# RULE BOOK

Game contents:
5 Countersheets with Game Pieces
16 Different Maptiles of the Game World
4 x Home Location Tiles (one per race)
1 Rulebook
3 City Displays
8 Leader Displays (two per race)
1 x Combat Display (two-sided)
2 x Player Aid Cards
1 x General Records Track
18 x Special d6 (9 red, 9 blue); 1 x d12
172 Wooden Tokens
8 Plastic Stands
16 Mini-Cards (Equipment, Capability, Defeated)

1.0 Introduction

Heroes (Knights, Amazons) vs Warlords (Barbarians, Necromancers) is a fantasy wargame set in the world of Pangea. Pangea is inhabited by clever Amazons, mighty Knights, wild Barbarians, scary Necromancers, and neutral Guards. The Guards protect the treasures which can be found in Pangea. The world of Pangea is largey unexplored. Vast lands, where no civilized soul has ever been before, are waiting for you.

Are you up to the challenge? Will you gain new riches for your empire? Will your army crush the enemy hordes? Or will you fall victim to the monsters that are hidden in the various towers, ruins and mines scattered across the land.

Heroes vs Warlords is about the eternal struggle for supremacy. In this 2 to 4 player game you get the chance to see if you succeed. Will you be the next ruler of Pangea?
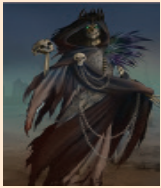
1.1 Rule Notes

Examples are printed in Green.
Designer's Notes are printed in Italics.

2.0 Components

2.1 Map Tiles

The game contains 4 types of Maptiles:
1. Home Location Tiles
The 4 Home Location Tiles represent the Home Location (starting area) of the race for each player (3.2).
2. Recruitment Location Tiles
The 3 Recruitment Location Tiles with its Recruitment Hex are Reinforcement spaces for Amazons, Knights, and Barbarians accordingly (3.3).
3. Basic Map Tiles
The 9 basic map tiles form the backbone of the game world.
4. Necromancer Special Tiles (3.3.7)
The 4 Necromancer Special Tiles (Vault 2, Transformer 1, Transformer 2, Graveyard) are only used, if a player chooses this race.

2.2 Leaders

Leaders consist of a:
1. Figure (with plastic stand). These 8 (2 per player) figures are used to move the armies over the game world.
2. Leader Display (associated to the figure).
These 8 displays are used to keep track of all game information of a leader and to store his army.

2.3 Units, Markers & Tokens

1. Units
Units are used to form the armies of the players. Neutral units are used to form the guards.
2. Markers & Tokens
The paper markers and the wooden tokens are used to record various game functions.

2.4 Other Displays

1. City/Camp Displays
These 3 displays are used keep track of the different functions of a city or camp.

2. Combat Display
This two-sided display is used for all combat situations, except quick combats.

2.5 Tracks & Charts

1. General Records Track
This track is used to keep track of the current round (8.0) and the current number of Experience and Glory Points (10.11). The phase track shows the current game pahse.
2. Player Aid Charts
There are two times 2 identical charts to represent all charts and tables of the game.

2.6 Minicards

The 16 Minicards (7.0) represent the Capability Cards, Desaster Cards and the Equipment pieces of the game.

2.7 Dice

1. Customized Dice
These 18 (9 red, 9 blue) dice are used to resolve combats.
2. 12-sided Die

This die is used for all other game mechanics.
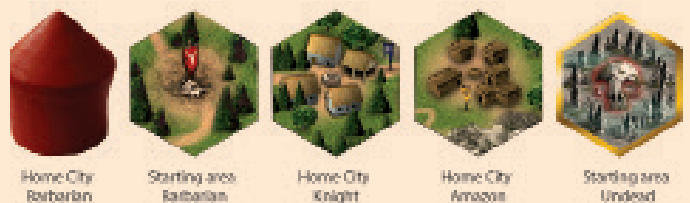
3.0 Game World

3.1 Map Tiles

The game world is created by combining a number of map tiles. Each map tile consists of 7 hexes and has a North arrow on its backside. The backside of the players' home locations tiles have a colored edge. Many of the tiles contain objectives (indicated by hexes with a golden edge) like resources or ruins, where additional items can be found.

3.2 Home Locations

The Home Locations are the starting place of each race. Knights and Amazons have a City, Barbarians have a Camp and Necromancers have Vault 1. Cities have a City Display and camps have a Camp Display (6.0). Vault 1 has no display. It costs one MP to enter any City, or Vault (regardless of other terrain in that hex). Camps are a special case, the Barbarians pay 1MP, all other races pay the terrain cost instead.

Use the appropriate City/Camp side of the Combat Display if a City or Camp is attacked (10.1, 10.2.1, 10.2.2).
Cities and Camps will produce a base income of one Gold three times in a round during Phase 6 (8.0). Vault 1 did not produce anything, but may store SPs.
The Barbarian Camp will be initially placed on its home location tile. Afterwards the Barbarian player may move his Camp (9.4).

3.3 Terrain

3.3.1 Resources:


Crystal   Gold

Wood, stone, crystal and gold are the resources found in Pangea. Their hexes have a golden edge and are initially protected by guards (see Guards Table on Player Aid) until these guards are totally defeated. Place a Control marker on the hex after conquest. At this point the owning player may protect the hex with his own units.

 If you control one or more resources, add their value to the total on your City/Camp Display during Phase 6.

