# RULESBOOK

Contents:

4 Counter Sheets of colored Game Pieces
16 Different Terrain Tiles of the World Map
1 Rulebook
3 City Displays
6 Hero Displays
1 Combat Display (two-sided)
1 Arena (two-sided)
3 x 20-sided die (D20)
3 x 6-sided die (D6)
6 Figures of Heroes
Box

# 1.0 Introduction

Heroes vs Warlords is a fantasy wargame for 2 or 3 players that simulates the struggle between Amazons, Barbarians and/or Knights. Every player choses one race. In a two-player game only two races are involved. There are also some Neutrals, which guard the treasures of the world (gold edged hexes).

Heroes vs Warlords is about the eternal struggle for supremacy on the world of Pangea. Pangea is inhabited by tribes of clever Amazons, mighty Knights and wild brutal Barbarians. The world of Pangea is unexplored. Vast lands where no civilized souls have ever been before are waiting for you. Are you up to the challenge?
Will your hero's army gain new riches for your empire and crush the enemy hordes?
Or will you succumb to the terror of the monsters that hide in various towers, ruins, and mines?

1.1 Rules Note

The Basic Rules are printed in black regular script.
Examples are printed in Green.
*Designer's Note are printed in Italic.*

# 2.0 Glossary and Abbreviations

Here you will find the most important terms and abbreviations of the game:

Abilities: The 4 base values of each Hero: Attack, Defense, Movement, and Initiative

Attacker: is the active player or reacting guards / heroes during Arena combat

Camp: "Home City" of the Barbarian player, may be moved (7.4). At start the camp is placed onto the Barbarian start tile.

CAV: Combined Attack Value

CDV: Combined Defense Value

Defender: is a non-active player or guards or the active player if a reaction has occured during Arena combat

DV: Defense Value

EP: Experience Point (8.11)

Equipment Marker: Equipment may be found in ruins (3.3.3). Place the acquired equipment marker onto your hero display. It stays there until the hero dies (8.13).

Guards: Neutral armies, which protect a resource, ruin or tower

Home City: the start location of Knight or Amazon

LV: = Level. Depicts the cost of a unit. Heroes use their level during sieges. On the city/camp display buildings may be shown in different levels.

MP: Movement Point (used to move heroes on the map)

Round: Consist of several turns and administration functions, see 6.0.

SP: Structure Points are used in sieges (8.7)

Terrain Objectives: Resource hexes , ruins, towers, outposts, recruitment points, holy places, cities, and other hexes surrounded by a golden edge.

Turns: One player is the active player in a turn. He executes his actions like movement, combat, exploring ruins, collecting resources etc.(6.0).

# 3.0 Map



## 3.1 Terrain of the World Map

The map is created by a number of terrain tiles. Each terrain tile consists of 7 hexes and has a north arrow on the back (Exception: tiles with at start locations). Many of the tiles contain resources (indicated by hexes with a golden edge) or other hexes where additional equipment can be found.
In the basic rules, all terrain is treated the same for movement purposes.

## 3.2 Home Cities / Camps



Home City
Amazon

Barbarian
Camp

Home City
Knight

Home Cities (Amazon, Knight) and Camps (Barbarian) are the respective capitals and have displays called city or camp displays (4.3).
Non-Home cities/camps are called Other cities/camps (for example captured ones). It cost one MP to enter any city or camp. Use the city / camp side of the arena if a city or camp is attacked.
Cities and camps will produce a base income of one gold each time during a turn in turn 4 see 6.0.
The Barbarian camp will be initially placed on its starting tile. Afterwards the Barbarian player may move his camp (7.4).

## 3.3 Terrain Effects

### 3.3.1 Basic Resources:
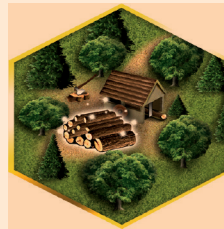


Wood

Stone

Crystal

Gold

Wood, stone, crystal and gold are basic resources. They are depicted on the map by hexes with a golden edge respectively and are guarded (by rolls on the Guards Table) until the guards are totally defeated. Place a control marker on the hex after capture. At this point the owning player may guard the hex with his own units.
One important exception regarding the Guards Table: Basic Resources, which are located on a player Home City or start Camp hex tile will always be defended by 5 level 1 guards (treat as if a 3 has been rolled).
If you own one or more resources, add their value to the total on your city/camp display each round in turn 4.

### 3.3.2 Recruitment Locations



Amazons

Barbarians

Knights

Each player has his/her own special hex with a Recruitment Location. At the start these hexes are inactive. As soon as a player enters his specific hex with a hero, the recruitment location is immediately activated for the rest of the game. Directly after activation a level 1 unit is created, which may be placed on the hero display immediately.
Form a new stack, or place it with other level 1 units if present.
Thereafter in each production phase one additional level 1 unit will be generated at each activated Recruitment Location. Each time a hero enters this hex, he may pick up all available units.

Heroes may never enter active Recruitment Locations of their enemies, but see 8.13 if an enemy player was defeated.

*Play Note: Place a control marker in this hex when it was entered for the first time as a reminder that the hex has been activated.*

### 3.3.3 Ruins





Ruins are always guarded (by roll on the Guards Table) and the guards have to be defeated to gain their benefits. After their defeat a hero may find some useful equipment. Draw one equipment marker at random.



To do this, put all the equipment markers in a cup draw one unseen and add it to your hero display. This can happen only once per ruin per game. The ruin becomes a regular hex without any capabilities thereafter which is indicated by an "Explored" marker.

### 3.3.4 Towers





There is 50% chance, that towers are guarded (see Guards Table). After defeating the guards (if there are any), the hero may improve one of his skills by one point, but only once per game. After using the effects of a tower, place a "Hero 1 or Hero 2" marker on the hex accordingly. This is a reminder, that this hero may not use that tower again. Later in the game other heroes may also visit the tower, have to check for guards, improve their skills and place appropriate "Hero" markers.

### 3.3.5 Outposts





Outposts are unguarded, the first hero who enters it in a turn, will receive a random resource (roll on the Outpost Table). Then place an "Outpost Visited" marker as a reminder that the resource has been collected.
Remove this marker in the clean-up phase. This outpost may then be entered again with the above benefits.

## 3.4 Other Terrain

Other terrain like rivers, bridges, mountain ranges or lakes have no effect in the basic rules.

## 3.5 Guards



Guards (grey colour) will protect resources, ruins and possibly towers. The benefits of these hexes can only be gained if all guards in the appropriate hex were defeated.

## 4.0 Heroes, Units and Hero / City Displays

### 4.1 Heroes and Hero Display

Each hero is represented by a figure. The Hero Display contains the army of a hero and serves to record his 4 basic abilities: Attack (red), Defense (blue), Initiative (yellow) and Movement (green).
A hero's abilities, his level (grey) and his EP (see 8.11) will be increased during the game .

At the start of the game and each time a new hero is created, place the starting army on the display.



A maximum of 20 units may be placed as a stack in each of the 6 sections for a total of 120 units. Only units of the same type and level may be stacked together on a section of the hero didsplay. Record the number by a marker which is placed underneath the unit.

Once placed units may not be rearranged on the hero display,

Experience Points    *Honor Points*

Name of the Hero

Attack Value    5
Defense Value    0
Initiative    4
Movement Value    8
Level    1
*Trade*
*Military Experience*
*Diplomacy*

*6 Sections for Units*
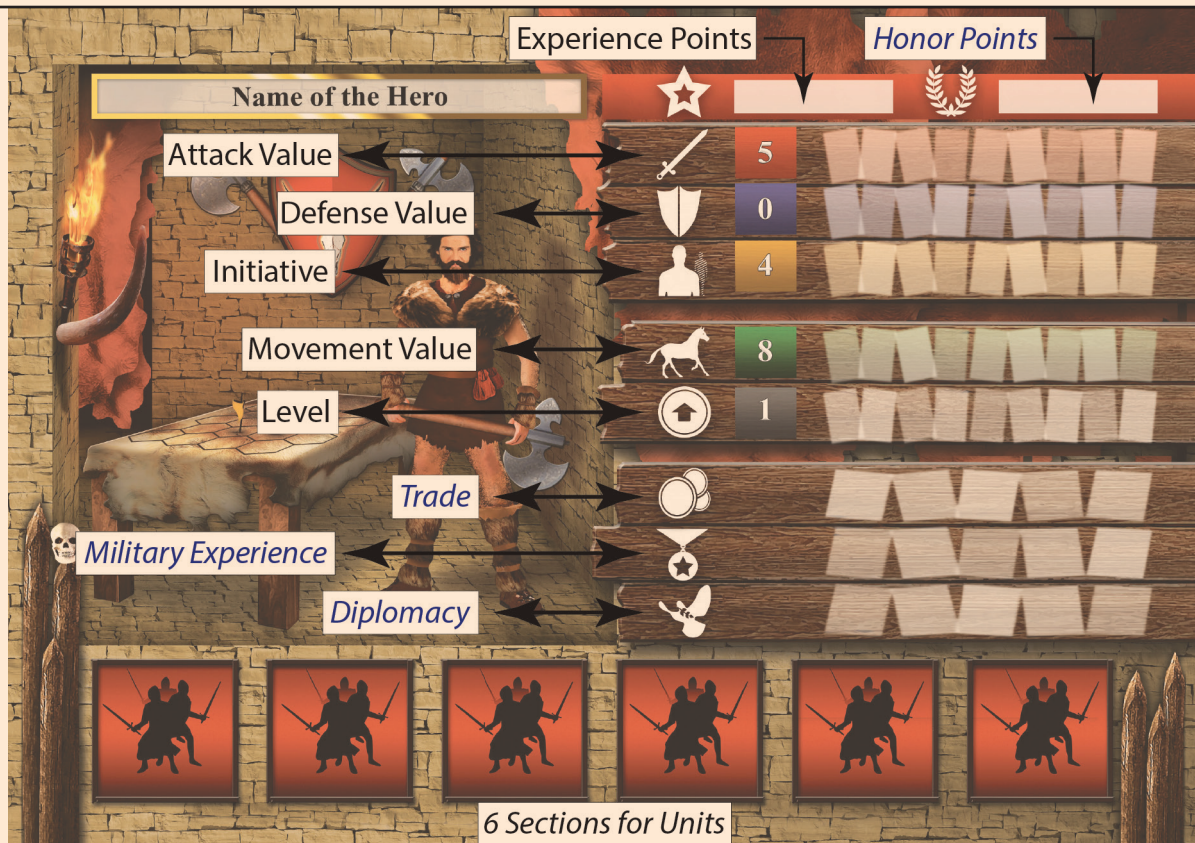
except if the hero occupies a city or two heroes of the same player occupy the same hex. In these cases units may be rearranged freely, new stacks may be formed, and units be dropped off or be picked up.

