



RULES OF PLAY



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Some say there are players who like story in their games. Some say there are even those who like there to be a story in their MOBA game. If you are one of those players, it's on you. You made me do this :) Behold — the inevitable Lore section!

LORE

WORLD

The continent of Atlantis is vast. Right in the middle of this vastness, just as one would expect, lies an enormous volcano. Not even the kobolds dare to venture here. For even their boundless curiosity is bound by the dwarven sense of boundaries.

South of the mountain, the weak saplings of civilization sprout through the scorched sands, only to instantly regret it. This harsh landscape is dotted with lifeless hulks of the ancient siege minions, and polluted by shards of glowing rune-stone, which attract scumbags and troublemakers from all across the continent.

The eastward expansion of the desert is cut short by a wide river. Between the river, and the lush jungles further to the east, stand guard the shiny, but highly impractical, towers of the Gilded Empire.

If you could stand there, on the ornate balcony of the highest tower of the Imperial Palace, and gaze deeply across the endless green canopy below, past the jagged cliffs of the eastern shore, beyond the exuberant waves of the Elven Sea, and through its ever-present mists, you would notice a tiny lonely island. A tiny lonely island, hiding a tiny lonely treasure.

A treasure that patiently awaits for a dashing group of Heroes, just like yours, to cross the exuberant waves, the jagged cliffs, the endless jungle, the mighty river, the scorching desert, defeat a huge army of crazy killer death-robots, and BRING IT TO ME!

- Neb Kher the Harbinger

INHABITANTS

In the ancient times the war between Atlantis and the Titans ended with the “Turning of the sacred Valve”, and let's just say that it didn't end well.

The minions were the foot soldiers of that ancient war. Whether they were created by magic, or by the Atlantean artificers of old, their purpose was the same - to do all the dying on behalf of their masters.

Thousands of years later, with their creators long gone, the minions stayed true to their bidding, locked in the endless struggle against their counterparts. They would have long wiped each other out, but the Thrones keep spewing out new minions, as wave after wave of them gets destroyed.

That, of course, means that I have no shortage of spare parts. Pass me that wrench, will ya?

- Trinkets the Scavenger

ARCHITECTURE

The minions aren't the only artifacts of the bygone age. Scattered all across the continent are the mysterious installations of the ancients. Everyone just calls them “Thrones”.

No one really knows what they were built for, but the minions seem to be really set on destroying the ones of the “wrong color”. The good news is that when that happens, there tends to be a treasure. Or a huge explosion. There's no way to tell in advance, really.

What will happen when all of them are destroyed? Never thought about it. Now stop fooling around and lend me a hand! This vault won't open itself!

- Tigerclaw the Cutpurse

THE PURPOSE

Did you notice how they always have an excuse? Be it some “higher calling”, or a matter of honor, or a search for knowledge, or what not.

But in the end, they don't even care which side they fight on. Bah! If you ask me, they are little more than grave robbers, these “Heroes”.

Me? No, I'm not like them - I'm in this for the money!

- Bain the Bounty Hunter



OVERVIEW

HEROES

In Guards of Atlantis II each player is represented by a single Hero. Heroes are vastly different from one another in their abilities, playstyle, and complexity. Over the course of the game, Heroes will collect coins and spend those coins to upgrade their starting abilities and obtain new ones, becoming ever more powerful.

TEAMS

Heroes are split into two opposing teams, one fighting for the Atlanteans (Red) and the other fighting for the Titans (Blue). But regardless of which side you are on, coordinating with your team mates is the key to victory.

The recommended way to play the game is with either 4 or 6 players.

There are ways to play with up to 10 players and with an odd number of players, but you should not be using these variants unless everyone involved played the game at least five times.

ZONES AND THRONES

The board is covered by a hex grid and divided into Zones. The two most important Zones on the board are the two Thrones. There is one for each team.

The Throne is where your Hero starts the game and where they respawn when defeated. Capturing the enemy Throne is the quickest (but not the easiest) way to win the game.

MINIONS

Minions are another type of unit. Unlike Heroes, they are not directly controlled by the players. Minions only fight other Minions between rounds and will not attack Heroes. However, they will affect your Hero's defense if you get too close, so watch out!

Minions serve as cannon fodder for the Heroes and a source of a steady income of coins and level ups! Even though Minions are no match for a Hero, only Minions can capture the enemy Throne by "Pushing a Lane".

BATTLE ZONE AND "PUSHING A LANE"

A Lane is a sequence of Zones, connecting the two Thrones. At the start of the game, all Minions are placed in the Zone in the middle of the Lane. That Zone is called the Battle Zone.

If all of the opposing Minions are destroyed, your Minions advance one Zone closer to the enemy Throne and that Zone becomes the new Battle Zone. Defeated Minions respawn in the new Battle Zone and the fight continues - this is called "Pushing the Lane".

Should your Minions ever Push the Lane into the enemy Throne, they capture it and your team wins the game!

ACTION CARDS

Cards are the heart of Guards of Atlantis II. Everything your Hero can do — all the skills, attacks and even your Hero's "health" — is represented by an action on a card. When a card's text directly contradicts the rules, the card's text takes precedence.

You play 1 action card each Turn (simultaneously with the other players) to perform 1 action. At the end of 4 turns, the Round ends, and you get your cards back into your hand to use again in the following Round.

READ ALL THE CARDS CAREFULLY!

There are many unique cards and card interactions to explore in Guards of Atlantis II and it can be overwhelming at first.

If you are ever unsure about an effect or an interaction, **follow the card text exactly**. The cards have been carefully and precisely written, and many points of confusion can be solved by rereading the card text. Additional clarifications on core concepts and keywords are available on pages 17-18.

If that doesn't help, do what seems to be the most probable solution at the time and keep the game going. You can always check the F.A.Q. on boardgamegeek.com, after the game.

DEFEATING ENEMY HEROES

In addition to Pushing Lanes and defeating Minions it's every Hero's right and privilege to fight and destroy their peers using a vast array of deadly attacks.

If your Hero is defeated, they will respawn back at their Throne, safe and sound. This form of immortality comes at a price, however. First of all, the successful attacker and their entire team earns coins for taking you down, and more importantly, your team spends one or more Life counters.

Your Life counters are shared by your team. If you spend your last Life counter, the enemy team wins the game! So try not to die (or, at least not too often).

Higher level Heroes are worth more coins and spend more Life counters when they are defeated. If you fall behind, there is always a chance for an epic come-back!

"LAST PUSH"

By now you've learned that there are two ways to win in Guards of Atlantis II — you either Push the Lane into the enemy Throne, or defeat the enemy Heroes until they run out of Life counters. But there is also a third option!

The game will also end when "time" runs out. Whenever a team Pushes the Lane, a Wave counter is removed. When the last one is gone, the game ends immediately, and whichever team won that last Push wins the game!

LINE OF SIGHT

But what about "line of sight"? There are no "line of sight" rules! You can simply see everything!



TABLE TALK

Guards of Atlantis II has strict rules for communication during the game. Following them will ensure that the game is played as intended and runs smoothly. Several Heroes are designed and balanced with these rules in mind.

Between turns you are free to discuss strategy with your team, but it must be done out loud, so that the other team can clearly hear you. You are not allowed to take notes or show each other cards (though you may read out information from your cards).

Use your best judgement to know when to discuss strategy, potentially revealing your plans to the opponents, and when to trust your teammates to do the right thing.

As soon as the action cards are revealed at the start of a Turn; strategy discussions must stop. Players may read other cards to try to determine their opponents' and teammates' intentions, but each player must make their decisions on their own.

This simulates the real time nature of the battle.

If teammates ever need to make a coordinated decision *after* the action cards have been revealed, they must do so without discussing strategy; they may simply state their preferences.

For example, if two players on the same team are tied for the Initiative, they have to decide which one of them will act first. Since the cards are already revealed, they cannot discuss strategy at this point.

It would be legal for one of the players to say "I would really like you to go first", but not "I need to go first, because I have to dodge that attack". Players must come to an agreement, without discussing their rationale.

If a card instructs another player on your team to name a color, or choose a direction, you are not allowed to suggest which option you would like them to choose.