3.3.2 Recruitment Locations and Graveyards
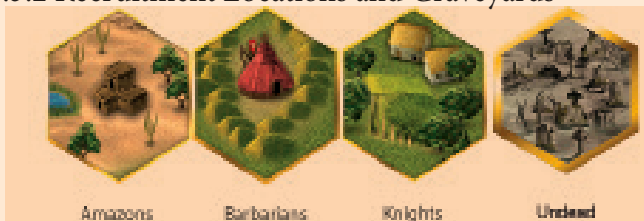
Amazons   Barbarians   Knights   Undead

3.3.2.1 Recruitment Locations

Each player has his own special hex containing a Recruitment Location, except the Necromancer, who has Graveyards.

At start of the game these hexes are inactive. As soon as a player enters his specific hex with a Leader, the Recruitment Location is immediately activated. Directly after activation, a Level 1 unit is created. It may be placed on the Leader Display immediately.

Form a new stack if possible, or place it with other Level 1 units, if present.
Thereafter in Phase 8 of each Round (14.0) one additional Level 1 unit will be generated at each active Recruitment Location. These units can be picked up each time a Leader enters this hex. Enemy Leaders may enter and attack active Recruitment Locations, remove the current control marker and turn it to inactive again. If it is reactivated again, immediately place a Level 1 in that hex.

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.

3.3.2.2 Graveyards

The Necromancer owns 2 Graveyards which work in the same manner as a Recruitment Location.

3.3.3 Ruins

Ruins are always guarded (see Guards Table). The guards have to be defeated to gain benefits of ruins.

 In case of a victory against the guards, draw the top card from the Equipment minicard deck. Place it next to your Leader Display (7.3).

 The ruin becomes now a regular hex without any function for the rest of the game. Indicate this by placing an "Explored" marker in the hex.

3.3.4 Towers

There is 50% chance, that towers are guarded (see Guards Table). After defeating the guards, if any, the Leader improves either one of his abilities or one of his skills by one point. Every Leader may gain the benefit from every tower once per game only. It is possible that guards will appear for one player, but not for another.

 After using its effects, place an appropriate Leader marker on the hex. This is a reminder, that this specific Leader may enter that hex later without any further effect. During a game, other Leaders may also visit that same tower, check for guards again, improve one of their abilities/skills, and place an appropriate "Leader" marker.

3.3.5 Outposts

Outposts are always unguarded. The first Leader who enters one in a round, will receive a random Resource (roll on the Outpost Table). Place a "Visited" marker as a reminder that this outpost may not be used again this round. There is no effect, if a leader enters this hex later. The Necromancer will simply put a "Visited" marker in the hex without any effect.

Remove a "Visited" marker, wich is placed on Outposts or Holy Places in the clean-up phase (14.0).

3.3.6 Holy Places (Wells)

If the Leader decide to pass through, nothing happens. If a Leader stops movement in a Holy Place, keep all remaining MPs including points by any movement ability.

He then rolls a d12:
1-2: Receive 1 Gold, no effect for the Necromancer.
3-4: Gain +1 MPs.
5-6: Gain +2 MPs.
7-8: Gain +3 MPs.
9-10: Gain 1 additional Resource per mine in possession of the player, no effect for the Necromancer.
11-12: Gain EPs according to a halved d12 (round up).

Place a "Visited" marker as a reminder that a Holy Place may be used only once per round. Remove that marker in the clean up phase.

3.3.7 Necromancer Special Terrain

3.3.7.1 Vault 1
The starting loaction (Vault 1) of a Necromancers also serves to store SP (10.7).

3.3.7.2 Vault 2
Vault 2 can be discovered by any player and also serves to store SP (10.7).
The Necromancer can place his second leader at any time during his turn onto Vault 2, if the Duty of Peace has ended or another player already owns his second leader.

3.3.7.3 Transformer
A Necromancer has 2 Transformers. SPs can be stored here, be picked up by a Necromancer leader and transformed into units. SPs in Transformers can be eliminated if an enemy enemy leader enters the transformer, but the leader also loses 2 units. Also SPs from combats may be placed here (10.7).
If any other player has constructed his tavern or the Duty of Peace has ended, every Necromancer leader may raise one ability and one skill in a Transformer. Place a Leader 1 or 2 marker as a reminder, that this only posible once per transformer per game.

3.3.7.4 Graveyard
A Necromancer may have up to 2 Graveyards, see rule 3.3.2.

3.3.8 Other Terrain
Terrain like clear, woods, mountains, paths, rivers, bridges, mountain ranges, or lakes have no special effect. Their movement costs are explained in the Movement rules (9.0).

3.3.9 Starting in an Outpost or Holy Place
If a leader starts his movement in an outpost or holy place where the visit marker is just removed due to clean-up, he does not need to spend any MPs in this hex to get the bonus of it.

4.0 Leaders

4.1 General Rules
Each player owns up to two leaders, which are represented by a figure. They are called either "Leader 1" or "Leader 2". All information about a leader is shown at his leader display. Leaders may move along hexes in the Game world, execute reaction movement (9.3.2), and fight against other Leaders or Guards. The two leaders of a player may temporarily stack, but not <u>end</u> their movement in the same hex!

4.2 Leader Displays
The Leader Display contains boxes for the army of a Leader, and shows his 3 abilities: Attack (Axe & Sword), Defense (Shield), and Movement (Runner), his 3 skills: Initiative (2 Figures), Leadership (Laurel Wreth), Special Skill (various Symbol), and his Experience Level (Circle with Arrow up).