During movement in resource hexes units may only be dropped off, in Recruitment Points units may only be picked up.

Units without a hero may not react (7.3) or be moved.

Each player possesses two heroes. The first hero is placed at the start in your home city/camp. There are three possibilities regarding the second hero:

- receive him alone for free after the tavern has been built and place him into your home city/camp or
- purchase him for 6 gold if he is still available and place him alone into your home city/camp or
- if your first hero dies and your second hero is still available place him with an army worth of 10 gold into your home city/camp for free.

**Exception**: In a situation where your first hero is killed at the same time as your capital is conquered, your second hero plus units with a value of 10 Gold are placed within 4 hexes of the just conquered capital. He has time to reconquer the home city/camp until conclusion of the actual round. Otherwise the player is defeated immediately and declared as one of the losers of the game.

If a player has both heroes on the map and one of them is killed you may purchase that hero for 12 gold. This process may be repeated unlimited but each hero is will cost an additional 6 gold per further purchase. Please maintain a record of this.

Example: The Amazon player had both heroes on the map and she suffered 3 hero kills. Her next hero costs 24 gold.

Remember if both heroes are killed at the same time, you lose the game (12.1).

Heroes may execute reaction movement (7.3.2) and fight against other heroes. The heroes of a player may temporarily stack, but not end their movement in the same hex!

4.1.1 Siege Ability of Heroes

His Level + 1 are the number of dice which will be used during sieges (8.7).

## 4.2 Units



7 — Ranged Attack Value
2 — Defense Value
4 — Movement Value
3 — Level/*Hits per Unit*/ EP per Unit/Cost per Unit



4 — Close Combat Value
3 — Defense Value
6 — Movement Value
2 — Level/*Hits per Unit*/ EP per Unit/Cost per Unit

There are three different unit types: Ranged Attack units, Cavalry units and Close Combat units.

Ranged Attack Units: have always a level of 3.
Cavalry Units: are always depicted by a horse (Level 5 units and Level 2 Amazons).
Close Combat Units: All others.

Each unit has specific values:
Red = Attack Value (used in Close and Ranged Combat)
Blue = Defense Value (used in Close and Ranged Combat)
Green = Number of Movement Points = MPs (used to move units)
Yellow = Level (Cost to buy a unit in gold / Number of Hit points / Value of EP, depending on situation)

## 4.3 City / Camp Display



The City/Camp Display contains an overview of all available facilities. Place control markers on constructed facilities and also use them for recording resources.

In detail this display:

– is used to track the actual number of resources by using a control marker,
– shows the sequence and prerequisites of erecting facilities or defense works and the specific resources, which are needed for their construction,
– shows the facilities of the army in their sequence of development,
– depicts some special buildings and there meanings.

Note:Building cost may vary sometimes

## 4.3.1 Defensive Works

### 4.3.1.1 City Walls/Corrals



Each camp/city possess intrinsic defensive works (Level 1), cities have 10 SP and camps 5 SP. Improvements are available in two steps.

Step 1: The construction of a city wall (Amazon, Knight) or a corral (Barbarian) costs the specific resources. The effect is to improve the number of SP from 10 to 20 for a city wall and from 5 to 10 for a corral (Level 2). Place an amount 2 marker for reminder.

Step 2: If step 1 is completed, step 2 of defensive works is available. The construction costs are shown on the respective display. Its effect is to improve the defensive works to a maximum of 40 SP for a city or to a maximum of 20 SP for a camp (Level 3). Place an amount 3 marker for reminder.

If a city/camp is conquered the  values of  the defensive works reverts to Level 1 immediately.



4.3.1.2 Towers/Ballistas
Further protection is possible by constructing one or both towers/ballistas.  The construction costs are shown on the respective display. The effect is used in siege combat (8.7, 19.17). Ballistas are considered towers in sieges.

## 4.3.2 Army Development / Army Facilities

The designation for the Army facilities are the same for all 3 tribes. These facilities must be constructed in sequence, to recruit the appropriate type of unit.

### 4.3.2.1 Hamlet



Hamlets are already completed in home cities and camps. They are also considerd as immediately existing in captured cities/camps.

Cost: 1 Gold/1 Stone/1 Wood
Effect: Recruit Level 1 unit for 1 Gold per unit

4.3.2.2 Barracks



Prerequisite: Hamlet

Effect: Recruit Level 2 units for 2 Gold per unit

4.3.2.3 Shooting Range



Prerequisite: Barracks

Effect: Recruit Level 3 units for 3 Gold per unit

## 4.3.2.4 Academy

Prerequisite:
Shooting Range

Effect: Recruit Level 4 units for 4 Gold per unit

## 4.3.2.5 Tiltyard

Prerequisite: Academy

Effect: Recruit Level 5 units for 5 Gold and 1 crystal per unit

## 4.3.2.6 Garde

Prerequisite: Tiltyard

Effect: Recruit Level 6 units for 6 Gold and 2 crystal per unit

## 4.3.3 Training Area

Prerequisite:
None

Cost:
Amazon:          4 Stone/3 Wood/4 Gold
Barbarian:       2 Stone/5 Wood/4 Gold
Knight:          5 Stone/2 Wood/4 Gold
Effect: Every hero may use the Training Area once per game (place a Hero 1 or 2 marker as reminder). Raise one of the abilities of your hero by one point permanently once per game.

## 4.3.4 Tavern

Prerequisite:
None

Cost:
Amazon:          4 Stone/2 Wood/3 Gold
Barbarian:       3 Stone/3 Wood/3 Gold
Knight:          2 Stone/4 Wood/3 Gold
Effect: Receive second hero for free.

## 4.3.5 City Improvement / Camp Improvement

City /Camp Improvements are Town Halls, City Halls and Capitols, in that order.
The base income (see 3.2) of a city/camp, the 3 City/Camp Improvements and a Storehouse may generate a maximum of 5 gold/turn. So a maximum of 15 gold/turn is possible per city/camp per round.

## 4.3.5.1 Town Hall

Prerequisite:
None

Effect: Earns 1 Gold per turn

## 4.3.5.2 City Hall

Prerequisite:
Town Hall

Effect: Earns 1 Gold per turn

### 4.3.5.3 Palace

Prerequisite:
City Hall

Effect: Earns 1 Gold per turn

## 4.3.6 Trade

### 4.3.6.1 Trade Hall

Prerequisite:
None

Cost:
Amazon:          2 Stone/2 Wood/3 Gold
Barbarian:       2 Stone/3 Wood/2 Gold
Knight:          3 Stone/2 Wood/2 Gold
Effect: Trade 3 equal resources (Gold, Crystal, Stone, Wood) for one other Resource of your choice

### 4.3.6.2  Storehouse

Prerequisite:
Trade Hall

Cost:
Amazon:          7 Stone/7 Wood/7 Gold
Barbarian:       6 Stone/8 Wood/7 Gold
Knight:          9 Stone/6 Wood/6 Gold
Effect: Trade 2 equal resources (Gold, Crystal, Stone, Wood) for one other Resource of your choice. Earns 1 Gold per turn.

## 4.3.7 Resource Track

Use control markers to record the current number of resources. If you get more than 10, place an amount 1 marker into the 20/+ box in addition to the other marker. If you get more than 20, place an amount 2 marker and so on. At the end of the production (11.0) the maximum of any one resource may not exceed 20.