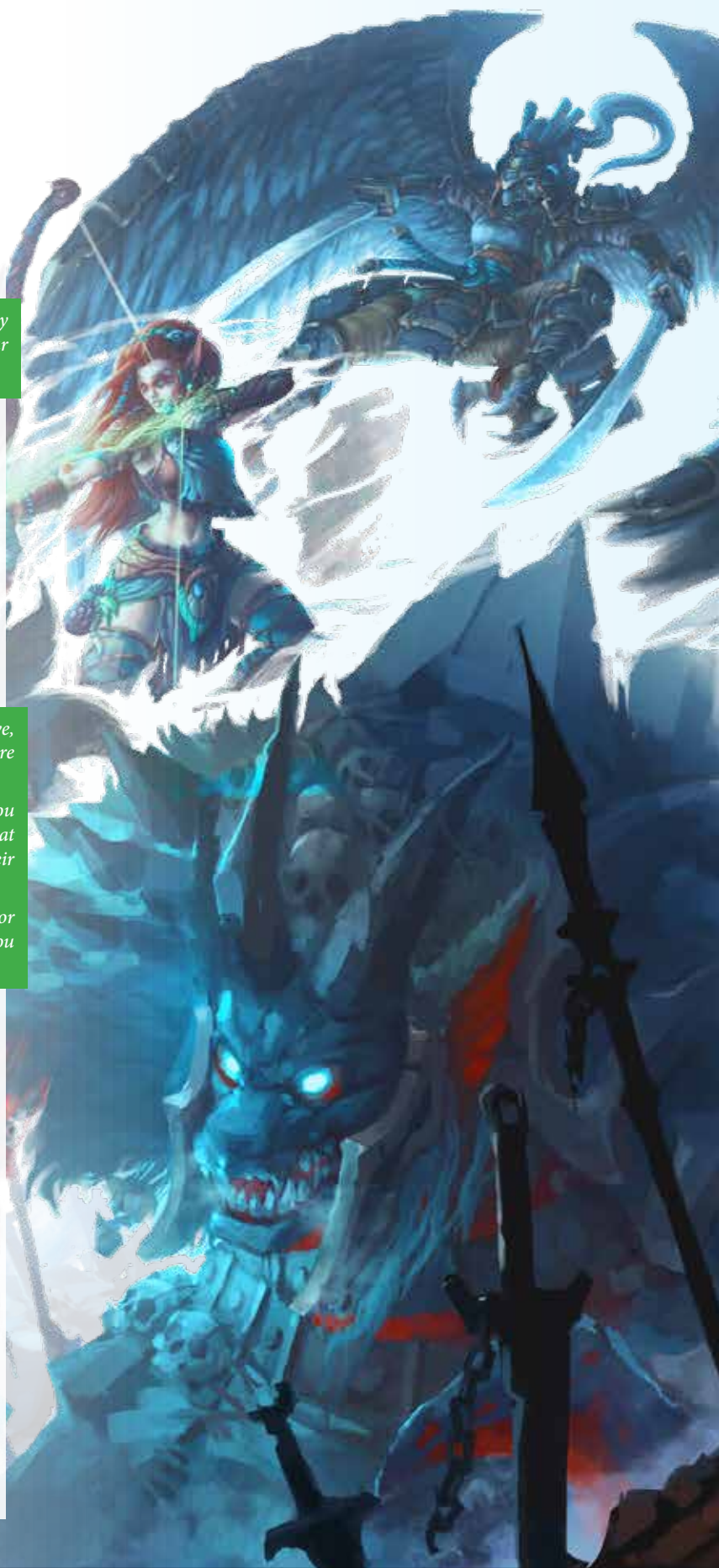
HIDDEN INFORMATION

You can always ask to read any of the unresolved cards, resolved cards, and discarded cards from any other players, as well as visible information on their dashboards.

Everything else is hidden information, including:

- Cards in deck.
- Cards in hand.
- The part of the card covered by your Hero dashboard (*more on this later*).
- Any Facedown cards.

Not knowing, or not being 100% certain of the exact values and the exact text of every card is expected, and is a part of the game.



QUICK GAME SETUP

The Quick Game Setup is for 4 or 6 players and is perfect for a learning game. I know, I know, you are all experienced boardgamers and want to skip the baby steps. But don't tell me I haven't warned you ;)

QUICK GAME SETUP (4 or 6 players)

1. PLACE THE BOARD

Take the board and place it as shown.

2. SPLIT INTO TWO TEAMS

The players must split into two teams of either 2 or 3 players each, and choose a color. Teams should sit on sides of the board together near their respective Thrones.

3. PLACE THE WAVE COUNTERS

Place the Minion dashboard with the "Single-Lane Map (4-6 Players)" side up near the game board. Take 3 Wave counters and place them on the 3 rightmost slots of the Wave track on the Minion dashboard. Return the rest to the box. Leave the first two slots empty.



Minion Dashboard

Wave counter

The two card slots in the center of the minion Dashboard are not used when playing a Quick Game.

4. PLACE THE TIE BREAKER COIN

Take the Tie Breaker coin, flip it, and then place the coin, result side up, near the corner of the board, as shown.



Tie Breaker coin

5. PLACE THE LIFE COUNTERS

Take 4 Life counters (+1, when playing with 6 players) of each color and place them on the corresponding Throne with their "unspent" side up. Return the rest to the box.



The Blue and the Red Life counters (Unspent/Spent)

6. PLACE THE COINS

Take the coins and place them within reach of all players.



Coins

7. DISTRIBUTE HERO DASHBOARDS

When playing with 4 players, take Hero dashboards for "Wasp the Warmaiden" and "Xargatha the Changed" and give one randomly to each player on the Red team. Do the same with the dashboards for "Arien the Tidemaster" and "Brogan the Destroyer" for the Blue team.

When playing with 6 players, give "Tigerclaw the Cutpurse" dashboard to the third player on the Red team and "Sabina the Gunslinger" dashboard to the third player on the Blue team.

In the future games you will have more freedom in picking the heroes to play, but for your first game especially, use the recommended line-up above. Trust me on this.



8. PLACE THE LEVEL INDICATOR CARDS

Each player takes a Level indicator card and tucks it under the left edge of their Hero dashboard to indicate their starting Hero level (Level 1).

9. PLACE HERO MINIATURES

Attach the colored bases of the corresponding color to the Hero miniatures.

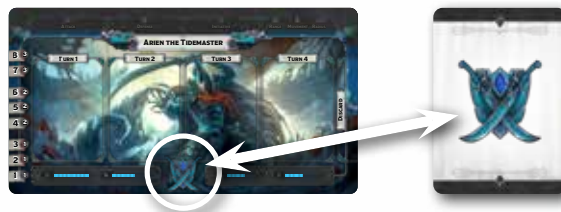
Place the Hero miniatures on the marked spaces in their corresponding Throne Zone (highlighted in Blue and Red). These spaces are called Hero Spawn points.

Your Hero miniature is shown on the back of your dashboard, along with tactical tips for playing that Hero and their backstory.



11. PREPARE CARDS, TOKENS AND MARKERS

Each player takes their Hero's deck of 18 Action cards. The symbol on the back of the cards should match the symbol on the front of their Hero dashboard.



Action cards have Tiers, indicated by the Roman numeral in the top right corner of the card. Find in your deck the three cards of Tier I and the two basic cards with no Tier.



Starting Non-Basic cards

Starting Basic cards

You should end up with 5 Action cards; these are your starting cards. Take them into your hand. Return the remaining Tier II, Tier III, Tier IV to your deck. These will be used later, when leveling up (See pages 15-16). Return the Handicap card ("H" Tier) to the box.

If your hero uses Tokens or Markers (See page 17), they will be displayed on the back of your hero dashboard. Take your Tokens and Markers and place them near you.

You never draw cards from your deck, so there is no need to shuffle it.

10. PLACE MINION MINIATURES

There are three Minion types in Guards of Atlantis II — Ranged, Melee and Heavy (more on that later).

Place the Minions on the board in the starting Battle Zone (highlighted in white) onto spaces marked with a Minion icon that matches the team color and the type of that Minion. These icons are the Minion Spawn points.

The image to the right shows which Minion Spawn points correspond to which Minion miniature and how many of each miniature you need to place during the setup.



1x Ranged

4x Melee

1x Heavy

1x Ranged

4x Melee

1x Heavy

Keep unused Ranged and Heavy minions in the box.

Is this your first game? Please use the Quick Game setup on Page 5!

FULL GAME SETUP

4 OR 6 PLAYERS (RECOMMENDED)

Follow the same steps as the Quick Game setup on pages 5 and 6, except:

- At step 3: Use 5 Wave counters.
- At step 5: Use 6 Life counters in a 4 player game and 8 Life counters in a 6 player game.
- At step 7: Use the Hero selection rules on page 9 to form the two teams.

2 PLAYERS

Team play is one of the key aspects of Guards of Atlantis II, the game is balanced around having at least 4 Heroes in play. This is why the best way to play the game with 2 players is with each player controlling two Heroes each.

Note that playing the game this way is considerably more challenging, and may take longer.

Use the same setup as for a 4 player game.

“Tali the Spiritcaller” Hero should not be used when playing the game with only 2 players.

8 OR 10 PLAYERS

When playing with 8 or more players, use the double-lane map. Follow the same steps as the Quick Game setup on pages 5 and 6 of the Rules of Play, except:

- At step 3: Place a total of 14 Wave counters. 7 next to each of the two lanes.
- At step 5: Use 6 Life counters in an 8 player game and 7 Life counters in a 10 player game.
- At step 7: Use the Hero selection rules on page 9 to form the two teams.