The values of Ability, Skill, and Experience level will be increased during the game. Keep track of this with markers on the leader display and for his EPs on the GRT from the start.

4.2.1 Army and Soul Boxes
The upper half of a Leader display consist of his army boxes. The 4 darker boxes are the basic ones, which may be used from the start. The additional two brighter boxes may be used, if the skill leadership is enhanced.

The picture in the box shows the type of units which may be placed there: Ranged combat, Mounted, or Close Combat units. The two brighter boxes may be used for any type. In the A **maximum of 10 units** may be placed as a stack in each box.

Only units of the same level may be stacked together. **No more than 2 stacks may have the same Level.** Record the number by a marker, which is placed beneath the unit.

Once placed, units may only be rearranged on the Leader Display, if:
1. the leader occupies a City, Camp, Vault, or objective hex.
2. two leaders of a race temporarily occupy the same hex.
3. after a combat, including avoid battle.

In these cases units may be rearranged freely, new stacks may be formed, and units be dropped off and/or be picked up.

A Necromancer Leader has a Box for Soul Points, where he can store up to 10 SPs.

4.2.2 Experience Level
A leader starts the game with an Experience Level of 0. During the game he may collect EPs, which are tracked on the GRT. Each time he has enough EPs to reach the next level (see table), do all of the following (see also 10.12.1):
- Improve your Experience Level by one point,

- Improve one of your abilities by one point,
- Improve one of your skills by one point.

4.3 Leader Abilities
Each leader starts with a printed value for Attack, Defense, and Movement, which may be increased permanently with each level.

4.3.1 Attack
The number shows the current Attack value, which represents the number of combat dice used in combats.

4.3.2 Defense
The number shows the current Defense value, which represents the number of combat dice used in combats.

4.3.3 Movement
The number shows the current Movement allowance, which is used to move the leader on the game world.

4.4 Leader Skills
In addition to the abilities, Leaders have 3 skills: Initiative, Leadership and a Special Skill for each race. Each leader starts with a printed value, which may be increased permanently like abilities.

4.4.1 Initiative
Initiative can be used in various game situations:

4.4.1.1 Start of the Game and a Round
At start of the game (this includes the first round) and during phase 1 of each round, beginning with round 2, a player adds the Initiative value of one of his/her leaders to the die roll.

4.4.1.2 Reactions and Avoid Battle
If during movement an enemy leader moves adjacent to your leader, you may react (9.3.2). Roll a d12 and if the result is equal

to or lower than your Initiative value, you have successfully reacted. It is possible to react once per newly entered adjacent hex, until one attempt is successful. See rule 9.6 for how to use Initiave rolls in case of avoiding battles.

4.4.1.3 Initiative at Start of a Combat
At start of each combat, a leader may use his Initiative value to determine who gains the Initiative (10.2.4). Add the Initiative value to a d12 die roll. Guards and units without a leader add the level value of the unit with the highest level and the number of stacks to the d12. Highest roller gains the Initiative. Reroll ties.

4.4.1.4 Rerolls during Combat
Once per combat a leader may try reroll all of his own dice, or all of the enemy dice (10.5.5). After seeing both results one or both leaders (declaration by combat initiative player first) may chose to reroll the attackers or the defenders dice. If both sides like to reroll, determine the order by a separate Initiative die roll.

Procedure: The leader rolls a d12 and if the result is equal to or lower than his Initiative value, the attacker or the defender dice will be reolled and the new result will be applied.
Each player can announce only one reroll attempt, whether successful or not, per combat.

4.4.2 Leadership
The number in the Leadership box shows, how many of the two light blue army boxes in addition to the 4 dark blue basic boxes are released, i.e. can be used to store units. Note that these boxes are suitable for any kind of units.

4.4.3 Special Skills
4.4.3.1 Military Experience (Knights only)
Once per combat a Knight Leader may reduce a number of hits before they will be applied. He selects one stack of units that has

suffered hits. The hits will be reduced according to his current Skill value (maximum of 6). This may immediately be done after seeing the result. If there are fewer hits, there is no further effect.

4.4.3.2 Fury (Barbarians only)

Once per combat a Barbarian Leader may increase the number of hits before they will be applied, but deduct one for each Shield or Knight rolled by the enemy. He selects one stack of units that has achieved at least one hit. The hits will be increased according to his current Skill value (maximum of 6). This may immediately be done after seeing the result. If there are more hits than can be taken by the enemy stack, they are forfeited. It is not possible to apply additional hits on other units stacks.

4.4.3.3 Cleverness (Amazons only)

Once per combat an Amazone Leader may reroll a number of combat dice. Select one stack of units that has conducted ranged or close combat. After seeing the result, you may reroll a number of chosen dice up to the Skill value (maximum of 6). Every die may be rerolled only once. Apply the new result.

4.4.3.4 Creating Undeads (Necromancers only)

After victory in combat the Necromancer may raise eliminated units from the dead, transform them to undead and add them to his army. The basic ability of 1 is increased by one for each Necromancy skill level, called live point. The maximum amount of live points obtained is equal to the losses of the enemy army. Only as many units of the enemy army consist of units higher than level 1, they can be raised. Costs are equal to their level. There are 2 restrictions. The level of the created undead unit may not be higher than:
1. the highest level unit of the defeted enemies AND
2. the highest for purchase available unit of any other player.

