFFECTS

All effects resolving on a card must be fully resolved in order for other triggered effects to start resolving.

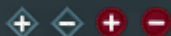
EFFECTS OF DESTROYED CREATURES

Destroying a creature does not cancel the effects they have generated.

For example: if Wind Riders is destroyed the minion affected by their *Fight:* ability cannot pillage for the remainder of the turn.



Glossary



These icons represent the four tokens that permanently modify the attack and health of cards underneath them.

A card cannot have opposite tokens at the same time because they would cancel each other out. For instance, if a creature with a wound token would gain a health token, the will be discarded instead.



Only “ Play:” and “ Exhaust:” abilities can be used during the second step of the treachery phase. These abilities can also be used during the alliance phase as normal spells and actions.

ADJACENT

Two lanes are adjacent if they are next to each other. Two cards are adjacent if they are in adjacent lanes.

ALLY

A creature and the most common type of alliance card. See “Card and Decks” on page 16.

If a horde card uses “ally” it means a creature of the alliance and not an ally of the monster itself.

ALLIANCE DECK

See “Card and Decks” on page 16.

ARMOR

Each turn, prevent a number of damage the card would take equal to the armor value. If the incoming damage is reduced to zero, the card is not damaged.

For example, a card with Armor 2 can prevent 2 damage (or even 1 damage twice) each turn.

Armor and pierce tokens may be used as a reminder of the value of armor left on a card.

ASSAULT X

Deal X damage to the portal or to the outsider (the outsider must in be play to be damaged and it is not in play while in the outsider pile).

ATTACHMENT

See “Card and Decks” on page 16.

ATTACK

When an effect reference the attack of a monster or ally, you must consider the printed value altered by tokens and temporary effects.

BACK LINE

A game zone where minions start and stay by default, even if destroyed. Effects can target minions in the back line as long as they do not specify “in a lane”.

BARRIER

If a creature with barrier and no tokens would suffer damage, prevent that damage and put a single token on that creature instead.

CANNOT ENGAGE OR BE ENGAGED

At the end of the alliance phase, any ally engaging a monster that cannot be engaged must be moved to another lane, if possible.

CASTLE

See “Card and Decks” on page 16.

CREATURE

A monster or ally.

DAMAGE

Damage taken by a card is tracked with tokens.

DAMAGED

A card is damaged when it gains one or more tokens.

“DESTROYED:”

When the health of a card is 0 or less it enters an irreversible “destroyed” state: discard all tokens from it, resolve any “Destroyed:” ability, and then follow the rules indicated on page 6 “Card and Decks”.

ELUSIVE X

After striking a monster for the first time in a turn, the creature with elusive may move to a free lane within X lanes (this might allow them to strike again this turn).

ENGAGED

A creature (ally or monster) is engaged if there is another creature (monster or ally) in the same lane.

EPIC

Epic is a class of stronger cards. Some abilities are not able to target epic cards (for example “destroy non-epic monster”).

EXHAUSTED

See key concept on page 7.

FREE LANE

For the horde: a lane without horde cards.

For the alliance: a lane without alliance cards.

GUERRILLA X

Remove X tokens from a minion (even if not in a lane).

HEALTH

When an effect references the health of a monster or ally, you must consider the printed value altered by tokens and temporary effects (as opposed to the printed value).

HEROIC X

If this creature has 1 or more , it gets +X attack.

HORDE DECK

See “Card and Decks” on page 16.

IN PLAY

Abilities and effects can only interact with cards “in play”. The castle, the portal, the cards in the lanes and in the back line are considered in play.

LANE

One of the six ordered game zones that can have at most 1 monster and at most 1 ally or tower.



MINION

See key concept on page 6.

MONSTER

A creature and the most common type of horde card. See “Card and Decks” on page 16.

MOST WOUNDED

The card with the most  tokens. Do not consider creatures without . In case of a tie, alliance players choose.

MUTAFORM X

Repeat X times: “put 1  or 1  on the card”.

NEIGHBOR

The neighbors of a card are the cards of the same side in adjacent lanes (i.e. horde cards will never be the neighbor of an alliance card and viceversa).

OUTSIDER

See “Card and Decks” on page 16.

OUTSIDER PILE

See “Card and Decks” on page 16.

PILLAGE

To pillage a card, each alliance player places the top card of their alliance deck face up in the respective discard pile.