ODD NUMBER OF PLAYERS ★★

While this is not the optimal player count, you *can* play Guard of Atlantis II with an odd number of players. To do this, you can use the Handicap cards.

Handicap Cards

Each Hero has a Handicap card marked with an “H” instead of its tier value.

These cards are weaker versions of the regular basic cards (Usually Gold).

Their main purpose is to keep the game balanced when playing with an odd number of players.

You can also use the Handicap cards to balance the disparity in player experience in games with an even number of players, by having the most experienced players use the Handicap cards.

- In games with 5, 7 or 9 players each player controls one Hero, and all Heroes on the team with more players replace one of their basic cards with a handicap card.
- When playing with 3 players, two players play normally, controlling one Hero each, while the third (and the most experienced) player controls two Heroes at the same time, and replaces a gold card of one of those Heroes with a handicap card.

When playing a full game with 5 players or 7 players use 6 Life counters for each team. When playing a full game with 9 players use 8 Life counters. When playing a quick game use 4 and 5 Life counters respectively.



Skill Action

If you ever need to give any one player an even bigger advantage, you may let that player play with both their regular Gold card and its handicapped version in hand, increasing their hand size to six cards





Each game map has the recommended player count printed on it.

DOUBLE-LANE MAP

The double-lane map has two separate lanes with two separate Battle Zones, which are pushed individually.

Wave counters are tracked separately for each lane (use the corresponding side of the Minion dashboard for the double-lane map). A Wave counter is removed from the corresponding Wave track each time that lane is pushed.

Minion Battles happen simultaneously. As soon as any one (or both) of the lanes runs out of Wave counters, a team with more Zones between their Throne Zone and each of the two Battle Zones wins the game.

If both teams have the same number of Zones between their

throne and both Battle Zones, and no winner can be determined, spawn Minions in the starting Battle Zones and continue playing until only one team wins a push on any one lane (or makes the other team lose all their Life counters). That team wins the game.

When using a double-lane map, whenever an Action card refers to “the Battle Zone” treat it as “a Battle Zone”.

Minions are bound to the Battle Zone they were originally spawned in for the purpose of respawning, or “Minions outside of the Battle Zone” rule (Page 18 of the rulebook).

HERO PROFILE CARDS

A HERO NAME

This is the name of the Hero.

B COMPLEXITY RATING

This is the Complexity rating. All Heroes in Guards of Atlantis II are split into three complexity ratings, marked by stars: “Challenging” (★), “Complex” (★★) and “Very Complex” (★★★).

The complexity rating shows how much experience the player needs to perform *reasonably well* when playing this Hero, but also how hard it is to *play against* this Hero.

Complexity Rating has no connection to the Hero's power level. Lower complexity Heroes are just as strong as high complexity Heroes.

★ Challenging — Challenging Heroes are the go-to choice for beginners and experienced players alike. While providing enough challenge, these Heroes are more forgiving and require less prior knowledge to succeed.

★★ Complex — These Heroes tend to depend more on precise positioning and correctly predicting the moves of your allies and opponents.

★★★ Very Complex — These Heroes tend to veer the most from the common play patterns and may rely on complex synergies in their arsenal to achieve victory.

Before using the Hero Profile deck for picking heroes, remove the higher difficulty heroes, based on the experience level of the least experienced player.

C STAT PROFILE

The four bars in this section are the Hero's Stat profile. Each of the four main Stats — ⚔️ Attack, ⚡️ Initiative, 🛡️ Defense and 🏃 Movement has a value, ranging from “Very poor” to “Exceptional (1 to 8).

The higher the values in the stat profile, the higher the corresponding values on that Hero's Action cards.

The card's color slot strongly influences the stat values. Even if your Hero has the lowest possible Initiative stat, your Gold card will still have higher Initiative value than any other hero's Red card. However, when comparing the cards in the same color slot, a hero with a higher value in their stat profile will have the value on the card at least as high, or higher, than a hero with the lower value in their Stat profile.

D ILLUSTRATION

The card's illustration; lovingly created by one of our wonderful artists. It matches the art on the Hero dashboard, making it easier to find the one you need.

E CAPTIONS

Names of each section, in case you forget.



F ROLE PROFILE

The Hero's Role Profile is a set of values that show how well that Hero can perform at each of the four Roles - Initiator, Brawler, Pusher and Support on the scale of 1 to 8. These values are based on a combination of that Hero's stats and abilities and have no direct impact on gameplay, but can give you an idea of what that Hero can do.

👊 Initiator

Initiators are good at starting and ending fights. They do this with a combination of high initiative, ranged attacks, discard, and other abilities that help landing the first hit on the target and not letting it get away.

👊 Brawler

Brawlers excel at inflicting and surviving serious damage (as long as they can hit their target). Some Brawlers have high defense, others have strong attacks, or an ability to heal themselves.

👊 Pusher

All Heroes are able to push the lane, but Pushers excel at it, increasing your chances of winning the Minion Battle. Pushers have abilities that protect their own Minions, as well as having long range or high mobility to help with clearing the enemy Minions more efficiently.

⚙️ Support

Support Heroes specialize in healing, granting various positive buffs, protecting allies from harm and other abilities centered around assisting your team.

Each Role value shown is for that Hero at maximum level, with all level up choices made to compliment that specific Role. A hero can fill multiple Roles at the same time, but in some cases, if you make a choice to focus on one Role, it will reduce your capability in the others. No hero is good at everything.

The Role value doesn't show the Hero's power level. The low value in a given Role doesn't mean that a Hero can't perform that Role at all; Every hero can push the lane, but a hero with a high "Pusher" value will have an advantage (as long as you choose the right cards when leveling up).

G ABILITY ICONS

Icons in this section indicate some of the common abilities that the Hero has access to.

Anti-range



Protect yourself or your allies from ranged Attacks.

Anti-skill



Prevent enemies from using Skills and cancel their active effects.

Coin Gain



Gain more coins and level up faster.

Discard



Force enemy Heroes to discard cards, making it easier to defeat them.

Escape



Dodge attacks and avoid damage entirely.

Heal (Others)



Let your allies retrieve their played or discarded cards, keeping them in the fight.

Self Heal



Retrieve your own played or discarded cards, allowing you to take damage and survive.

Immobilize



Prevent enemy Heroes from moving entirely.

Mobility



Gain bonus movement, teleport, or move through obstacles.

Short R. (Short Range)



Access to ranged attacks, with the maximum range value of 1 or 2.

Long R. (Long Range)



Access to ranged attacks, with the maximum range value of 3.

Extreme R. (Extreme Range)



Access to ranged attacks, with the maximum range value of 4, or higher.

Tokens



Ability to place tokens. Each Hero has their own tokens and the icon will correspond to the ones used by this particular Hero.

HERO SELECTION METHODS

You can use the Hero Profile cards to form the teams.

There is no single "correct" way to select Heroes, it comes down to the time it takes, player experience, player count, and personal preference.

ALL RANDOM

Shuffle all Hero Profile cards (of appropriate complexity) and deal one randomly to each player.

This method of hero selection is best when you are short on time or when playing with new players.

ALL PICK

Players pick a Hero to play out of all available Heroes (starting with the team showing on the Tie Breaker coin and alternating between teams).

SINGLE DRAFT

Shuffle the Hero Profile cards and deal 3 randomly to each player. Players take Turns to pick a Hero to play out of those dealt to them (starting with any player on the team showing on the Tie Breaker coin and alternating between teams).

RANDOM DRAFT

Shuffle the Hero Profile cards and randomly select the number of cards equal to the total number of players plus two. Players pick a Hero to play out of selected Heroes (starting with the team showing on the Tie Breaker coin and alternating between teams).

PLAYER DRAFT

Select two of the most experienced players as Captains for each team. Using any of the above methods each player picks a Hero. Then each Captain selects a player for their team until two teams are formed. Each player must play their selected Hero (starting with the captain of the team showing on the Tie Breaker coin and alternating between teams).

PICK AND BAN

Each team collectively chooses a Hero to pick or ban (remove from selection).

The team showing on the Tie Breaker coin is "Team A", the other team is "Team B".

The recommended pick and ban order is to the right (the number of picks and bans is based on the player count).

PICK/BAN ORDER

1st Ban: Team A, Team B.

1st Pick: Team A, Team B.

2nd Ban: Team B, Team A.

2nd Pick: Team B, Team A.

4 players

3rd Ban: Team A, Team B.

3rd Pick: Team B, Team A.

6 players

4th Ban: Team B, Team A.

4th Pick: Team A, Team B.

8 players

5th Ban: Team B, Team A.

5th Pick: Team B, Team A.