Example: In a combat the Necromancer eliminates 2 level 1 units, 1 level 2 unit, and 1 level 3 unit. That is a total of 7 live points. The Necromancer has a Neceromancy skill of 3 and can raise a maximum of 4 live points. Possible combinations 2 level 1, 1 level 2; or 2 level 2; or 1 level 3 , 1 level 1. Other combinations like 4x1 level are not allowed because only 2 level 1 units have been eliminated.

4.5 The Second Leader

Each player owns up to 2 Leaders. The first Leader is placed at start of the game in his Home Location. There are two possibilities to receive the second Leader:

- The player receives him for free after the Tavern has been built and places him into his Home Location/Camp, OR
- If still available and the first Leader dies, the player places him with an army worth of 10 Gold or 10 SP into the Home Location for free.

Optional Exception: If the first Leader is killed at the same time as his Home Location is conquered, place the second Leader plus units with a value of 10 Gold or 10 SP within 4 hexes of the just conquered Camp/City/Vault 1.

Necromancer Exception: See rule 3.3.7.2. for how a Necromancer gets his second leader.

4.6 Revival of a Leader

If a leader is killed (10.13), he can be resurrected by a payment of 3 Gold or 3 SP (from anywhere) during a production turn. If a player has no other Leader left and less than 3 Gold/SP, he pays all remaining Gold/SP, even 0!
The resurrected leader will be placed immediatly in his Home Location/Camp/Vault 1 with all his values retained. If still occupied by an enemy leader, place him in an adjacent hex. The resurrected leader may not attack or be attacked until the end of the next round. Guards may attack and be attacked normally.

4.7 Leaders and Sieges

A number of dice according his level will be used during Sieges (10.8.3.3).

5.0 Units

Units form the armies and are stacked in the boxes of a Leader display (4.2.1) or are used as guards (5.1). There are three unit types: 1) Ranged Attack units; 2) Mounted units; 3) Close Combat units.
Ranged Attack units always possess level 3. Mounted units always possess level 5. Additionally Amazons and Guards possess level 2 mounted units. The remaining are Close Combat units.

Units belong to a certain race, which is shown by its color (Amazone = yellow, Barbarian = red, Knight = blue, Undead = black). The number shown is its level from 1 to 6. The symbol is its unique ability (explained in 5.2 and 10.5.6). An overview of all units is given at the end of the rules (page 21).

5.1 Guards

Guards (grey colour) will protect resources, ruins and possibly towers. The benefits of these hexes can only be gained when all guard units have been completely defeated (11.11).

5.2 Special Abilities of Level 2 Units

5.2.1 Knights:

Level 2 Knight units have one extra die if defending, whether in ranged or close combat.

5.2.2 Barbarians:

Level 2 Barabrian units are ranged combat units for the first time (dice roll) they are attacked by enemy ranged combat units, or if they attack themselves. After that, they become regular close combat units for the rest of the combat.

5.2.3 Amazons:

Level 2 Amazons are mounted units. They have no special ability, but will attack in the Mounted Combat Phase, i.e. before close combat units.

5.2.4 Necromancers:

Level 2 Necromancer units are called Zombies. They are slower than all other creatures. Therefore Zombies, in contradicton to the usual sequence of play, are always the last units to attack, regardless whether they are attackers or defenders. But if at least one unit is killed by a stack of zombies during a combat, add 1 unit to that Zombie stack at the end of that combat. This can happen only once per stack per combat (place a marker as reminder if necessary).

6.0 City / Camp Displays

The City/Camp Display contains an overview of all available facilities. Place control discs on constructed ones. Also use this display for recording resources.

Note: The Necromancer has no city/camp display.

In detail this Display:
- is used to track the actual number of resources by using tokens,
- shows the sequence and prerequisites for constructing facilities or defensive works and the specific resources, which are needed for their construction,
- shows the army facilities in their sequence of development,
- depicts some special buildings.

Note: Facilities and Construction costs may vary from race to race!

6.1 Defensive Works (DW)

6.1.1 City Walls/Corrals

Each city/camp always possess an intrinsic DW (Level 1) which can be improved by two more levels. This is shown by the printed control marker.

Combat Effect: If a stack within an intrinsic city wall or a stationary camp receives a hit, reduce the number of hits by 1. If a stack within an intrinsic corral of a moving camp receives a hit, there is no effect.

Step 1: The improvement of a city wall (Amazons, Knights) or a corral (Barbarians) cost the shown resources. The effect is to improve from level 1 to level 2. Place a control marker as reminder.
Combat Effect: If a stack within a level 2 city wall or a stationary camp receives a hit, reduce the number of hits by 2. If a stack within an level 2 corral of a moving camp receives a hit, reduce the number of hits by 1.

Step 2: If step 1 is completed, step 2 for further improvement becomes available. The construction costs are shown on the respective display. The effect is to improve from level 2 to level 3. Place a control marker as reminder.
Combat Effect: If a stack within a level 3 city wall or a stationary camp receives a hit, reduce the number of hits by 4. If a stack within an level 3 corral of a moving camp receives a hit, reduce the number of hits by 2.

6.1.2 Towers

Towers serve two purposes, they add hits to stacks of ranged combat units and produce resources. A maximum of two towers per City/Camp may be constructed. They may be destroyed in a siege.
The construction costs are shown on the respective display.

Combat Effect: Each stack of Ranged combat units located in a tower deal an additional hit per constructed tower.
Income Effect: Each tower produces one stone or wood resource (depending on its symbol) per income phase.