# 5.0 Set-Up

## 5.1 Heroes, Armies, Resources

Each player starts with one hero and 20 gold, which will be used to buy his army. Any remaining gold is lost. Choose from level 1, level 2 or level 3 units. A maximum of 3 units of level 3 may be purchased. The cost per unit depends on its level and is printed in the lower right corner of the unit (yellow colour). Additionally each player starts with 4 gold, 2 stone and 2 wood.

Examples:
5 units of level 1 cost 5 gold.
3 units of level 2 cost 6 gold.
4 units of level 3 cost 12 gold.
and so on...

The purchased units will be placed on the hero display in vacant sections. Place different units into different sections and an amount marker beneath them to represent the number of units.

Example of a unit with an amount marker

## 5.2 Initiative

Initiative has to be determined for the preparation of the Game World ( 5.3.2) and at the start of each round (6.0).
Each player rolls a D20, highest die-roller becomes first player.
Reroll ties. The next player(s) follow(s) in clockwise order.

## 5.3 Game World

The game world is formed by selecting hex tiles and varies from game to game.

## 5.3.1 Number of Terrain Tiles

Before the game starts players should determine how many tiles they wish to use for their game. You must use at least 12 tiles up to a maximum, depending on Stretch goals.

## 5.3.2 Preparation of the Game World



Set aside the home city/ camp start tiles from the other terrain tiles. Shuffle the tiles chosen (5.3.1) and place them face down in any reasonable arrangement on the table to form the game world. There is a compass on the reverse side and all tiles must have the same orientation. Then the home city/camp tiles are placed by the owning player anywhere at the edge of the world, with the initiative player placing first. The tile must be placed in that way, that thtere is a link to at least 3 hexes from other tiles.

Place heroes and camps into the starting location on their respective tile.

## 5.3.3  Determination of Game Length (optional)

Before the game starts, players should agree to play a fixed maximum number of turns. If no other victory condition (12.1) will be fulfilled beforehand, the game ends at the determined time.

# 6.0 Sequence of Play

The game is played in rounds and turns. A round consists of  determination of the initiative, followed by a number of  player turns (depending on the number of players), production, clean up and victory check. The games ends, if one player achieves the victory conditions or by agreement.

Round Sequence:

1.      Determine Initiative (5.2)
2.      Turn 1: First active player executes hero movement and combat
3.      Turn 2: Second player executes hero movement and combat
4.      Turn 3: (3-player game only, otherwise skipped) Third player executes hero movement and combat
5.      Turn 4: Every player collects and records income of their resources simultaneously
6.      Turns 1 to 4 form one sequence. Repeat these turns two times to complete three sequences (namely every player has three movement & combat turns in each game round), then proceed to turn 7
7.      Production (11.0)
8.      Clean Up / Reinforce Guards (12.0)
9.      Check Victory Conditions (12.1)
10.     If no player fulfills the victory conditions, the round is finished. Start next turn with step 1, unless you have obtained the maximum number of turns you agreed to play (5.3.3)

# 7.0 Movement

## 7.1 Movement of Heroes

The active player moves his heroes on the game world (together with his armies located on the hero display). A Hero must have at least one unit on his display at start of his movement.

## 7.1.1 Movement Points (MP)

Use the current movement points of the hero for movement shown on the hero display. In the basic game each new hex entered will cost one movement point, because there are no terrain modifiers.



Current number of MP is 5 here

## 7.1.2 Resource Hexes

If a hero enters a resource hex for the first time only, it will be activated. Roll a die (D6) to determine the strength of the guards if any, but remember the exception of 3.3.1. If  enemy units appear in the hex progress to the combat procedure (8.0).
If a resource was activated previously, and there are guards remaining, a reaction is possible (7.3.1). Also in every hex where guards survive, they will be strengthen by one unit per round (see 12.0).

## 7.1.3 Discovery / Exploration

Undiscovered terrain tiles may be entered during a move. Announce the exact hex into which the hero will move. Flip over the terrain tile to its face side and ensure the orientation is correct. Then place the hero in the appropriate hex of the newly explored tile. If the hex entered contains a ruin, a tower, or a resource hex, the hero <u>must</u> engage the guards in at least one round of combat.

## 7.2 Actions vs other Players

You are not permitted to attack another player until all hex tiles have been discovered. Until then units of different players may occupy the same hex without combat. This restriction includes the occupation of enemy controlled resource hexes (see 8.1).
If two heroes occupy the same hex when the last hex tile is discovered, a combat is immediately resolved. Determine initiative by die rolling, high roller decides if he will be

attacker or defender.

## 7.3 Reaction Movement

### 7.3.1 Reaction of Guards



If a hero enters a hex adjacent to guard units already on the map, a reaction occurs.

**Exception**: Guards may not react into cities.
One reaction attempt is made per stack of guards per turn, see 7.3.1.1. If more than one stack of guards may intercept, check for the stack with higher level units first (in case of ties roll a die). Only one stack may intercept at a time, so if the first succeeds no further check is made. If a reaction is successful, a battle is immediately resolved in the hero's hex with the hero as defender. If not, game play resumes and no more attempts will be made by the same stack of guards this turn.
If due to the action of another player, guards appear in a formerly unguarded hex and these are not defeated by that player, they will immediately react versus already existing heroes in their hex.

### 7.3.1.1 Check for Reaction

Determine the guard unit with the highest level in the stack. Then roll a D20 and consult the following table. If the result is within the numbered range, the reaction is triggered, otherwise the reaction fails. Only one attempt per guard per turn is possible.

|      | Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|------|---------|---------|---------|---------|---------|---------|
| W 20 | 1 - 2   | 1 - 4   | 1 - 6   | 1 - 8   | 1 - 10  | 1 - 12  |

### 7.3.1.2 Triggered Reaction:

If the reaction is triggered, the guards are always the initiative player. Use the following procedure:
1.    The neutral guards will be placed first and moved by the neighbor to the left of the active player.
2.    Guards will be set up in the defense area and get the initiative. Follow the regular combat sequence (8.3).

After a reaction is resolved, any guards surviving return to their resource hex. If the hero wins the battle, he may resume his movement if he has MP remaining.

### 7.3.2 Reaction of Heroes

If combat between heroes is possible (7.2), reaction of heroes becomes also possible. If a hero enters a hex adjacent to an enemy hero, that hero may react. He may also decline to react in the first instant, but may react later, if the enemy hero resumes movement and moves to another eligible hex.

Contrary to the reaction of guards, use the initiative rating of the reacting hero. The reacting player rolls a D 20. If the die roll is equal to, or lower than, the initiative rating of the reacting hero the reaction succeeds and a combat ensues. Otherwise there is no effect. A moving hero can only be subject to one reaction attempt per turn per enemy hero.

A successful reaction cannot cause an additional reaction of a different hero. If more than one hero qualifies for reaction in the same hex and at least 2 heroes want to react, only the hero with the highest initiative rating may react. Use a die roll to resolve ties between equal initiative ratings.

The moving hero stops his movement. He is considered the defender of the upcoming battle, sets up like a defender and has the initiative. The other hero is considered the attacker. At least one round of battle must be fought. Then a withdraw is possible (8.9).

After the battle, the reacting hero moves back into his original hex. A successful defender resumes movement, if he has MP available. Otherwise his movement is finished. If allowed to move, further hero reaction is possible.

If both a reaction of heroes and guards is possible then the guards may only react, if all heroes decline to do that.

## 7.4 Movement of Camps



In the example above, the camp has moved one hex. The Barbarian Hero has moved with the camp and may now use

his full Movement Points

A Barbarian camp may be moved a maximum of one hex at the start of a Barbarian turn. It may not be moved onto a terrain objective hex and not explore a new terrain tile.
It may not be moved adjacent to a hex with activated guards, which can possibly react into the just moved hex and it cannot be moved adjacent to an enemy hero.
**Exception**: it is possible to move a camp adjacent to a resource hex on the start tile of a Barbarian regardless of active guards, which are not allowed to react in this case.

Should a previously unactivated resource hex be activated and has guards remaining after initial combat, an adjacent camp will be moved one hex by the owner of the camp.

If a Barbarian Hero is located in a camp at the time it was moved and he has not moved earlier in this game turn, he may move with the camp and still keeps all his MP. Otherwise he may choose to stay in the original hex and not move with the camp or stay with the camp after movement.

A conquered camp (8.12) may be moved by the new owner. It is considered like a camp for all purposes.

7.5 Undefended enemy City/Camp

If a hero enters a city/camp which is undefended, it is immediately conquered, see 8.12.

# 8.0 Combat

The Basic game uses only the Arena Combat (8.1).
The active player is considered the attacker, the other side is the defender.
**Exception**:  if a reaction (7.3) had occurred, the active player is the defender.

Generally there are two places, where combat takes place. Field Battles are resolved in open terrain and cities/camps have to be besieged in siege combat. The fighting itself will be by ranged or close combat.

If there are neutrals (Guards) involved, the player on the left side of the active player takes control of them.
Determine their strength using the Guards Table (3.3.1).