10 players

This method is best suited for competitive players and tournament play.

You will have to examine each hero in more detail to get the full knowledge of their capabilities, but these icons can serve as a quick reference and a starting point.

ROUND STRUCTURE

The game is split into rounds. Each Round consists of four turns. On each Turn, all players select and play one card simultaneously, then resolve them, one by one, in the initiative order.

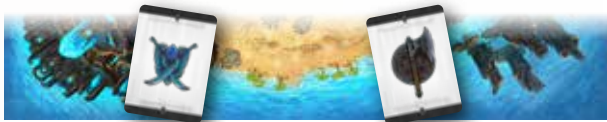
After four turns, the Round ends, players take their cards back into their hand, and a new Round begins.

TURN SEQUENCE

PLAY ONE CARD

This part of the game is simultaneous. As soon as you are ready, select and play one Action card from your hand Facedown on any clear area of the game board.

Most Action cards have multiple actions to choose from, but you only need to choose the card for now. You will get to choose the action later.



Cards are played on the board Facedown.

You must play a card, if able. You must play a card even if your Hero is not on the board. If you have no cards left in your hand, you must announce that you are passing.

Once all players have either played a card Facedown, or passed, reveal the cards, by flipping them Faceup.

CHECK THE INITIATIVE

The Initiative is the number in the top left corner of the Action card.

If your card has the highest Initiative, you act first, followed by the player with the next-highest Initiative, and so on.

Ties are broken by the Tie Breaker coin.



Initiative value

IN CASE OF A TIED INITIATIVE

- If two (or more) players on different teams are tied for the Initiative, look at the Tie Breaker coin. One of the tied players on the team whose symbol is currently revealed on the coin acts first.* After that player has resolved their card, that player (and only that player!) must flip the Tie Breaker coin to the other side.
- If only players on the same team are tied for the Initiative, they have to decide which one of them will act first.* Do not flip the Tie Breaker coin in this case!



Tie Breaker coin.

After the player who acted first has resolved their card, check the Initiative again. Any remaining ties are resolved in the same way, flipping the Tie Breaker coin, when necessary.

* Players on the same team have to agree on who acts first without discussing it (see Table talk on page 4).

PERFORM ONE ACTION

When it's your time to act, resolve your card, by choosing one, and only one, of the available actions to perform.

The Defense action is an exception to this rule. See page 15.

The available actions are indicated by the icons on the left-side of the Action card. Each card has one Primary action, and several secondary actions to choose from. **Any card text must be applied when, and only when, performing the Primary action!**

Primary Actions:



Movement

Skill

Attack

Defense

Defense or Skill

Instead of choosing one of the listed actions, you can always perform a Hold Secondary action — and do nothing this Turn.

Secondary Actions:



Movement Defense

See pages 11 - 14 for detailed rules on performing each different type of action.

HERO RESPAWN

If your Hero is not on the board, you may choose to respawn on any empty Spawn point in your Throne Zone **before** you perform an action. If there are no empty Spawn points available, respawn in an empty space nearest to a Spawn point in your Throne Zone. You may choose to not respawn and resolve your card, without performing an action.

After you perform your one action, place your card Faceup on the current Turn slot of your Hero dashboard — the card is now *resolved* and the next player with the highest Initiative gets to resolve their card.



Place your resolved card on the current Turn slot



If a card has an Active effect, such as "This Turn:", Turn it on its side (more on this on page 18).

TURN ENDS

If you were the last player to resolve a card, the Turn ends. All active "This Turn" effects are canceled.

If this is the end of Turn 4, the Round ends — follow the End of Round steps. Otherwise, play another Turn.

END OF ROUND

MINION BATTLE

Count the number of Minions each Team has in the Battle Zone. If both Teams have the same number of Minions in the Battle Zone, the Minion Battle ends with no effect.

If one Team has more Minions in the Battle Zone than the other Team, the Team with fewer Minions must remove a number of their Minions (of their choice) equal to the difference from the Battle Zone. The Heavy Minion must be removed last! When one of the Teams has lost their last Minion, the Lane is pushed.

If you need to remove more Minions than your team has in the Battle Zone, remove all your remaining Minions in the Battle Zone.

PUSH THE LANE

The Team with one or more Minions still remaining in the Battle Zone wins the push. Return one Wave counter to the box. If the last remaining Wave counter is returned to the box, the game is immediately finished and the team who won this final push **wins the game**.

Otherwise, the next Zone towards the losing Team's Throne becomes the new Battle Zone. If the enemy Throne Zone itself becomes the new Battle Zone, the game is finished and your team **wins the game**.

Otherwise, remove the Minions in the previous Battle Zone and respawn one Minion of the appropriate type on each Spawn point in the new Battle Zone. Only as many Minions as there are Spawn points in the Battle Zone can be respawned.

If a Spawn point is occupied, the owning team must place that Minion in the nearest empty space of their choice in the Battle Zone (starting with the team whose symbol is on the tie breaker coin).



The Red team has 4 Minions against the Blue team's 2 Minions at the end of the Round. The Blue team must remove the difference — 2 Minions — during the Minion Battle step. Since this removes all of the Blue Minions in the Battle Zone, the Lane is pushed.

REMOVE TOKENS, RETURN MARKERS

Remove all tokens that were placed on the board this Round.

Return all markers back into the supply.

RETRIEVE CARDS

Take back into your hand all your resolved and discarded cards. Card States are covered on page 10.

This cancels all your Active effects, including "next Turn" effects.

LEVEL UP

If you have enough coins to buy one or more level ups, you must do so now. Leveling up is covered in detail on pages 15-16.

COLLECT A PITY COIN

All players who have NOT leveled up this Round collect 1 coin. You don't get to level up this Round, even if you now have enough coins, after getting this extra coin.

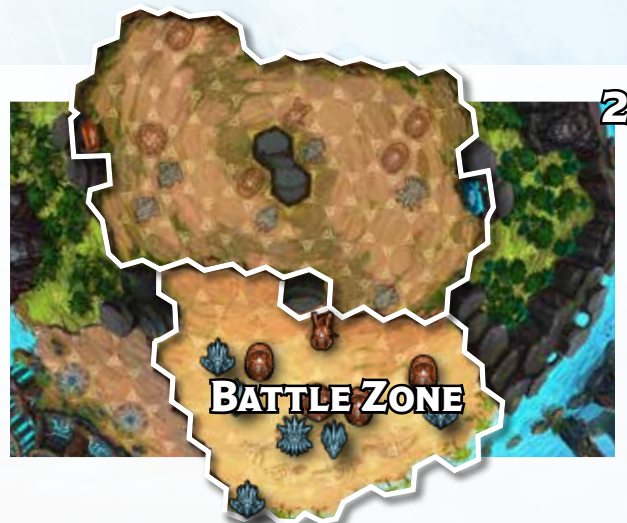
TRIGGERING A PUSH

A Lane can be Pushed both at the end of Round, and in the middle of a Turn.

If you defeat, or remove, the last remaining enemy Minion in the Battle Zone, the Lane is immediately Pushed in the same way as it would during a Minion Battle.

Note: A Lane Push can never be triggered by moving, pushing, or swapping a Minion. It must be either defeated, or removed.

If the Lane is pushed during the Turn, the Turn continues in the Initiative order as normal.



All Minions remaining in the old Battle Zone are removed. The Minions then respawn in the new Battle Zone. Note that the defending team has more Minion Spawn points in their pre-Throne Zone. One Red Minion will not be respawned.

ACTION CARD ANATOMY

CARD NAME

This is the name of the card.

INITIATIVE VALUE

The Initiative value of the card determines the order in which the card is resolved (See page 7).

CARD'S TIER

This Roman numeral is the card's Tier. The card's Tier is important when leveling up (See pages 15-16).

COLOR ICON

The card's color is determined by the color used in its design elements, but you can also tell the card's color by a single-letter icon in the top right corner of the card.

There are 6 card colors - Gold(D), Silver(S), Red(R), Green(G), Blue(B), and Purple (P).

ILLUSTRATION

The card's illustration; lovingly created by one of our wonderful artists.

SECONDARY ACTION ICONS

You can choose to perform a Secondary action, instead of a Primary action. All actions are covered in detail on pages 11-14.

PRIMARY ACTION ICON

This is a Primary action icon. You can choose to perform either the Primary action, or one of the secondary actions. All actions are covered in detail on Pages 11-14.

The card text is only applied when performing the Primary action!

CARD TEXT

The card text must be applied when you perform the Primary action (All actions are covered on Pages 11-14).

Card text often includes keywords like "units", "straight line", push etc. All these keywords are explained on pages 18-19.

REMINDER TEXT

Reminder text is parenthesized text printed in italics following the regular card text. It is there purely as clarification and has no effect on gameplay.

ITEM TYPE ICON

When this card is used as an item, this icon determines the item bonus. Items are covered in detail on page 16.