6.2 Army Facilities and Development

The designation for the army facilities are the same for all races. These facilities, except Hamlets, must be constructed in sequence.

6.2.1 Hamlet
Hamlets are completed in Home Locations from start on. The Control marker is already printed.

Effect: Recruit one Level 1 unit per 1 Gold.

6.2.2 Barracks

Prerequisite: Hamlet
Effect: Recruit one Level 2 unit per 2 Gold.

6.2.3 Shooting Range
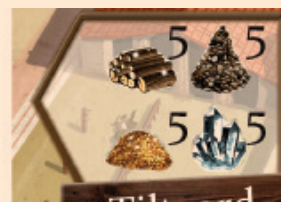
Prerequisite: Barracks
Effect: Recruit one Level 3 unit per 3 Gold.

6.2.4 Academy

Prerequisite: Shooting Range
Effect: Recruit one Level 4 unit per 4 Gold.

6.2.5 Tiltyard

Prerequisite: Academy
Effect: Recruit one Level 5 unit per 5 Gold and 1 Crystal.

6.2.6 Garde

Prerequisite: Tiltyard
Effect: Recruit one Level 6 unit per 6 Gold and 2 Crystal.

6.3 City/Camp Administration and Improvements

City/Camp administration are Town Halls, City Halls and Palace. They will be improved in that order.
The base income of a city/camp (i.e. 1 Gold see 3.2), the 3 city/camp improvements and a storehouse may generate a maximum of 5 Gold per sequence. So a maximum of 15 Gold is possible per city/camp per round.

6.3.1 Town Hall

Prerequisite: None

Effect: Earns 1 Gold per income phase

6.3.2 City Hall

Prerequisite: Town Hall

Effect: Earns 1 Gold per income phase

6.3.3 Palace

Prerequisite: City Hall

Effect: Earns 1 Gold per income phase

6.4 Trade Facilities

6.4.1 Trade Hall

Prerequisite: None

Effect: Trade 3 resources of one kind (Gold, Crystal, Stone, Wood) for one other resource of your choice.

6.4.2 Storehouse

Prerequisite: Trade Hall

Effect: Trade 1 resource of one kind (Gold, Crystal, Stone, Wood) for one other resource of your choice. Earns 1 Gold per income phase.

6.5 Other Buildings

6.5.1 Training Area

Prerequisite: None

Effect: Each Leader may visit the Traning Area once per game. Place his Leader 1 or 2 Visit marker as a reminder. Raise one ability and one skill of your Leader by one each.

6.5.2 Tavern

Prerequisite: None

Effect: Receive a second Leader, without an army. Also an intrinsic militia garrison of 1 Lv3, 1 Lv2, and 1 Lv1 unit is raised. If the city/camp will be attacked, the player may add army points to this garrison depending on the round number, i.e. 3 points during round 3.

6.5.3 Temple

The temple is not used for now. With the expansion it allows players to receive Magic Spells here.

Prerequisite: None

Effect: This building functions as the magic center of the Amazons. It will be used with the expansion.

6.6 Resource Boxes

There are 4 Resource Boxes on each display, Wood, Stone, Crystal, and Gold. Use tokens to store resources in the appropriate resource box. Cubes are worth one point, discs are worth 5 points. The maximum of any one Resource may not exceed 20.

7.0 Minicards

There are 3 types of minicards in the game, Capability Cards, Defeated Cards and Equipment Cards.

7.1 Capability Cards

These cards are distributed in the capability phase of a round.

7.1.1 Master Cards

The player who has the most points in a category will get the appropriate card in the capability phase. In case of ties, nobody gets the card. All Master cards are played during the owning players turn and after use, the card is flipped to its used side. **Master cards must be used during a round!**

Master of Glory: Player with most GP.

Effect: Get 1 EP and appoint 1 GP to another player.

Master of Experience: Player with most EP.

Effect: Get 1 Gold or 1 SP or 1 Lv1 unit (to place it into one of your armies or city/camp/vault) and appoint 1 EP to another player.

Master of Trade: Player with most Resource objectives (graveyards, woods, stone, crystal, and gold mine).

Effect: Roll on the outpost table and add that resource to your city/camp. Appoint the same resource to another player or 1 SP into one of your armies or vault.

Master of War: Player with most Army points.

Effect: Get 1 Lv1 unit (to place it into one of your armies or city/camp/vault) and allow another player the same.

City Master: Player with most Defensive works and Facilities. Necromancer halves his current Soul Points to get a value.

Effect: Get 1 resource of your choice or 1 SP (to place it into one of your armies or vault) or repair 1 point of damage and allow another player to do the same.

7.1.2 Apprentice Cards

The player who has the least points in a category will get the appropriate card in the capability phase. In case of ties, nobody gets the card. All Apprentice cards are played during the owning players turn and after use, the card is flipped to its used side.

Apprentice of Glory: Player with least GP.

Effect: Add 1 step to a defensive works (place or increase nimber marker). Necromancer destroys above (remove or decrease number marker or place black disc to indicate hit.

Apprentice of Experience: Player with least EP.

Effect: Add 1 step to a defensive works (place or increase nimber marker). Necromancer destroys above (remove or decrease number marker or place black disc to indicate hit.

Apprentice of Trade: Player with least Resource objectives (woods, stone, crystal, and gold mine).