## 8.1 Arena Combat
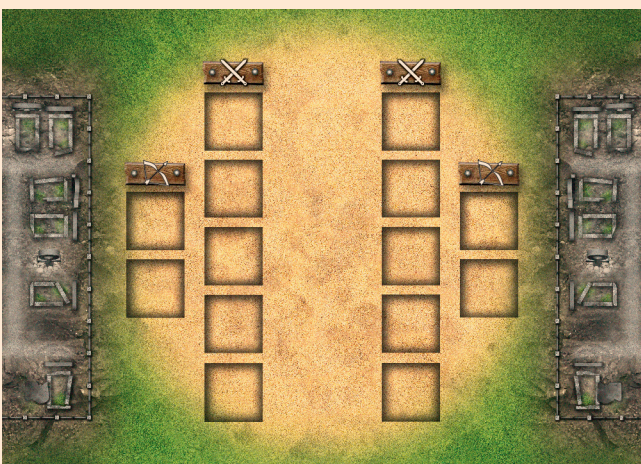


First determine the battlefield. Battles in cities/camps will use the City board of the Arena display and resolved by the siege procedure (8.7). All other battles are considered field battles and use the open terrain (green) side of the Arena display. The fighting itself will be by ranged or close combat.

## 8.2 Deployment in the Arena
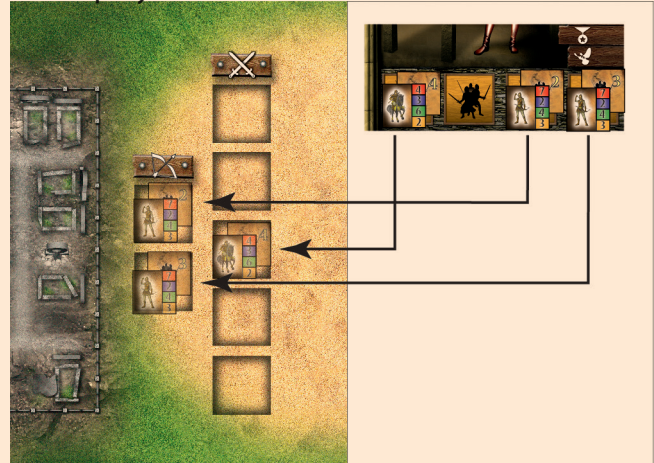


Take the unit stacks from your hero display. For guards form them into the fewest possible number of stacks. The defender always deploys first.  After deployment units are fixed to their box until the end of combat.

## 8.2.1 Open Terrain

First the stack(s) of ranged combat units of the defender, if any, will be placed in one or both appropriate box(es). Then distribute the stack(s) of mounted and close combat units in the other 5 boxes on their side.
The attacker arranges his stacks likewise.

## 8.2.2 City / Camp Terrain

Defender: Place stack(s) of ranged combat units, if any, into the constructed tower boxes. If both towers were constructed use bot. If one was constructed use that one.  If none was constructed place the ranged combat units together with the mounted and close combat units in the other 5 boxes on their side. If there are more stacks than boxes use one of the tower boxes and consider it like the other boxes.
Attacker: Arrange stacks like in open terrain (8.2.1).

## 8.3 Combat Sequence for the Arena
Combat will be resolved as following. Players determine a stack in the following order:

1.      Attack of Ranged Combat units of the defender
2.      Attack of Ranged Combat units of the attacker
3.      Attack of Mounted Combat units of the defender
4.      Attack of Mounted Combat units of the attacker
5.      Attack of Close Combat units of the defender player
6.      Attack of Close Combat units of the attacker
7.      Possible Breaching of City defenses (8.7.1)
8.      Possible change of combat initiative (8.8)
9.      End of Combat round: hero withdraws (8.9) or
         continues combat.

Proceed with step 1 if both sides have units left.

## 8.4 Units in the Arena

### 8.4.1 Ranged Combat Units in the Arena
Stacks of ranged combat units may attack any opposing stack.

### 8.4.2 Mounted/Close Combat units in the Arena
Mounted and Close Combat units may attack any enemy Mounted or Close Combat unit. Enemy Ranged Combat units may only be attacked, if the attacking player has at least one more stack of Mounted/Close Combat units than the attacked player. Use the Close Combat Resolution procedure for combats between Mounted/Close Combat units.

## 8.5 Combat Resolution: Easy Method

### 8.5.1 Ranged Combat Resolution
Roll a D20 for each stack of ranged combat units and add their attack value to get the first result. At the same time the other player rolls a D20 for his stack without modifiers to get a second result. Subtract the second result from first one to produce a total. If the total is 1 or greater the unit is hit see 8.6. If the result is negative or 0 there is no effect.

### 8.5.2 Close Combat Resolution
The attacking player adds the attack value of the attacking unit and if applicable the attack value of the hero for a combined total, called combat attack value (CAV).
The defending player adds the defense value of the defending unit and if applicable the defense value of a hero for a combined total, called combat defense value (CDV).
Subtract the CDV from the CAV, the result (which could be negative) is added to the attacker's die roll.

Both sides now roll a D20 and the attacking player (only) adds (or subtracts) the above difference value. The die roll of the other player is never modified.
The side with the higher total wins and the losing side will receive a number of kills according to the number of enemy units. In case of ties nothing happens.

## 8.6 Basic Hit System and Casualties

### 8.6.1 Hits
This is the same for ranged or close combat. If a hit is achieved, each unit in a stack scores one hit which results in one enemy kill.

### 8.6.2 Casualties



Both sides of the battle board contain a graveyard section. When an opponent unit is killed, place it in one of the 6 casualty squares on your side obeying the correct number.

*Play Note: Take an unused enemy unit, put it into your graveyard and place an appropriate amount marker benath it to record the actual losses .*

After combat collect EP (8.11) and return the units to the appropriate player. Eliminated units may be acquired again during production.

Example1:
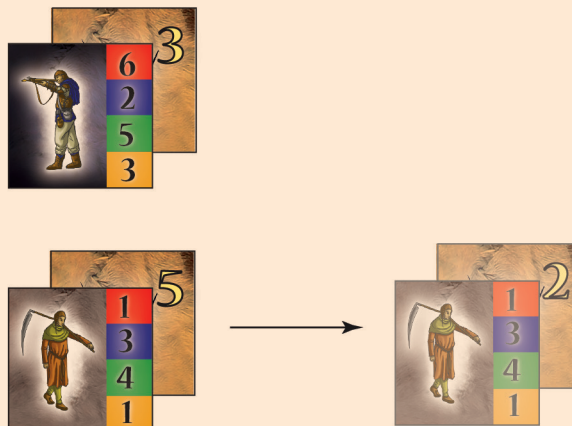


A stack of 3 ranged combat units with an attack value of 6 executes a ranged combat vs a stack of 5 close combat units. The ranged unit rolls a 9 adding 6 (the value of the ranged combat units) for a first result of 15. The other player rolls a 10. This total achieves a hit and because 3 units are firing, 3 hits are applied. Therefore 3 of the 5 units are killed.

Example 2:
A stack of 2 ranged combat units with an attack value of 7 executes a ranged combat vs a stack of 4 level 2 units. The ranged units rolls a 9 adding 7 (the value of the ranged attack value) for a first result of 16. The other player rolls a 16. This total achieves a no result.

Example 3:
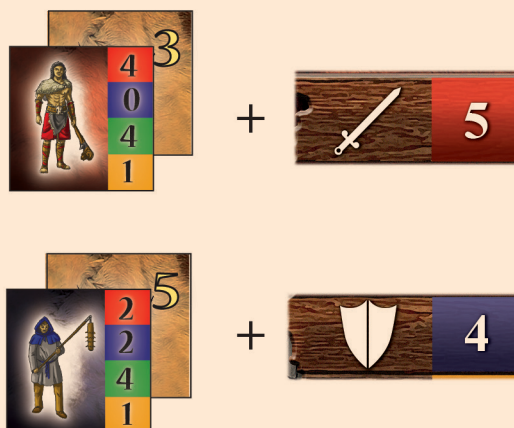


An attacking stack of 3 units with attack value of 4 is added by a hero with an attack value of 5 for a CAV of 9.
A defending stack of 5 units (level 1) adds its value of 2 to its hero's defense value of 4 for a total CDV of 6.
The result is +3, which is added to the die roll of 8 for a total of 11. The defender rolls a 9.

The attacker wins by 2 points (it does not matter how big the difference is) and achieves as many hits as he has units in his attacking stack. So the 3 units will inflict 3 kills. Therefore 3 level 1 units will be killed, and placed in the graveyard. Only 2 will remain. The appropriate amount marker is changed accordingly.

## 8.7 Siege Combat
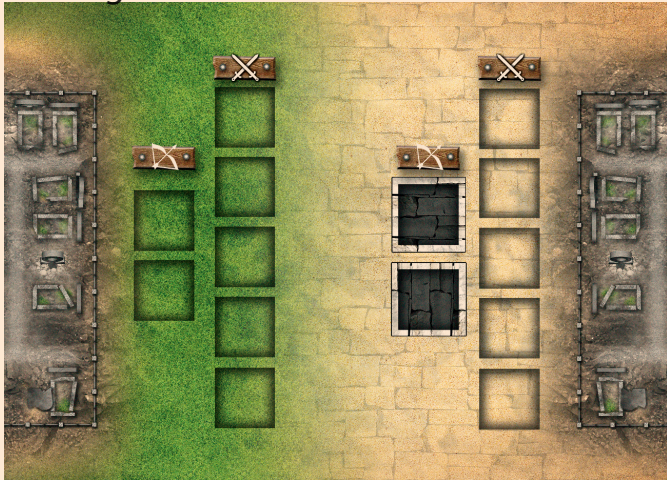


Siege combat occurs in cities or camps only. Use the city/camp side of the Arena display. Towers may only be used if constructed (place a control marker as a reminder).