Only cards of Tier II and above have an Item Type icon.



PRIMARY ACTION TYPE

The Card's type is the same as the type of its Primary action.

A card with an Attack Primary action is referred to as an "Attack card". A card with a Skill Primary action is referred to as a "Skill card" etc.

BASIC/NON-BASIC (SUPERTYPE)

Basic cards are your Hero's signature attacks and skills. Normally your Gold and Silver cards are **basic** and all other cards are **non-basic**.



Unlike non-basic cards, basic cards have no card Tier and cannot be upgraded.

All actions on a basic card are basic actions. Basic primary actions have the word **basic** before the action type.

RANGED/AREA (SUBTYPE)

Ranged primary actions have the word **Ranged** next to the type, while radius-based actions have the word **Area**.

RANGE/RADIUS ICON

Ranged Primary actions have a  Range icon and a value on the right side of the card, while Area Primary actions have a  Radius icon and a value in the same place.

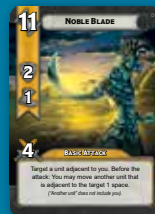
The value on the Range/Radius icon determines the maximum Range/Radius of your action. If the card text refers to Range/Radius, it refers to this value.

If this value is reduced to 0, or below 0, all targets are out of your Range/Radius.

If your card has a Range/Radius value of 1, your primary action can only affect adjacent targets. With a Range/Radius value of 3, your primary action can affect targets up to 3 spaces away. There are no "line of sight" rules. You can target units through Obstacles.



Skill - Area



Basic Card

There are 5 action types in the game - Movement, Skill, Hold, Attack, and Defense. Each of them is described in detail on pages 11-14, but some rules apply to all of your actions (see below).

PERFORMING ACTIONS

When you perform a primary action, the text on your card must be followed in the exact order it is written.

CHOOSING TARGETS

Your actions can only affect valid targets. This is determined by your card's text, Range/Radius value of the card, and if the target has Immunity (See page 17).

The target is selected when you check the range/radius, based on the card text. If you cannot select a valid target when performing an action, stop performing the action and resolve your card.

"A hero in range" and "Target a hero in range" has the same meaning. If your card is affecting multiple units, it targets each of those units.

Your actions can affect you (your Hero), other Heroes, Minions, tokens, or spaces on the board. If your action is affecting you, it will say so in the card text. Otherwise, it will not affect you, even if it targets all units around you.

Whenever your action interacts with another Unit, or any of their cards, in any way, you "affect" that Unit. When a card checks for Unit presence as a condition (i.e. "if you are adjacent to a unit"), you do not count as affecting or targeting those Units.

MULTIPLE OPTIONS

If your action has multiple valid targets, movement paths, etc. it is always you, who makes these choices, unless the card text instructs the other hero to make a choice.

For example: "An enemy hero in radius discards a card, if able". You choose one enemy hero in radius to target, then that hero chooses a card to discard, if they have one.

OPTIONAL AND MANDATORY CARD TEXT

If any part of the card text starts with "you may", it is optional. The rest of the card text is mandatory.

If for any reason you cannot complete a mandatory step in the card text, after you already started performing the action, stop performing the action and resolve your card.

CHOOSE ONE —

If a card text instructs you to "Choose one —", choose one of the bullet-point options and ignore the others.

REPEAT ONCE / UP TO X TIMES

After you perform this action, you may perform the same action again up to the number of times listed in the card text. Treat each instance of repeat as a separate action. You cannot repeat the repeated action.

At the start of each Round you have 5 cards in your hand. During the Round, cards will be changing states. The following section will describe all the states the card can be in and how they change.

CARD STATES

IN HAND

At the start of the Round your action cards are *in* your hand.

PLAYED

A card becomes *played* when you place it, Facedown, from your hand, onto the board. This card state is retained until the card is returned to your hand.

UNRESOLVED

Once the *played* card is revealed, but before you perform an action, the card is both *played* and *unresolved*.

RESOLVED

After you perform an action on your played and unresolved card, the card is placed onto your Hero dashboard and is now both *played* and *resolved*.

DISCARDED

If you place a card to the discard pile, it becomes *discarded*. In a rare case when you discard a *played* card, it counts as both *discarded* and *played*.

CHANGING CARD STATE

DISCARD A CARD

Discarding a card means to put it into the discard pile. Cards in different states can be discarded. Unless specified in the card text, the card has to be discarded from your hand. Cards used to defend are always discarded from your hand. Discarded cards are open information.

RETRIEVE A CARD

Retrieving a card means to take one of your cards back into your hand. Cards in different states can be retrieved, depending on the card text. You retrieve all your played and discarded cards at the end of each Round.

SWAP A CARD

When two cards are swapped, all their card states are swapped. If you need to swap a played and resolved card with a discarded card, the discarded card becomes played and resolved, and the other card becomes discarded.

FACEDOWN

A resolved or discarded card may be turned Facedown by a card effect. A Facedown card retains its state, but loses its type, color and actions, until it changes state to "In Hand" or becomes *Faceup*.

If a card becomes Facedown, cancel its Active effect.



MOVEMENT ACTION

When you perform a Movement action, you may move your Hero up to the number of spaces shown on the movement icon.

You can only resolve one action on the card! Do not apply the card text when you perform the secondary Movement action!

If an effect prevents you from moving (“cannot move”), you cannot perform a Movement action.

Effects that reduce or prevent movement are only applied at the start of movement.

A Unit cannot move through, or into, spaces with Obstacles. All other Units (Heroes and Minions), Terrain and Tokens count as Obstacles (See page 17).

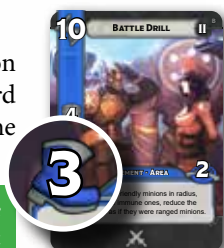


Arien may move up to 3 spaces, using the secondary movement Action on his Blue card. He cannot move through Obstacles, such as Units and Terrain.

Movement as Primary Action

When you perform the Primary action on the Movement card, apply the card text in addition to moving up to the number of spaces on the icon.

Apply the card text even if you choose to move zero spaces, unless some effect prevents you from moving entirely (“cannot move”).



Primary Movement

MOVEMENT IN THE CARD TEXT

Other types of actions (such as Attacks, or Skills), may instruct you to move in the card text. This movement follows the same rules and restrictions as Movement action, except:

- You can move (as part of another action) even if some effect prevents you from performing a Movement action, but not if it prevents you from moving entirely (“cannot move”).
- Unless the movement distance is optional (“up to 2 spaces”), or the move itself is optional (“you may move”), you must move the exact number of spaces, or stop performing the action and resolve your card at that step (See Page 10).
- If a card allows you to move other units, this move can be done even if that Unit is unable to move itself. All other rules and restrictions for movement are applied.

FAST TRAVEL

You may perform **one** Fast Travel secondary action **instead** of your entire Movement action. When you Fast Travel, place yourself into any space in the same Zone, or an adjacent Zone, as long as all of the below are true:

- The destination space is either in the same Zone, or in an adjacent Zone.
- There are no **enemy** Heroes or Minions in the Zone you are Fast Traveling from.
- There are no **enemy** Heroes or Minions in the Zone you are Fast Traveling to.

Blocking the enemy from Fast Traveling is one of the key strategies. Avoid using your Red and Gold cards to Fast Travel.

You can only perform one Fast Travel action, regardless of the movement value on the card!

The card text is not applied when you Fast Travel.

If a card text allows you to Fast Travel as part of another action, this Fast Travel is subject to the same restrictions.

If a card text allows you to move X spaces, you cannot Fast Travel instead. If a card text allows you to perform a Movement action, you can Fast Travel instead, with the same restrictions as normal Fast Travel.

You do not need to have a path of empty spaces to the destination space in order to Fast Travel. Tokens and miniatures have no effect on Zone adjacency.



Arien the Tidemaster may Fast Travel to any space in Zone A from Zone B, because there are no enemy Heroes or Minions in either Zone and the two Zones are adjacent (share a border).

Arien may Fast Travel to any space in Zone B, because there are no enemies in Zone B and Arien is in Zone B.

Arien cannot Fast Travel to the Battle Zone (D), because there are enemy Minions in that Zone. He will have to use the Movement action to enter the Battle Zone.

Arien cannot Fast Travel from Zone B to Zone C, or from Zone B to Zone E, because Zones C and E are not adjacent to Zone B.



SKILL ACTION

When you perform a Skill action, simply apply the card text. A Skill action is always the Primary action.

All of the keywords that you may find in the card text are listed in the Concepts and Keywords section on pages 17-18.



Skill Action



Arien may use the Skill action of his green “Waveform” card to place himself into any of the empty spaces in Range 2 highlighted in green. He may not place himself into spaces highlighted in grey or Red, using this Skill, because those spaces have a Spawn point, or are adjacent to an empty Minion Spawn point.