“PILLAGE:”

“Pillage:” abilities on a card in the back line (i.e. not in a lane) trigger on the first step of the pillage phase.

“PLAY:”

“Play:” abilities on a card trigger when that card is played. Creatures and towers must enter a lane, and attachments must be attached, before any “Play:” ability is resolved.

PORTAL

See “Card and Decks” on page 16.

READY

See key concept on page 7.

REBUILD X

Place up to X cards of an alliance discard pile on the bottom of the respective deck, in any order.

SPELL

See “Card and Decks” on page 16.

STRIKE

When a creature strikes, it deals damage equal to their attack value to another creature, portal, or castle (be aware that trample only works during the fight phase).

STRONGEST CREATURE

The creature in play with the highest attack (considering all modifiers and tokens). In case of a tie, consider the highest health (considering all modifiers and tokens). If there is still a tie, alliance players choose.

SUMMON

To summon a horde card, see the first 2 steps of the horde phase on page 7. You must summon cards taking them from the horde deck unless stated otherwise.

The stage 2 and 3 portals will instruct you to summon from the outsider pile instead. If you do so and there are not enough free lanes, leave any excess horde cards in the outsider pile.

TAUNT

At the end of the alliance phase, all monsters with taunt must be engaged at any cost (even, for example, if discarding a tower in play is required to engage them with an ally).

If there are more monsters with taunt than allies, players freely choose which monsters to engage. Players may still move and play allies as they wish during the alliance phase.

TOWER

See “Card and Decks” on page 16.

TRAMPLE

When an engaged ally or monster with trample strikes during the fight phase, they deal just enough damage to destroy the enemy, if possible, and any excess damage is dealt to the portal or castle.

For instance, if a monster with an attack value of 3 and trample would strike an ally with 1 health left, that monster would deal 1 damage to the ally and 2 excess damage to the castle. If that ally had 1 armor, the castle would only take 1 damage instead.

UNENGAGED

A creature is unengaged if there is not another creature in the same lane.


WEAKEST CREATURE

The creature in play with the lowest attack (considering all modifiers and tokens). In case of a tie, consider the lowest health (considering all modifiers and tokens). If there is still a tie, alliance players choose.

WITHIN X LANE

A card is within 1 lane from another if they are in the same or adjacent lanes. Within 2 lanes increases the range in both directions including up to 5 lanes, and so on.

WOUNDED

A creature is wounded when there are  on it.

Cards and Decks

ALLY

Allies enter play in a lane without alliance cards and remain in play until they are destroyed.

When an ally is destroyed, place it in the owner's discard pile.



MONSTER

Monsters enter play in a lane (usually the leftmost free lane) and remain in play until they are destroyed.

When a monster is destroyed, place it in the horde discard pile and one alliance player may draw a card.

TOWER

Towers enter play in a lane without alliance cards and remain in play even though they cannot fight and they cannot be moved to other lanes (unlike allies). Towers' "Play:" effects add + on them that are then spent to activate their abilities.

When a tower is left without + place it in the owner's discard pile.



SPELL

When a spell is played, resolve its "Play:" effect as much as possible and place it in the horde deck discard pile.

ATTACHMENT

Attachments enter play attached (slid beneath) another card, usually an ally or a monster.

Once the attached card leaves play, place the attachment in its owner's discard pile.



PORTAL

There is always one portal in play. When a portal is destroyed, it enters an irreversible collapsing state (you may flip it over on its back side as a reminder). A collapsing portal will be replaced in the end phase with the next portal card rotated upright.

CASTLE

There is always one castle in play. Each castle has at least one ability that can be used once every turn.

When the castle is destroyed, alliance players lose!



OUTSIDER PILE

The outsider pile is face up and ordered. It starts with only the stage 1 outsider in it.

A horde card goes on top of it whenever it cannot be summoned because all six lanes already have horde cards in them.

The stage 2 and 3 portals will summon cards from this pile.

HORDE DECK

The horde deck is face down. It is connected to a face up (public) unordered discard pile.

When the horde deck runs out of cards, shuffle its discard pile to form a new deck.



OUTSIDER

The outsider starts in the outsider pile and is summoned by stage 2 and 3 portals.

When an outsider is destroyed, put the card back in the box and place the next stage outsider, if any, at the bottom of the outsider pile.