Effect: Add 1 step to a defensive works (place or increase nimber marker). Necromancer destroys above (remove or decrease number marker or place black disc to indicate hit.

Apprentice of War: Player with least Army points.

Effect: Add 1 step to a defensive works (place or increase nimber marker). Necromancer destroys above (remove or decrease number marker or place black disc to indicate hit.

City Apprentice: Player with least Defensive works and Facilities. Necromancer halves his Soul Points (round up) to get a value.

Effect: Add 1 step to a defensive works (place or increase nimber marker). Necromancer destroys above (remove or decrease number marker or place black disc to indicate hit.

7.1.3 Underdog Card

The player with the most apprentice cards gets the Underdog. In case of ties, nobody gets the card. But a "technical" Underdog is determined by a die roll for distributing guards (15.0).

Effect: Reroll any D12 or get 1 more die in 1 combat segment. May be used 4 times during a round, even for the same purpose.

7.2 Desaster Cards

A player, who's army is completely eliminated or when his start city or camp is conquered, will suffer a desaster. In this case, the player draws 2 Desaster cards, keeps one and discards the other. Their benefits are used when applicable and the card is discarded. Reshuffle the discard pile if necessary.

7.3 Equipment Cards

Equipment cards may be gained in ruins only (3.3.2)

8.0 Set-Up

First each player choses a race, either Knights, Amazons, Barbarians, or Necromancers. Chose a scenario (Standard (7.1-7.3) or other (19.0)). Take your pieces (leaders, units, displays, tokens, markers, and the home location tile).

8.1 Game Length

The game length depends on the number of players. There are 6 rounds in a 2-player game, 8 rounds in a 3-player game and 10 rounds in a 4-player game.

Players may agree before game start to any other number of rounds if they like to have a longer or shorter game.

8.2 Leaders, Armies, Resources, Markers

8.2.1 Leaders:

Each player choses one of his Leaders with whom he likes to start.

8.2.2 Armies:

To create a starting army the player gets 20 gold. Chose from level 1, level 2 or level 3 units. A maximum of 3 units of level 3 may be purchased. The cost of a unit depends on its level. Any remaining gold is lost.

Example:
3 units of Level 1 cost 3 Gold .
4 units of Level 2 cost 8 Gold .
3 units of Level 3 cost 9 Gold .
for a total of 20 Gold.

The purchased units will be placed on the Leader Display in vacant available sections. Place units with different levels into different sections and a number marker beneath them to represent the number of units.

Necromancer only: Build an army consisting of 20 SP, with a maximum of 3 level 3 units. The remaining SPs are used to purchase level 1 and/or level 2 units. Unused SPs are forfeited.

Example of a level 2 unit with a number marker, this represents 2 level 2 units and costs 4 gold total.

8.2.3 Resources:

Additionally, each non-Necromancer player starts with 4 Gold, 3 Stone and 3 Woods.

8.2.4 Markers:

Place the Duty of Peace marker (10.2) according to the game length in the correct box of the GRT.

Put the EP markers of each active leader and the GP marker of the player in Box 0 of the GRT.

Place the Round marker in Box 1 of the GRT. Place the Phase marker in Initiative Box of the Phase Track.
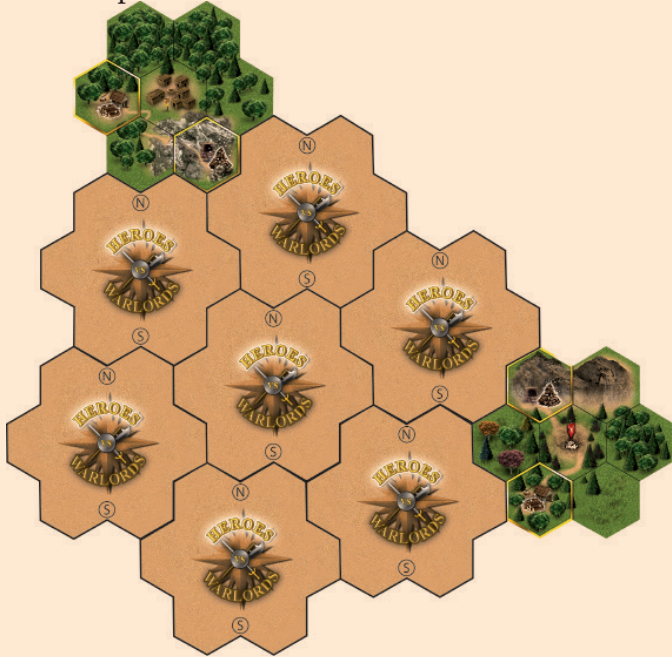
8.3 Game World

The game world is created by selecting hex tiles and may vary from game to game.

8.3.1 Number of Terrain Tiles

Besides the Home Location tiles, use a minimum of 3 random basic map tiles per player, and the Recruitment Location tile of each race.

If a Necromancer takes part, make sure to add the 4 Necromancer special map tiles. If no Necromancer takes part, make sure that these tile are <u>not</u> added.

8.3.2 Preparation of the Game World

Set aside the home location tiles from the other terrain tiles. Shuffle the terrain tiles (8.3.1) 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 of each tile and all tiles must have the same orientation. To legally place the tile (except for the first two tiles), it must have a link to at least 3 hexes from other tiles. After all tiles have been placed, the home location tiles are placed by the owning player, the first active player (7.4) begins, then clockwise, anywhere at the edge of the game world.