Note that Arien can still use his Movement 2 action to reach the spaces highlighted in grey.

Remember! You may only resolve one action on the card! If you perform a Skill, you will not be able to use the Movement action.

HOLD ACTION

When you perform a Hold action, you simply do nothing.

Unlike other secondary actions, a Hold Secondary action is not represented by an icon on Action cards.

This is because you can perform a Hold action when resolving any one of your cards.

The most common scenario when you might want to perform a Hold action is when you have played a card, but performing any other action is either not possible, or is not to your advantage.

Since you can perform a Hold action with any Action card, it means that you are never forced to perform an action if you don't want to.



Brogan uses the Skill action of his green “Shield” card to protect his melee Minions in a radius of 2 spaces around him. The card is Active the entire Round (See page 18), but an Enemy Hero could attack the melee Minion which is outside of Brogan’s radius with a potential Ranged attack next Turn.



Knowing that the only Range 2 attack Dodger has is on her Red card, Brogan plays his gold “Onslaught” card to act before the enemy Hero in the Initiative order. Brogan uses the secondary Movement action on his card to move 1 space north-east.

Since the “Shield” Skill is still active, the melee Minion is now in radius 2 from Brogan and is protected by the “Shield”, giving Brogan an option to prevent Dodger from defeating the Minion.



ATTACK ACTION

You may attack enemy Heroes and Minions by performing an Attack action.

Since all attacks are Primary actions, always apply the card text when performing an attack.

You can **never** attack or defeat friendly Heroes and Minions!

Non-Ranged Attacks can only target Units adjacent to you (even if the card has a radius icon).

Ranged Attacks can target Units based on the Range value on the card (See page 9), which can be modified by conditions in the card text.

The Attack's Range is checked when the card text tells you to select the target ("Target a unit in range" or "Target a unit adjacent to you").

ATTACKING A MINION

Minions cannot defend. When you target an enemy Minion with an attack, it is simply **defeated**.

When a Minion is defeated, it is removed from the board and you collect the appropriate amount of coins for defeating that type of Minion.

Ranged and Melee Minions are worth 2 coins when defeated, while Heavy Minions are worth 4, but are protected by the Heavy Minion immunity (see below).

Apply the card text in the "After the Attack" section on your card, if there is any.

If the last remaining Minion on either side is removed or defeated, the Lane is pushed immediately (see page 8).



Non-Ranged Attack Value 6



Ranged Attack Value 1 Range 2 (The "+" sign signifies that the value is modified by the card text).

ATTACKING A HERO

Unlike a Minion, when you attack a Hero, that Hero has an opportunity to defend, by discarding a card and performing the Defense action of that card. The higher your Attack Value, the harder it is to defend against it.

Calculate your Attack Total:

- Attack value on your card
- +1 for every Attack item you have
- + Bonus Attack from the card text, if any.

After calculating your Attack Total, announce it to the attacked Hero. The attacked Hero now gets a chance to defend, by using a Defense action. If the attacked Hero has no cards in hand, is unable to defend, or chooses not to, that Hero is defeated.

When a Hero is defeated:

- Remove the defeated Hero from the board.
- If the defeated Hero had an unresolved card, it is resolved, without performing an action.
- Defeated Hero's actions with Active effects are canceled. Any markers they had are returned.
- When you defeat an enemy hero, collect coins equal to that Hero's level. Your friendly Heroes collect **assist coins** based on the defeated Hero's lowest card Tier.
- Defeated Hero's team spends the number of Life counters, equal to that Hero's **lowest** card Tier. If the last counter is spent, the game ends and the team with no Life counters left, **loses the game**.

Hero Level	1	2	3	4	5	6	7	8
Lowest card Tier	I	I	I	II	II	II	III	III
Coins (Defeat)	1	2	3	4	5	6	7	8
Assist Coins	1	1	1	2	2	2	3	3

HEAVY MINION IMMUNITY

As long as there are any friendly non-Heavy Minions in the Battle Zone, the Heavy Minion is Immune and can't be affected by any actions. To target an enemy Heavy Minion you have to first defeat or remove other non-Heavy enemy Minions in that Battle Zone.



Melee and Ranged Minions are worth 2 coins when defeated.



Heavy Minions are worth 4 coins if you can defeat one.



Brogan performs the non-Ranged Attack action on his Red "Mad Dash" card, with an Attack value of 6.

Brogan cannot target the melee Minion next to him, because "Mad Dash" requires him to move 2 spaces in a straight line before the attack. He may not target the Heavy Minion to the north-west because the Heavy Minion is Immune, but he can target either Dodger to the north-east, or Wasp to the south-east.



DEFENSE ACTION

When attacked, you have an opportunity to defend by performing a Defense action. After the attacker announces their Attack Total, you may reveal exactly one card from your hand and discard it, to perform its Defense action.

Apply the card text of a Defense card when you discard it to defend.

A Defense action is different from all other actions:

- You cannot perform a Defense action on an already played card! It can only be performed in response to an attack targeting you, by discarding exactly one card from your hand.
- A Defense action does not count towards your 1 card per Turn limit. You can defend each time you are attacked, as long as you have cards in your hand.

Calculate your Defense Total:

- Defense value on your card.
- + Bonus defense from the card text, if any.
- +1 for every Defense item you have.
- +1 for every adjacent friendly melee or Heavy Minion.
- 1 for every adjacent enemy melee or Heavy Minion.
- 1 for every enemy Ranged Minion in radius of 2 spaces around you.

If your Defense Total is equal or higher than the Attack Total, you successfully defend the Attack.

You cannot defend without discarding a card.

If you cannot defend successfully, or choose not to defend, you are defeated.



Secondary Defense Value 5



Primary Defense Value 3

(The “+” sign signifies that the value is modified by the card text).



DEFENSE/SKILL CARDS

Card with this icon can be used as either a Skill card, or as a Defense card, as if it had both icons.

You can perform a Skill action by playing the card, or a Defense action, by discarding it. The card text is applied whether you play this card as a Skill card, or discard it to defend, as a Defense card.

While in hand, or discard, it counts as both a Skill and a Defense card. When played, it counts as a Skill card.



BLOCK

Defense cards with an exclamation mark on the icon allow you to Block an attack by fulfilling a Block condition in the card text. If the Block condition is fulfilled, you successfully defend, regardless of the attack value. If not, you are defeated.

In most cases the exact order of Attack and Defense action will not matter, but if it does, follow the order below:

ATTACK/DEFENSE ACTION ORDER

- Apply “Before the attack:” text on the Attack card, if there is any.
- Targeted hero reveals and discards their card. If the Defense action is the Primary action apply the text on the Defense card.
- Calculate the Defense total. If the defense was not successful, the target is defeated.
- Apply “After the attack:” text on the Attack card, if there is any.
- Attack action ends. Effects triggered by this.
- Defense action ends. Effects triggered by this.



Brogan performs the non-Ranged Attack action on his Red “Mad Dash” card. He moves 2 spaces in a straight line and announces that he is attacking Wasp with an attack total of 6.

Wasp discards her “Lift Up” card, with a defense value of 5. The adjacent friendly melee Minion increases Wasp’s defense total by +1, allowing her to successfully defend. Because Defense is a Secondary action on “Lift Up”, its card text is ignored.



This time Brogan chooses to attack Dodger with his “Mad Dash”. Dodger uses her “Shield of Decay” card to defend, with a defense value of only 3, which is not enough to defend Brogan’s Attack of 6. However, since Defense is the Primary action of “Shield of Decay”, the card text is applied, giving Dodger +3 Defense for the 2 empty minion Spawn points within a radius of 2 spaces from her space. This allows her to successfully defend Brogan’s attack.

LEVELING UP

Your Hero starts the game at level 1. When you collect enough coins, you must purchase a level up.

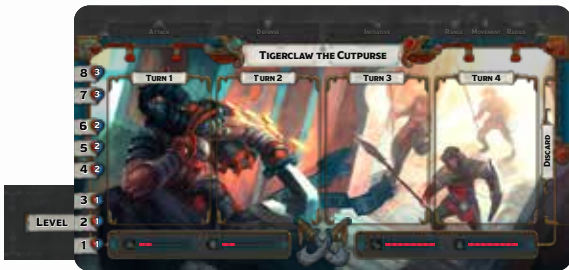
Coins are usually gained by defeating enemy Heroes and Minions. Several Heroes are able to gain coins by performing special actions.

Leveling up is not optional! At the end of each Round you must purchase a level up if you have enough coins.

The cost of each level is shown on the left side of your Hero dashboard.

If you have enough coins for multiple level ups, you must purchase as many levels as you can afford.

Each time you level up, slide the Level indicator card up to the corresponding number to track your Hero Level.



The first level up costs 1 coin. Each following level up costs 1 more coin than the previous one. After you level up, slide the Level indicator card up to the corresponding number.