Depending on the number of defending ranged combat units, there are three possibilities:

1. No defending ranged combat units or no towers are constructed:
Consider both towers as breached and the combat is treated like in open terrain.

2. One defending ranged combat unit (if more they have to wait for the breach) and one tower is constructed:
Only ranged combat units (all attacking and those in towers) may attack each other until the tower is breached. After breaching combat is treated like combat in open terrain.

3. Two defending ranged combat units (if more they have to wait for the breach) and both towers are constructed:
Only ranged combat units (all attacking and those in towers) may attack each other until one tower is breached. After the first tower is breached, combat is treated like combat in open terrain. The second tower may be breached later on.

Ranged combat units inside unbreached towers will receive only the half of the dealt damage achieved by the attacker (round up).

### 8.7.1 Breaching Towers

In phase 7 of the battle sequence an attacking hero may select to breach a tower. He rolls a number of D6 depending on his level plus one D6.
If the total is equal to or greater than the current defense strength of the city/camp structure, the tower is destroyed; place a red Destroyed marker next to the appropriate tower and eliminate all defending units immediately.
If the sum is at least equal to half the defense strength, the city defense is damaged. Place a yellow Damaged marker. and defending units in the tower lose half of their strength

(round fractions up).
A second damaged results in destruction of the tower.
If the sum is less than half of the defense strength, there is no effect.

If the hero is unable to breach a tower at all, he may withdraw (8.9).

*Designer's Note: A level 1 or 2 hero is not able to do any damage against a city with 40 SP.*

## 8.8 Change of Initiative

Non-initiative players with a hero may try to change the initiative at the end of each combat round. Roll a D20, if the result is equal or lower his initiative value, he immediately gets the initiative.
Only ONE try is allowed per combat per hero.

## 8.9 End of a Combat Round and Withdraw

Once all possible units of both players have attacked and all hits have been distributed, the combat round ends. Players with heroes may withdraw, the attacker decides first. If both stay, another round of combat is performed. To perform a successful withdraw, a hero have to roll below or equal to his/her initiative value.

The defender is not allowed to withdraw from a city/camp under siege. If at any point there are no units of one side on the board, combat ends and the other side is the winner.

If a side with a hero wins a combat, he receives experience points (8.11) and may resume movement, if he has MPs left (7.1.1).

If a hero withdraws:
1.     return surviving units back to the hero display
2.     his turn ends immediately
3.     he and his army must retreat to the hex from which they entered combat, or if he was the original defender, into any adjacent hex except the one the attacker came from
4.     Neutral defenders (guards) will be moved to their original hex and stay <u>active</u>
5.     <u>he receives no experience points</u>

## 8.10 End of Combat

If there are units of only one side remaining, the combat is over. Distribute EP for heroes. Return units back to the hero display.

## 8.11 Experience Points

Experience points (EP) are calculated depending on the number of defeated units. Record these points on your hero display. The hero receives one EP per kill of a unit achieved and 10 EP if an enemy hero is killed.

A hero can spend 10 EP to advance to the next level, (see Hero Level Table). It is possible to advance more than one level in a turn.
Additionally, for each level the player may raise <u>one</u> of his 4

basic values (Attack, Defense, Movement, Initiative) by one level permanently, per level increase.

Mark all changes accordingly. If the hero loses or withdraws, he does not lose, or gain, any EP.

### 8.12 Conquest of Cities/Camps or Resources

If a city or camp is conquered, there is a possibility of capturing resources. Roll for each resource on the Conquest Table (see chart). Use the column of the appropriate resource and the number of resources before combat began. In all cases round up ALL fractions (i.e. 2,1 rounds up to 3). Captured resources are immediately transferred to your own city/camp display. Remaining resources will be left in the captured city/camp, the display is moved to its new owner. All facilities except the  military buildings (Hamlet to Garde) and the basic defensive works (5SP in case of a camp/ 10SP in case of a city) are destroyed. The  one basic gold income is immediately available.

All facilities except military buildings may be constructed in a conquered city/camp.

If a Resource is conquered see 9.1.

### 8.13 Defeat of a Hero / Player

If an enemy hero was defeated, his equipment may be captured by the winner. Chose an equipment. Then roll a die, on an even roll the equipment is captured and can be picked up by the new owner, on an odd roll the equipment is unusable and removed from play.

If an enemy player was defeated, his/her cities/camps become neutral and are treated like they were conquered. Also his reource hexes revert to neutral (if these are attacked in the future roll on guards table as usual). Also his recruitment points revert to or stay (if never activated) neutral. Remove any level 1 units of the player and place an amount 1 marker in that hex. This place from now on collects level 2 mercenary units according to other recruitment points. On a first come first served base other heroes may collect the amount marker in that place and transform them into level 2 mercenary units.

Play Note: This is the onlypossibility that mercenaries are used in the basic game. See 17.1 if using advanced rules.

### 8.14 Movement after Combat

If a hero has MP available (as a reminder, you might wish to place an amount marker representing remaining MPs on the combat hex) after a successful combat (i.e. no withdrawal), he may use the remaining points for further actions.

## 9.0 Conquest/Control and Collecting Resources

### 9.1 Conquest/Control of Resouce Hexes

If a resource hex is conquered, place an appropriate control marker.

If another player enters a resource hex which already has a control marker, there will be no neutral guards. The owner can chose to garrison the hex with his own units.

If there are no defending units or after a successful combat (which is possible only after the conditions of 7.2 are fulfilled), the new owner places his control marker on the resource hex.

### 9.2 Collecting Resources

During turn 4 of the Sequence of Play (6.0) players receive resources  from resource hexes they control and record this accordingly on one of  their city/camp displays. Each resource



hex generates one resource point. Also players collect 1 gold per city/camp (3.2) plus one gold for each city/camp Improvement plus one gold for each Trade Place/Storehouse.

## 10.0 End of Operations

If all players have executed turns 1 to 4 for three times, (i.e. 3 sequences have been played), proceed with production.

## 11.0 Production

### 11.1 City/Camp Improvements:



All players simultaneously decide what improvements they wish to make in each city/camp (4.3).

See the city/camp display for what resources are required for each facility.  Certain facilities may only be built if certain prerequisites are fulfilled.

To improve a facility, pay the cost and place a control marker in the appropriate space. The player does not need to use all of his resources, he may save some for later use(4.3.7).

### 11.2 Acquiring Units:

Also you can acquire new units. They MUST be placed in the appropriate city, where they may be picked up by a hero and then placed on his hero display. They may not be moved by themselves. In captured cities/camps only original units may be acquired. These MUST stay in their city/camp for the rest of the game and may not be moved!

New heroes may arrive in city/camp hexes (4.1).

### 11.2.1 Unit Acquirement Cost:

The level of the unit (yellow value) is the amount of gold you have to pay for that unit.

**Exception**:

Level 5 units cost one additional crystal and
Level 6 units cost two additional crystals.
For the cost of and arrival of heroes see 4.1.

# 12.0 Clean Up and End of Round

- 3. Players fix the number of turns at the start (5.3.3).
  After that goal is achieved check the following
  three categories:

- 
- I: Number of controlled resources



Clean Up the map:
- remove all Outpost Visit markers
- increase the number of units in Recruitment Points
  by adding one level 1 unit at each active
  Recruitment Point or one level 2 mercenary in the
  ones of eliminated players
- Guards on the map will be reinforced, place an
  additional unit corresponding to the unit with the
  lowest level. Each appropriate stack is enhanced by
  one.

Victory /Game End Check:
Check if a game end condition has been met (12.1).

Otherwise proceed to the next round.

## 12.1 Victory Conditions

There are different possibilities to win or lose the game:

- 1. You lose immediately, if your capital is conquered
  and occupied until the end of the current round. This
  is also the case, if your second hero fails to
  reconquer your home city/camp within the current
  round (4.1)
- 2. You lose immediately, if both of your heroes were
  eliminated at any time in the game.

II: Sum of both hero levels
III: Total Strength of army (including mercenaries)
   (Count: level x number of units).
The player who wins the most number of categories
wins the game. If more players have the
same maximum , its a draw.

Example:
Amazons control 5 resources, her heros have level 6 and 2,
the army consist of 7 level 1, 3 level 2 and 4 level 3 units for a
total value of 25.
Knights control 6 resources, his heros have level 4 and 1, the
army consist of 6 level 1, 4 level 2 and 5 level 3 units for a
total value of 29.
Barbarians control 3 resources his heros have level 5 and 0
(not appeared in this game), the army consist of 3 level 1, 6
level 2 and 1 level 3 units for a total value of 18.
Barbarians win no category, Amazons win catgeory II,
Knights win category I and III and the game.