A Home Location tile may not be placed directly adjacent to the Home Location tile of another player.

Place Leaders and Camps into the starting location on their respective home tile.

8.4 Initiative at Start of Game/Round

Initiative will be determined before the game starts. The winner will place his Home Tile first during the preparation of the Game World (8.2.2) and be the first active player in round 1. The other players follow in clockwise order.

At the start of each round, the Initiative will be determined anew in Step 1 (9.0).

Procedure: Each player choses one leader, rolls a d12 and adds the Initiative value of that leader. The player with the highest total becomes the first player. Reroll ties until one player achieves a higher result. After the first active player is determined, the next player(s) follow(s) in clockwise order.

9.0 Sequence of Play

The game is played in Rounds and Phases. A Round consists of the determination of the initiative, followed by a number of phases (depending on the number of players), production, clean up and victory check. The games ends, if one player achieves the automatic Victory Conditions (16.1) or after the appropriate number of rounds have been played (16.2).

Cycle of a Round:

1. Phase 1: Determine First player by initiative roll (8.3)
2. Phase 2: Underdog rolls for Random Event (not in Round 1)
3. Phase 3: First active player executes Leader movement and combat or pass.
4. Phase 4: Second active player executes Leader movement and combat or pass.
5. Phase 5: (3-player game only, otherwise skipped) Third active player executes Leader movement and combator pass.
6. Phase 6: (4-player game only, otherwise skipped) Fourth active player executes Leader movement and combat or pass.
7. Phase 7 Random Events Phase: First player rolls on the Random Events table and executes the result.
8. Phase 8 Income Phase: Every player collects and records income of their resources simultaneously (13.2). The Necromancer receives one SP, which he distributes like in rule 11.7.1.
9. Phases 3 to 8 form one sequence. Repeat these phases two times, to complete three sequences (namely every player has three movement and combat phases in each game round), then proceed to Phase 9.
10. Phase 9 Capability Phase (...). Check for all 10 capabilities and the Underdog. Distribute them accordingly and execute them in turn order.
11. Phase 10: Production Phase (14.0)
12. Phase 11: Clean Up (15.0)
13. Phase 12: Check automatic Victory Conditions (16.1)
14. Phase 13: If no player fulfills the automatic Victory Conditions, the round is finished. Start the next round, unless you have finished the last round of the game (16.2).

8.1 Recording Rounds and Phases on the GRT

Use the General Records Track to record the current Round and Phase. This will be helpful as a reminder if the play is interrupted.

10.0 Movement or Pass

10.1 Movement of Leaders

The active player moves his leaders in the game world (together with his armies located on the Leader Display). A Leader must have at least one unit on his display at start of his movement.

Otherwise he may not move. **Units without a leader may not be moved by their own.**

Current number of MP is 6

10.1.1 Movement Points (MP)
Use the current number of Movement points shown on the Leader Display at start of a movement. The terrain costs depend on the terrain the leader crosses or will be moved into:

Hex Features:

Clear:	1 MP
City, Vault, Hex with a Camp (Barbarian only):	1 MP
Objective Hex (see Glossary):	1 MP
Desert:	1 MP
Hills:	2 MP
Forest:	2 MP
Mountain/High Mountain:	3 MP
Lakes inside Hex:	Other Terrain in Hex
Discover new Tile:	2 MP (regardless of terrain)

Hexside Features:

Rivers:	+2 MP
Bridges:	negate effect of River

At start of the movement a leader may always move one hex. Otherwise a leader may enter a hex only, if he has enough MPs. But see also 1 lees MP movement table.

10.1.2 Bridges
If an intact bridge connects 2 hexes disregard the additional +2 MP for crossing a river.

10.1.3 Movement and Resource Hexes
If any Leader enters a Resource hex for the first time (only), it will be activated. Roll a d12 to determine the strength of the guards. If enemy units appear in the Resource hex, continue with the combat procedure (10.0). If a Resource was activated previously, and there are guards remaining, a reaction of them into adjacent hexes is possible (9.3.1). Also in every hex where guards survive, they will be strengthened by one unit per Round (see 14.0).

10.1.4 Discover new Tiles
Undiscovered terrain tiles may be entered during a move. Announce the exact hex into which the Leader will be moved. Pay 2 MPs and flip over the terrain tile to its frontside and ensure the orientation (north) is correct by checking the backside. Then place the leader in the appropriate hex of the newly discoverd tile and gain 1 EP. The terrain does not matter in this case, it is always 2 MPs, even the entered hex is mountain.
If the hex entered contains a ruin, a tower, or a resource hex, the leader <u>must</u> engage the guards (if any) in a combat or avoid battle automatically (9.6, 10.0).

10.1.5 Insufficient MP
If a player has not enough MP to enter a new hex, but has at least 1 MP remaining, may try his luck and roll on the Insufficient MP Table. Execute the result accordingly.

10.2 Duty of Peace
You are not permitted to attack another player until the Duty of Peace ends.
The Duty of Peace ends immediately, if either all hex tiles have been discovered, or more than half of the game rounds (16.2) are finished. For example in a 3-player game place the Duty of Peace marker on round 5 of the GRT. This means from round 5 on attacks between players are allowed.
Before the Duty of Peace ends, units of different players may at no time occupy the same hex and reactions and combats are not allowed. Also the occupation of enemy controlled Resource hexes, Recruitment Locations, and Transformers is forbidden, but moving through is allowed. Enemy cities, camps and vaults may not be entered.