You cannot skip a level. A level 1 Hero needs 3 coins to reach level 3 (1 coin for the first level up, and 2 coins for the second).

When you gain a new level, you choose a card in your hand with the lowest card Tier to upgrade. Since basic cards have no Tier, only non-basic cards can be upgraded.

Don't forget to collect your Pity coin if you didn't have enough coins to level up that Round! (See page 8).

If you forget to level up, use your correct Tier and Level (as if you did level up) if you are defeated. You don't get to select the card and gain the benefit of the item and will have to wait until the end of round to level up properly.

Hero Level*	1	2	3	4	5	6	7	8
Level Up cost	-	1	2	3	4	5	6	7
Max card Tier**	-	II	II	II	III	III	III	IV

* All heroes start the game at level 1. It costs 1 coin to go from level 1 to level 2.

** You must upgrade all your non-basic cards to Tier II before upgrading them to Tier III.

UPGRADE A CARD

Choose a non-basic Action card in your hand with the lowest card Tier, or tied for the lowest. Return this card to your deck.

Your Basic cards (Gold and Silver), are never upgraded, have no Tier, and are not considered when checking your lowest card Tier.

Find two Action cards in your deck, that have the same color as the chosen card, but are one Tier higher.

Take one of those cards into your hand and set the other one aside, Facedown, next to your Hero dashboard — you will need it later.

If you are leveling up more than once, repeat these steps for every purchased level.

You must first upgrade all your non-basic cards to Tier II, before upgrading your Tier II cards to Tier III.

All players who are leveling up upgrade their cards simultaneously. When finished, wait for all other players who are still leveling up to upgrade their cards before moving to the next step.

You should now have exactly 5 cards, 1 of each color, in your hand.



Tigerclaw chooses to upgrade his Tier I green card (“Light-fingered”) and returns it to the deck. He then finds his two Tier II green cards (“Pick Pocket” and “Poisoned Dagger”). He decides to take “Poisoned Dagger” into his hand and sets “Pick Pocket” aside, next to his Dashboard, Facedown.

GAIN AN ITEM

On the bottom of every Tier II and Tier III Action card there is an Item icon. It matches the icon on one of four slots on the top of your Hero dashboard.

Take each card set aside during the Upgrade card step and tuck it Faceup under your Hero dashboard, under the slot with a matching icon, so that only the item section of the card is visible — it becomes your new item.

Multiple items can be placed under the same item slot.

Your items must be clearly visible to the opposing team.



Tigerclaw takes the Tier II green “Pick Pocket” card which he set aside earlier. That card has a crossed swords “Attack” icon on the bottom, so he tucks it under the first item slot of his dashboard which has the same icon. Tigerclaw now has a new item that gives him +1 Attack.

ITEM BONUS

Each item increases the value of the matching icon on each of your action cards by 1.

If an action card has no matching icon, the item has no effect on that particular Action card.

For example, most Heroes have only two cards with Attack icons - their Gold and Red Attack cards. This means that only these two cards would benefit from the +1 Attack item.

Likewise, if the card has no Range icon, a +1 Range item would have no effect. Only Ranged cards with a Range icon would benefit from a +1 Range item.

Items never affect values in the card text, only the value of the Initiative, Attack, Defense, Movement, Range, or Radius icons on a card are affected.



Tigerclaw had another option when upgrading a card. He could have taken the “Pick Pocket” card into his hand, and set aside “Poisoned Dagger” instead. That would give him a +1 Initiative item, placed under the third slot of his dashboard..

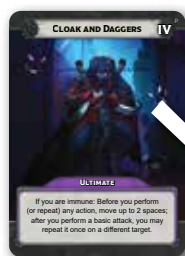
THE ULTIMATE

Once you upgrade all your cards to Tier III, the next time you level up, instead of upgrading a card and gaining an item, you unlock the Ultimate card.

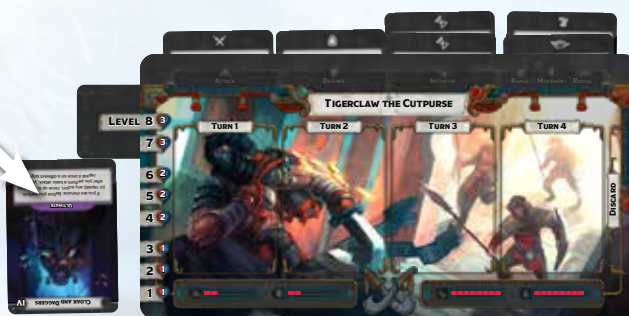
The Ultimate is a special Tier IV card. It provides you with a powerful permanent ability that is always in effect (as long as your Hero is on the board).

Place it Faceup to the left side of your Hero dashboard, facing the opposing team.

Once you unlock your Ultimate, you cannot gain any additional levels and cannot gain coins.



Ultimate Card



This is how a Level 8 Tigerclaw’s Dashboard could look, with 6 Items and the Ultimate card to the left.

This section covers concepts and keywords which are referred to in the card text.

OTHER CONCEPTS AND KEYWORDS

UNITS, FRIENDLY, ENEMY

Both Heroes and Minions are Units. “A friendly Unit” means another Hero or a Minion on your team. “Enemies” is a shortened form of “enemy Units” - a Hero or a Minion on the opposing team.

“Other Hero” never includes you. If the card affects your Hero, it will explicitly say so (“You and friendly Heroes”).

SPACE, EMPTY SPACE, EMPTY SPAWN POINT

A space is a single hex on the game board. An empty space is a space with no Obstacles. An empty space can have a Spawn point. An empty Spawn point is a Spawn point in an empty space.

BATTLE ZONE

The Zone where the Minions currently are is called the Battle Zone. There is only one Battle Zone in a lane.

OBSTACLES

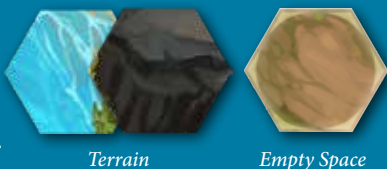
Units, Terrain, tokens, as well as any objects represented by miniatures, are Obstacles. You cannot have more than 1 obstacle on any one space.

IGNORE OBSTACLES / MOVE THROUGH

When ignoring Obstacles, a moving Unit is allowed to enter a space with an obstacle and leave that space in any direction. However, a Unit can never end its movement on the same space as an obstacle, and any special effects of tokens are still applied.

TERRAIN

Any board space without an outline counts as Terrain and is an obstacle.



Terrain

Empty Space

TOKENS

Tokens represent various temporary objects in the game.

All tokens are Obstacles (but some tokens can be moved through).

Once a token is placed, it retains all its qualities until that token is removed, unless it's an Active effect (see Page 18).



Tokens

MARKERS

Markers are used as reminders and are usually given to other Heroes as part of the card's effect; Unlike tokens, markers are usually not placed on the board.



Markers

ADJACENT

Adjacent spaces are any two spaces that share a border. “An adjacent Unit” in the card text means a Unit in a space adjacent to you, unless the card text says otherwise.

NEAREST, FARTHEST

Whenever a card targets a single nearest/farthest Unit, if there are multiple units at the same distance, the Hero performing the action decides which Unit is affected.

SHORTEST VALID PATH

The shortest valid path between a Unit and the destination space is the shortest sequence of spaces that the Unit could use to move to the destination space (regardless of that Unit's actual movement).

When determining the shortest valid path between a Unit and an obstacle, the destination space is the nearest empty space adjacent to that obstacle (unless the unit and the obstacle are already adjacent. In that case the shortest valid path is 0 spaces).

The shortest valid path can include spaces with Obstacles, as long as the moving Unit can ignore those Obstacles and the destination space itself is empty.

COUNTS AS A MINION / TOKEN / TERRAIN

If an object of a certain type (such as Minion, token or Hero), counts as an object of a different type, the qualities and rules of that object are replaced by the rules and qualities of the new object type it now counts as.

DEFEAT A UNIT

Remove an enemy Hero or Minion and collect the corresponding amount of coins. See page 13.

REMOVE A UNIT/TOKEN

Remove a token or a Unit without collecting coins.

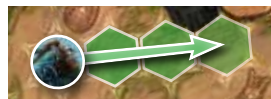
IMMUNE

If a Unit is Immune, that Unit cannot be affected by any action, unless the card text says otherwise. You cannot choose an Immune Unit as a target (See Page 10).

- If a Unit is Immune to a specific action type, it is not affected (and cannot be targeted) by actions of that type (and their Active effects) but is affected by other effects and actions.
- Effects that check for Unit presence (i.e. “if you are adjacent to a minion”), will count Immune units.
- Units that ignore Obstacles can move through an Immune Unit, or a token.
- Units are not Immune to the qualities of tokens even if they are Immune to the action that placed them, or its Active effect (see Page 18).
- You are never immune to your own actions.