# Advanced Rules

## 13.0 Advanced Rules Note

Advanced Rules are printed in blue script.
Players may agree before the game starts to add any of the Advanced Rule(s). All of these rules are optional.

## 14.0 Advanced Glossary and Abbreviations

Here you will find the most important terms and abbreviations of the Advanced Game:

Attacker: is the active player or reaction player / guard of a step during combat

Defender: is the non-active player or the non-reaction player of a step during combat

HP: Honor Point (19.21)

MP: Movement Point (used to move units in combat or heroes on the map)

Quest: Mission or Adventure (17.2)

## 15.0 Additional Terrain Rules

## 15.1 Impassable Terrain
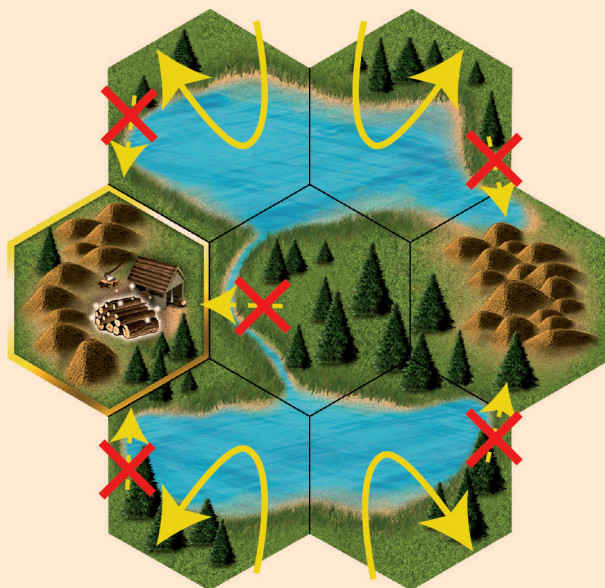


Certain hexes have impassable terrain on some hex sides and passable terrain on other sides. These hexes can only be entered via passable hex connections.
It is also forbidden to cross hexes with an impassable border. Impassable border are water borders of lakes, unbridged rivers and mountain ranges with white peaks.  A rule of thumb is, if at least 50% of the border consists of passable terrain, movement is possible. If not, these hexes are impassable and must be circumvented. That means either

moving back to the former hex or another eligible hex on a different hextile.
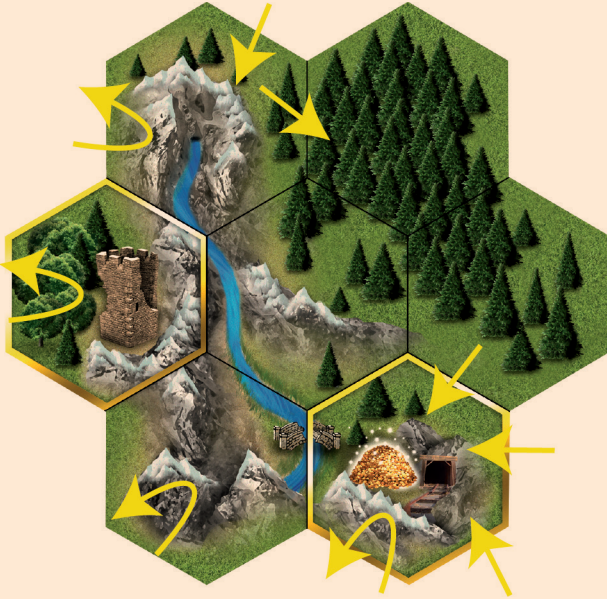


Examples of numbered Terrain tiles explain, where Movement is not possible.

## 15.2 Rivers and Bridges:

Rivers may be crossed only at intact bridges. Repairing destroyed bridges will be covered in a future Heroes-vs-Warlords expansion.

## 15.3 Mountain Ranges, Lakes:



There is a distinction between Mountain (brown/grey) and Mountain ranges (white peaks). Mountain ranges and lakes may not be crossed and are Impassable Terrain (15.1).

## 15.4 Holy Places (Wells):



If a hero stops movement on a holy place, all remaining MPs are lost. He may now chose between four alternatives:
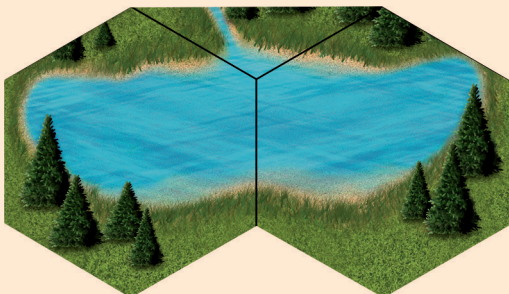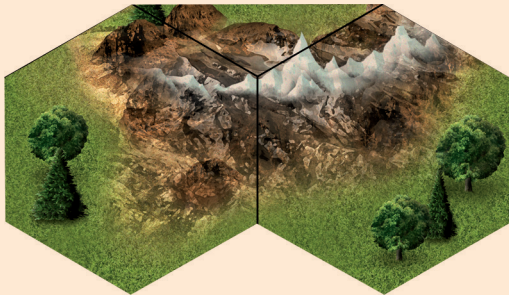1. Gain EP by rolling a D6 and add these points to your total
2. Gain HP by rolling a D6 and add these points to your total
3. Use your full number of MPs immediately again
4. Roll on Outpost Table and gain the appropriate resources.

Place a Hero Visit Marker as a reminder that a holy place may be used only once per round. Remove the marker in the clean up phase.

## 15.5 Roads



If a road connects 2 hexes, road movement is possible, even through by otherwise forbidden terrain. Use road movement cost.

## 15.6 Terrain Movement Cost

| | |
|---|---|
| Clear: | 1 MP |
| City: | 1 MP |
| Desert: | 1 MP |
| Holy Place: | 1 MP |
| Road: | 1 MP |
| Hills: | 2 MP |
| Woods: | 2 MP |
| Mountain: | 3 MP |
| Hex with Camp inside: | Other Terrain in Hex |
| Lakes inside Hex: | Other Terrain in Hex / Impassable* |
| Mountain Range: | Impassable* |
| Rivers: | Impassable except across intact bridges, then Other Terrain in Hex |

* Impassable if the restrictions of 15.1 are in effect

## 16.0 Advanced Heroes and Hero Display

In addition to the basic values now heroes possess 3 skills: Trade, Military Experience and Diplomacy, which may also be increased.

Also Honor Points may be collected and used (19.21).

## 16.1 Skills of Heroes

At the start of the game, the values of all skills are always 0. Each time a hero achieves a new level, one skill point is received and distributed to one of the three skills. This skill is permanently raised by one level.

### 16.1.1 Trade

Each time a hero collects a resource at an outpost, the amount will be increased by his Trade skill level.

### 16.1.2 Military Experience

Once per combat a hero may reduce the number of hits (kills) which one stack of units has suffered corresponding to his skill level. This may immediately be done after seeing the result. If there are fewer hits (kills) the remaining points are forfeited.

### 16.1.3 Diplomacy

Just prior to a combat where neutral units are involved, a hero may execute diplomacy. Once per combat, chose one stack of neutral units. A Barbarian hero may chose a stack of level 2, 4 or 6 units, a Knight or Amazon may chose a stack of level 1, 3 or 5 units. According to his skill level appoint that number of hits (kills) to the stack. If eliminated these units award EPs, if the hero wins the ensuing combat.

*Designers Note: the distribution for the races is done in that way because of the relationship between the independents and the races.*

# 17.0 Advanced City / Camp Display

In comparison to the Basic Rules now skills of heroes, gaining quests, acquiring of mercenaries and special buildings will be added to the game.

## 17.1 Hiring Mercenaries



Mercenaries are level 2 close combat units that can be recruited in a tavern or in eligible hexes on the map. Each hero may have only one stack of mercenaries in his army at any time. Mercenaries can not be used to guard any resource hex.

### 17.1.1 Hiring Mercenaries in a Tavern
One mercenaries cost 1 gold.

### 17.1.2 Receiving Mercenaries on the Map

Mercenaries may be picked up at Recruitment Points of defeated enemy players (8.13).

### 17.2 Gaining Quests in a Tavern

A future Heroes vs. Warlords expansion will regulate how quests can be acquired and executed. This will be done with cards and you will need a tavern in your city to acquire a quest.

## 17.3 Special Buildings

Every hero may drop of HP into a special building. These points may be used in case a city/camp is attacked and no hero is present. If a hero is present a player can chose to use the stored points and/or points from the hero. Stored HP may not be picked up.

Special buildings may not be reconstructed, if the city/camp was conquered at any time.

### 17.3.1 Blacksmith (Knight only)



Prerequisite: Enough Honor

Effect: In case of defense of the city, it is possible to strengthen your units. After the first complete combat round (8.9) the knight player may expend HP to improve the Attack Value of one or more stacks for the duration of this combat. He may distribute these points as he wishes except no stack may get more points than its level. Each stack may get this benefit only once per combat. Place appropriate amount markers above the stacks which represent the number of points as a reminder.