IN A STRAIGHT LINE

A straight line of spaces is a sequence of spaces arranged in a line. A single space counts as a straight line.

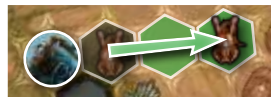


“3 spaces in a straight line”

Two units are in a straight line if they are adjacent, or if you can draw a straight line of spaces through spaces occupied by both of those units.

PUSH

When a Unit or a token is pushed, move it in a straight line directly away from the pushing Unit the number of spaces equal to the push distance, or until it reaches an obstacle. This can cause a Unit to be pushed 0 spaces. If a Unit cannot move, it can still be pushed. If a Unit can move through an obstacle, it can be pushed through it.



“Push 2 spaces”

If a card allows you to push multiple targets up to X spaces, you choose the distance and then push all those units that many spaces.

If you cannot push a target the full distance, push it as far as possible. You can perform the action, even if you cannot push the target at all.

SWAP (WITH A UNIT/TOKEN)

Two Units, tokens, or a Unit and a token on the board swap places. This is not considered to be movement.

PLACE (UNIT / TOKEN)

Take a game piece (such as a miniature, or a token) from the board, or from the supply, and put it into a different space. A game piece can only be placed into an empty space (this does not count as movement).

Tokens are intentionally limited. When a card tells you to place a token, take it from the supply first. If you need to place more tokens than there are available in the supply, first remove up to that number of tokens of the same type from the board, if able.

MINIONS OUTSIDE OF A BATTLE ZONE

A Lane Push can never be triggered by moving, pushing, or swapping a Minion.

If any Minion miniatures end up outside the Battle Zone after you perform an action, move it to the nearest empty space of the same Battle Zone, following the shortest path. This is only relevant for Minions represented by miniatures!

If there are multiple valid spaces within the same distance, the Minion's team decides. If there is no path to the Battle Zone, or the Minion cannot move, place that Minion in the nearest empty space of the Battle Zone.

In the rare cases where the order matters, the team whose symbol is currently revealed on the Tie Breaker coin moves their Minion first. Do not flip the Tie Breaker coin.

ACTIONS WITH ACTIVE EFFECTS

The text on a card following the bold keyword — “This round”, “Next turn”, etc. is an Active effect of that action. The keyword tells you when the text is applied and how long it stays in effect.

If the card changes state, the Active effect is canceled. If you are defeated, all your Active effects are canceled.

In rare cases when multiple Active effects happen at the same time, and the order in which they are applied matters, the team whose symbol is currently revealed on the Tie Breaker coin applies their effects first (do not flip the Tie Breaker coin).

If you leave your space after performing an Area sub-type Action with an Active effect, the radius of that Active effect is counted from your current space. It “moves” with you.

If another unit moves (or is moved, or pushed), into the radius of your Active effect, the effect is applied at the end of that movement.

THIS TURN / THIS ROUND

The card text that follows the “This turn” or “This round” keywords comes into effect when you perform the Primary action and remains in effect until the end of the current Turn or Round.

NEXT TURN

The card text that follows the “Next turn” keyword is applied at the start of the next Turn, and remains in effect for the duration of that entire Turn.

Actions with Active effects do not carry over between rounds. Using a “Next turn” action on Turn 4 will have no effect.

An effect becomes active after the action is performed, even if the text is applied later; and is canceled, once the effect is no longer applied.

NEXT TURN, AFTER PLAYING CARDS:

The text that follows the “Next turn, after playing cards:” keyword is applied **once** next Turn, after all players have played and revealed their cards.

END OF TURN

The text with the “End of turn” keyword is applied once, at the end of the current Turn.

The Turn ends only after all players have had their chance to act.

ENDING ACTIVE EFFECTS

If a card with an Active effect is swapped, returned to hand, or discarded from anywhere, cancel its Active effect.

RESPAWN

If a card text instructs you to respawn a Minion, place the Minion miniature on the board into an empty space.

You can only respawn a Minion if there are more Minion Spawn points of that type and color (empty or not), than there are Minion miniatures of that type and color present in that Battle Zone. (To put it simply, a Minion must first be removed, before it can be respawned).

Hero respawn is covered on Page 7.

SUMMARY

This page is meant to be used for quick reference only. For full rules, refer to the corresponding page.

QUICK GAME SETUP

- 3x Wave counters
- 4x Life counters per team (4 Players)
- 5x Life counter per team (6 Players)



Pages 5-6

FULL GAME SETUP

- | | | |
|-----------|--------------------------------------|--|
| Two Lanes | One Lane | 5x Wave counters |
| | | 6x Life counters per team (4-5 Players) |
| | 8x Life counter per team (6 Players) | |
| | Two Lanes | 2x7 Wave counters |
| | | 6x Life counters per team (6-8 Players) |
| | | 7x Life counters per team (9-10 Players) |

GAME STRUCTURE

The game is split into rounds. Each Round consists of four turns. After four turns the Round ends.

ON EACH TURN, ALL PLAYERS:

- Play one card, then reveal (*Simultaneously*)
- Check the Initiative order
- Perform one Action (*In the Initiative order, from highest to lowest*)

Page 7

End of Round steps:

- Minion Battle
- Push The Lane (*If Applicable*)
- Retrieve Cards
- Level Up (*Mandatory!*)
- Collect 1 Pity Coin (*Unless leveled-up!*)
- Remove tokens, return markers

Pages 8, 15, 16

WAYS TO WIN

- Push the Lane into opposing Throne.
- Win the "Last Push".
- Opposing team spends their last remaining Life counter.

Pages 3, 8, 13

LEVELING UP

Level*	Level Up Cost	Max card Tier**
1	-	-
2	1	II
3	2	II
4	3	II
5	4	III
6	5	III
7	6	III
8	7	IV

* All heroes start the game at level 1. It costs 1 coin to go from level 1 to level 2 and 3 coins to go from level 1 to level 3.

** You must upgrade all your non-basic cards to Tier II before upgrading a Tier II card to Tier III.

Pages 15-16

ACTIONS

Actions can be either secondary or primary. When you perform a primary action apply the card text (*If you cannot apply a part of the card text, stop performing the action at that point*).

Pages 7, 9

For general concepts and keywords see pages 17-18.

Movement Action



Secondary:

Move your Hero up to the number of spaces equal to the number shown on the icon.



Primary:

Same as above, and, in addition, apply the card text.

Page 11

Fast travel (*Instead of Movement Action*)

Jump quickly between adjacent Zones, as long as there are no interfering enemies. The card text is not applied when you Fast Travel.

Skill Action



Apply the card text. That's it.

Page 12

Attack Action



Attack enemy Heroes and Minions and collect coins when you defeat one. Apply the card text.

Page 13

Defense Action (*Discard only!*)



Secondary:

Reveal a card from your hand and discard it, to perform its Defense action. If your total defense value is high enough, you defend successfully.



Primary:

Same as above, and, in addition, apply the card text.

Page 14

ATTACK/DEFENSE CARD TEXT ORDER

1. "Before the Attack" text on the Attack card
2. Defense card text (*Primary Defense only*)
3. "After the Attack" text on the Attack card

Page 14

Defense/Skill Icon



Cards with this icon can be used to perform either Defense or a Skill as a primary action. Apply the card text in both cases.

Page 14

Hold Action



Do nothing this Turn. Hold action has no icon and can be performed using any card.

Page 12

MINION TYPES

Melee Minions



- +1 bonus Defense to adjacent friendly Heroes.
 - 1 Defense penalty to adjacent enemy Heroes.
- Enemy melee minions are worth 2 coins when defeated.

Page 13

Ranged Minions



- 1 Defense penalty to all enemy Heroes within a Range of 2 spaces.
- Enemy Ranged minions are worth 2 coins when defeated.

Page 13

Heavy Minions



- +1 bonus Defense to adjacent friendly Heroes.
 - 1 Defense penalty to adjacent enemy Heroes.
- Enemy Heavy minions are worth 4 coins when defeated.

Page 13

HEAVY MINION IMMUNITY

As long as there are any friendly non-Heavy Minions in the Battle Zone the Heavy Minion is Immune and can't be affected by any action.

Page 13

DEFEATING HEROES

When you are defeated:

- You are removed from the board.
- Resolve your unresolved card.
- Spend Life counters (*When you spend the last Life counter, your team loses the game!*).
- Cancel your Active effects.
- Return any markers you had.

When you defeat an enemy hero:

- Gain coins.
- Friendly heroes gain assist coins.

Hero Level*	Coins for defeating	Lowest Card Tier	Assist coins / Life counters
1	1	I	1
2	2	I	1
3	3	I	1
4	4	II	2
5	5	II	2
6	6	II	2
7	7	III	3
8	8	III	3

* All heroes start the game at level 1.

Page 13