### 17.3.2 Shaman Tent (Barbarian only)



Prerequisite: Enough Honor

Effect: In case of defense of the camp, it possible to revive some of your units. After every complete combat round (see 8.9) the barbarian player may expend HP to revive one or more stacks. He may distribute these points as he wishes, except a stack may not be revived if it has been completely eliminated. Also each stack can be revived only once per combat. Each unit will cost its level in HP. Place a control marker below the stack as a reminder.

### 17.3.3 Temple (Amazon only)



Prerequisite: Enough Honor

Effect: When defending the city, it is possible to strengthen your units. After the first complete combat round (8.9) the amazon player may expend HP to improve the Defense Value of one or more stacks. He may distribute these points as he wishes except no stack may get more points than its level. Each stack may get this benefit only once per combat. Place appropriate amount markers above the stacks which represent the number of points as a reminder.

# 18.0 Advanced Movement

Heroes must obey all terrain rules of 15.0. If a hero has at least one MP remaining, he may always enter one final passable hex, and then stop. He may enter a terrain objective or attack enemies in that hex.

## 18.1 Advanced Movement of Camps

Camps must obey all terrain rules of 15.0, but may move at least one hex. Furthermore they may not enter terrain objective hexes at any time.

# 19.0 Advanced Combat

There are four different ways to perform Combat:

1.      Arena Combat with the Basic Hit System (8.1)
2.      Combat with Movement and Basic Hit System (19.1)
3.      Arena Combat with the Advanced Hit System (19.2)
4.      Advanced Hit Combat with Movement (19.3)

At start of a game, players should agree which method will be used. The methods are displayed in order of difficulty, being No 1 the easiest, and No 4 the most difficult.

*Designers Note: During the game, if all players agree, the system may be changed any number of times.*

## 19.1 Combat with Movement and Basic Hit System
This method uses the following combat rules from the Basic Game: 8.5, 8.6, 8.8 – 8.14.
In addition rules 19.4 – 19.11, 19.13, 19.17, 19.18, 19.20 and 19.21, except 19.17.1.2 will be used.

## 19.2 Arena Combat with Advanced Hit System
This method uses the following Arena rules from the Basic Game: 8.1 – 8.4, 8.7 – 8.14.
In addition rules 19.8, 19.14 – 19.16, 19.18 – 19.21 will be used.

*This is recommended for experienced players who want to save time on combat.*

## 19.3 Combat with Movement and Advanced Hit System

This method uses the following combat rules from the Basic Game: 8.8 – 8.14.
In addition rules 19.4 – 19.21 will be used.
*This is recommended for experienced players.*

## 19.4 Determination of the Battle Display
All combats will be executed on a two-sided Battle Display. Usually combats are executed in open terrain, except if it happens in a city or camp. Then use the side with the wall depiction on the battle display.

## 19.5 Advanced Deployment
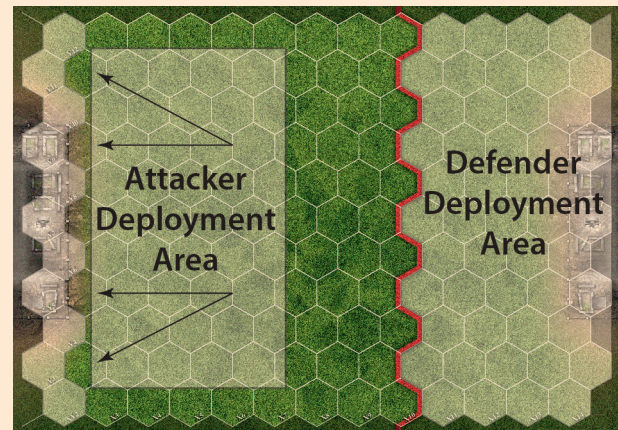


Both sides take their stacks from the hero display or place the guard stacks.
The defender deploys first. The area between the map edge and the red line or the wall (for the city) identifies the set-up area. Then the attacker deploys on the opposite side at the edge of the Battle Display. Half hexes are playable.

## 19.6 Advanced Combat Sequence

At the start of a non-Arena combat the defender has the combat initiative, the attacker starts as the non-initiative player. The Initiative may be changed during battle and the attacker becomes the defender (8.8). Each unit must always take an offensive action (19.7).

Conduct the following steps in combat:

1.      Movement or Ranged Combat of Ranged Attack Units of Defender
2.      Movement or Ranged Combat of Ranged Attack Units of Attacker
3.      Movement and/or Close Combat of Cavalry Units of Defender
4.      Movement and/or Close Combat of Cavalry Units of Attacker
5.      Movement and/or Close Combat of remaining units of Defender
6.      Movement and/or Close Combat of remaining units of Attacker
7.      Possible change of combat initiative (8.8)
8.      End of Combat round: hero withdraws (8.9) or continues combat.

Proceed with step 1 if both sides have units left.

Important:
At start of a combat, except in reaction movement situations, the active player is called the attacker. The other player is called the defender. These may change at certain steps.



## 19.7 Offensive Action

Each stack <u>must always perform an offensive action</u>, i.e. move at least one hex (which must decrease the distance to the nearest enemy unit) and/or execute ranged or close combat.

**Exception 1** : In siege combat, the original defender as well as attacking units beyond the orange line are not obliged to execute an offensive action.

**Exception 2** : If at any point during a combat a unit starts its movement adjacent to an enemy unit it is no longer obliged to execute an offensive action for the rest of this combat.

**Exception 3** : Defending units in a city/camp are not obliged to execute an offensive action.

## 19.8 Mercenaries in Combat

At any time during a combat a hero may try to persuade enemy mercenaries to defect. To do so HPs are necessary.

Procedure:
Count the number of enemy mercenaries. Decide how many HPs will be used and deduct them from the total. This is the number of mercenaries which will be affected.

Both players roll a D 20 and add the initiative value of their hero to the result. If the total of the subverting hero is higher than the owning hero's total, mercenaries equal to the HPs spent, defect to the subverting hero's army.
If the total of the subverting hero is lower or equal, the mercenaries run away and count as eliminated. In other words there is no way that the owning hero can keep this mercenaries.

Note that the other hero may use the same procedure to cause mercenaries to defect in the same combat including those that just defected to the other side. That procedure can be continued until the combat is over, or no more HPs can be spent or all mercenaries are gone.

If both sides have mercenaries in combat, pay attention through orientation of the counter or place a control marker.

Defecting mercenaries are placed with the mercenaries that the new owner already has. If the new owner has no mercenaries available they are placed on the battle display at the edge of the owning players side or in a vacant space if using the Arena. If the defection results in more than 20 mercenaries in a stack (remember that only one stack is allowed) the surplus units are eliminated.

## 19.9 Movement during Combat

If a unit is not in close combat or did not execute ranged combat, it is forced to move at least one hex (19.7). It may move up to the number of movement points printed on its counter (green value). Stacks may never enter a hex with other stacks, friendly or enemy.

If a unit enters a hex adjacent to an enemy unit it must stop and may execute close combat.

If a unit starts in a hex adjacent to an enemy unit, it must move away or attack. If the unit moves away, the <u>first hex</u> may not be adjacent to this or another enemy unit. After the first hex, it may enter another hex adjacent to the same or a different unit and can choose whether to execute close combat or not. In other words, it is not allowed to move from one hex adjacent to an enemy unit directly to another one of the same or different enemy unit (there must be at least one intervening which is not adjacent).

If a unit starts adjacent to an enemy unit and does not move away it must execute close combat immediately.
If the unit is adjacent to more than one unit, chose only one unit for close combat.

**Exception** units defending in a city/camp are not obliged to attack or move away.

## 19.10 Ranged Combat

Ranged combat units may fire <u>or</u> move.

If a ranged combat units wishes to execute close combat they will be moved in phase 1 or 2 of the combat sequence, but they get never support from a hero (19.13).

Designer's Note: For interest, it is not practical for any group of archers to move with bows drawn and ready to fire.

If ranged combat units wish to fire, determine if the target is within range. The maximum range of the unit is half to its attack value (round fractions up). The effect of the fire will be the attack value of the unit. See towers (19.17.1) for a slightly different calculation.

Example:



A ranged unit of the Barbarian faction has an attack value of 5. This results in a fire range of 3 hexes.

There are no obstacles or hindrances or other Line of Sight rules except in sieges (19.17.2).

Roll a D20 for each stack of ranged combat units and add their attack value to get the first result. At the same time the other player rolls a D20 without modifiers to get a second result.
Subtract the second result from first one to produce a total. If the total is greater than 0 the target is hit. If the result is 0 or negative there is no effect.
The number of hits depends on the number of firing ranged combat units in a stack. Each hit results in one kill (basic) or 2 hits (advanced).

## 19.11 Close Combat

Close Combat starts if enemy units are adjacent to each other and takes place in phases 3 to 6 of the combat sequence. Phases 3 and 4 deal with cavalry and phases 5 and 6 with foot units.
Depending on the phase the appropriate player states, which stack of units will attack which enemy stack and announces the sequence is before any dice are rolled.

## 19.12 Modifiers in Close Combat
If more than one attacking stack attacks a defending stack during a step, the following modifier applies to the defense value (DV) of the defender only:

| | |
|---|---|
| vs the 1$^{st}$ attacker: | 0 |
| vs the 2$^{nd}$ attacker: | -1 DV |
| vs the 3$^{rd}$ attacker: | -2 DV |
| vs the 4$^{th}$ attacker: | -3 DV |
| vs the 5$^{th}$ attacker: | -4 DV |
| vs the 6$^{th}$ attacker: | -5 DV (maximum) |

A single stack can only attack one enemy stack at one time. Resolve each attack separately and in order determined by the active player.

## 19.13 Ranged Combat Units in Close Combat
Ranged combat units have major disadvantage in a close combat situations. Their defensive value remains unaltered but their attack value is halved, <u>rounded down</u>. Neither the attack nor the defense value may be altered by a hero.

## 19.14 Advanced Close Combat Resolution
Follow the same procedure as in the basic rules (8.5). The difference to the basic system is that hits are not equal to kills.

Both sides roll a D20. The attacker adds all applicable modifiers (also ones from the basic method). The defender has to roll equal or higher to prevent a hit. If he fails, he receives a number of hits corresponding to the number and level of units in the attacking stack.

If the defender rolls higher than the attacker, the attacker is hit. In this case the attacker receives a number of hits according the number and level of units in the defending stack.

See 19.15 for resolving the damage.

In case the final result is 0, nothing happens.

Each unit deals as many hits as its level.
Level 1 may deal 1 hit,
Level 2 may deal up to 2 hits,
Level 3 may deal up to 3 hits,
and so on...

Example: A level 5 unit with an amount of 3 deals 15 hits.

## 19.15 Advanced Hit System and Casualties

### 19.15.1 Advanced Hit System

Each unit may receive as many hits as its level.
Level 1 may receive 1 hit,
Level 2 may receive up to 2 hits,
Level 3 may receive up to 3 hits,
and so on...

If maximum hit points are inflicted the unit is eliminated.
Always eliminate as many units as possible.
If a unit is not eliminated, place a hit point marker with the achieved number of points.
If there are more hits than units remaining, the surplus hits are lost.

Hits will not alter the Combat values of a unit, these will be retained until a stack of units is eliminated.

Example:



The attacker has 5 units of level 1, the defender has 3 units of level 2.
To determine the attack factor, use the attack value of the level 1 units (3) and the attack value of the hero (3). This results in an attack total of 6.

The defender has a defense value of 3 and because no hero is present it remains at 3.

Subtract the defenders total from the attackers total to receive a modifier (which can be negative if the defender's total is higher ). In this example the result +3.

Both sides roll a D20. The attacker rolls a 9 and adds the modifier of +3 for a total of 12. the defender rolls an 11.
So the defender loses by 1 and gets 5 hits (= number of attackers).



The defender has to distribute the 5 hits among his units. To fulfill the first 4 points, two level 2 unit are eliminated. The fifth hit will be applied to the remaining unit, which is marked by a Hit 1 marker. This has no effect on its values. If the units survives the combat, it will automatically be healed (19.19). Each player places defeated enemy units in his graveyard. The winner of the battle will collect EPs from these kills (19.20).

### 19.15.2 Casualties in Combats (Graveyeard)
Both sides of the battle board contain a Casualty section. When an opponent unit is killed, place it in one of the 6 graveyard squares. After combat collect EPs and return the units to the appropriate player. These units may be acquired again during production.

## 19.16 Attrition and Advanced Withdraw

### 19.16.1 Attrition/ Hits in Return
If a stack receives four or more hits in close comat (never in ranged combat), the other side will automatically take hits in return due to attrition. This simulates losses (damage) to the winner.

1-3 Hits: No effect
4-7 Hits: Winner receives one Hit in return
8-11 Hits: Winner receives two Hits in return
12-15 Hits: Winner receives three Hits in return
16-19 Hits: and so on...

Example:
6 level 1 units attack one level 6 units and win the combat. This results in 6 hits, but they receive one hit in return. So one level 1 unit is also killed.

### 19.16.2 Advanced Withdraw
If a hero likes to withdraw after a combat round he has to roll lower or equal than his initiative value. This is modified by the difference between the two initiative values of both heroes.
A DR of 1 is always a success.

## 19.17 Advanced Siege Combat

Siege combat occurs in cities or camps only. Use the city battle display. It works the same way as other combats, including the deployment, except for the following:

– no unit may be placed or move onto a wall hex (but wall hexes count for the determination of ranges in ranged combat)
– the original defender gets a modifier in a city hex (including towers) in ranged or close combat:
  +1 DV (Basic Defensive Works)
  +2 DV (Step 1 Defensive Works)
  +3 DV (Step 2 Defensive Works)
– the original defender and attackers beyond the orange line do not need to execute an offensive action (19.7)

### 19.17.1 Towers
Only ranged combat units may be placed in constructed towers.
A ranged combat unit in a tower receive only half of the damage (round down) it would otherwise receive.

Ranged combat units within towers may only be attacked by enemy ranged combat until an adjacent wall pieces is destroyed or an adjacent hex from within the city is available.

Ranged combat units in a tower may use range combat into the adjacent hexes and are never forced to execute close combat. Units in towers have no effect on enemy movement.

Units in towers receive the defensive bonus of cities/camps (17.0).
If no tower was built, all units must be set up in city hexes.

### 19.17.1.1 Ranged Combat units firing from Towers (Basic Combat System)
If a ranged combat unit fires from a tower it uses the values from the Basic system.

### 19.17.1.2 Ranged Combat units firing from Towers (Advanced Combat System)
In addition to 19.17.1.1 each ranged combat unit can deal exactly one point of damage to stacks of units beyond its printed maximum range anywhere on the map. (see next side)

Example:
4 level 3 ranged combat units in a tower with an attack value of 5 fire have 3 different  two level 6 units as targets. If they fire and hit at range 9, they will deal 4 damage points, if they fire at range 5 they will deal 6 damage point (which is one kill), if they fire at range3 they will deal 12 damage point (which result in two kills.
(See example above)

### 19.17.2 Wall Hexes and LOS
Ranged combat between city/camp hexes and open ground hexes is not possible. Only after firing and target unit are both either in open or in city hexes they can fire at each other, a notable exception to this are towers.

### 19.17.3 Sallies from the City/Camp
The defender of a city/camp may sally through the drawbridge hex. Its not allowed to stop on the wall hex, instead the unit havo to move through it.

### 19.17.4 Breaching Wall Hexes
Every hero posses some catapults which are assumed to be positioned outside the battle display. In his first available phase, the attacking hero selects one wall hex and places a control marker there.

Now proceed with the to hit procedure. Check for accuracy of catapult fire and roll a D20. If the result is equal or lower than the initiative value of the attacking hero, the designated hex will be hit. If the result is higher than its initiative value, the enemy player may adjust the marker and determines a new target as following:
Defensive Structure of the City/camp Level 1: 0 hex
Defensive Structure of the City/camp Level 2: up to 1 hex
Defensive Structure of the City/camp Level 3: up to 2 hexes

Note that already breached wall hexes may not be chosen!

Then check the result on the target. The hero rolls a number of D6 depending on his level plus one D6.
If the total is equal to or greater than the defense strength of the wall structure, the wall in the target hex is destroyed;

place a  Destroyed/red marker.

If the sum is at least equal to half  the defense strength of the wall structure, the wall is damaged in the target hex. Place a Damaged/yellow marker.

If the sum is less than half of the defense strength of the wall structure, there is no effect.

If a wall is damaged another damage result will destroy the wall.

A destroyed wall may not be attacked again by breaching. Furthermore it does not count as a city hex and has no defensive value.

## 19.18 Advanced Combat with Neutrals

If in a combat with neutrals, there is no combat initiated after 5 rounds, the combat ends and the attacker must retreat. Combat Action means any unit has executed a ranged or close combat.

## 19.19 Advanced End of Combat

Also all surviving units remove their hit markers, they are considered healed.

## 19.20 Advanced Experience Points (EP)

Experience points (EP) are calculated depending on the number of defeated units. Record these points on your hero display. The hero receives one EP per kill achieved, if he wins the combat. In contradiction to the Basic Game it costs level x 10 EPs to promote one level (see table).

Each eliminated unit generates as many EP as the level value of the unit.

A hero can exchange EPs to advance to the next level, (see Hero Level Table).  It is possible to advance more than one level in a game turn.

Additionally, for each level the player may raise <u>one</u> of his 4 basic values (Attack, Defense, Movement, Initiative) and <u>one</u> of his skills (Trade, Military Experience, Diplomacy) by one level permanently, per level increase.

Mark all changes accordingly.

If the hero loses or withdraws, he does not lose, or gain, any EP.

## 19.21 Honor Points (HP)

Each defeated enemy stack also generates HP for the winner if a hero is involved in the combat, see Honor Table on the Chart.

HP can be used to attempt to persuade mercenaries to defect in combat (19.8) or to use with special buildings (17.3)

## 20.0 Clean Up and Turn End

In addition to the Basic Game in the Clean-Up Phase:
• 　　　remove Hero Visit Markers from Holy Places (15.4)