If the Duty of Peace ends, all restrictions of this rule immediately end.

Additionally the Necromancer may place his second leader into vault 2 and can start to improve his ability/skill at a transformer. Starting on round 4 the necromancer can acquire level 3 units, starting on round 5 he can acquire level 4 units, starting on round 7 he can acquire level 5 units, and starting on round 9 he can acquire level 6 units.

10.3 Reaction Movement
10.3.1 Reaction of Guards
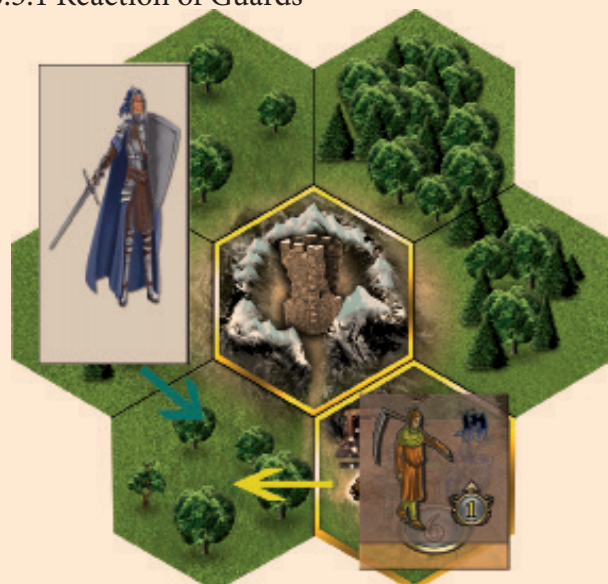
If a Leader enters a hex adjacent to already present guard units, a reaction occurs.
Exception: Guards may not react into cities/camps/vaults.

One reaction attempt is made per stack of guards per phase (10.3.1.1). If more than one stack of guards may react, check for the stack with highest level units first (in case of ties roll a die). Only one stack may react at a time, so if the first reaction succeeds no further check is made. If a reaction is successful, a

battle is immediately resolved in the leader's hex. If not, game play resumes, but no more attempts can be made by the same stack of guards this phase.

It is possible that, due to an action of another player, guards appear in a formerly unguarded hex. If they are not defeated by that player, they immediately react versus already existing leaders (if more than one: chose by a die roll) in that hex. All recation attempts will be done by the player to the left side of the active player.

10.3.1.1 Check for Reaction
Determine the guard unit with the highest level in the stack. Then roll a d12 and consult the following table. If the result is within the numbered range, the reaction is successful. Otherwise the reaction fails. Only one attempt per guard stack per phase is possible.

	Level	Level	Level	Level	Level	Level
	1	2	3	4	5	6
1d 12	1 -2	1 -3	1 -4	1 -5	1 -6	1 -7

10.3.1.2 Successful Reaction:
If the reaction by guards is successful, they are placed on the Combat Display and will be commanded by the player to the left of the active player.

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

10.3.2 Reaction of Leaders and Units
If combat between leaders is possible (10.2), reactions become available. If a Leader enters a hex adjacent to an enemy Leader, that leader may react. He may also decline to react in the first instant, but may react later, if the enemy Leader continues its movement and moves to another adjacent hex.

The reacting player rolls a d12 using his Initiative value for the reaction attempt. If the die roll is equal to, or lower than the Initiative rating of the reacting leader, the reaction succeeds and a combat ensues. Otherwise there is no effect. A moving leader can only be subject to one reaction attempt per phase per enemy Leader per movement.

A successful reaction cannot cause another reaction by a different Leader. If more than one Leader qualifies for a reaction in the same hex and at least 2 Leaders want to react, only the leader with the highest Initiative rating may react. Use a die roll (modified by the Initiative value of the Leader) to resolve ties between leaders with equal Initiative ratings.
In case of successful reaction the moving leader stops his movement.

After the battle, a surviving reactive Leader is placed back on his original hex. A successful active Leader resumes his movement, if he has MPs available. Otherwise his movement is finished.

If the active leader is allowed to continue his movement,

reactions by other leaders are possible on other hexes.
In case a reaction of leaders and guards are possible at the same time, then the guards can only react, if all leaders decline or

have failed to react beforehand.

Units without a Leader, except guards, may not react by their own.

10.4 Movement of Camps
At start of his phase the Barbarian player decides about the mode of his camp. It can Motion or Stationary. Indicate this by flipping the camp to the star side for in motion, or the blank side for stationary. The mode cannot be changed until the start of the next phase of the Barbarian player.

If the camp is in stationary mode, it may not be moved, but gains the better DW effects (7.1).

If the camp is in motion mode, it suffers from the more worse DW effects (7.1), but it can be moved a maximum of one hex, before or after any Barbarian Leader moves. It may not be moved into an objective hex, except if the player controls it, and can not be used to explore a new terrain tile.
It may not be moved adjacent to a hex with active guards or an enemy Leader.
Exception: It is possible to move a camp adjacent to a Resource hex on the home location tile of the Barbarians regardless of the presence of an active guard. The guards may not react in this case.

A Barbarian leader located in a camp may move with it, provided he has not moved earlier in this phase. He keeps all his MP and can move thereafter. Otherwise he may choose to stay in the original hex and not move with the Camp or declines movement at all and stays with the Camp.

In the example above, the Camp has moved one hex. The Barbarian Leader has moved with the Camp and may now use his full movement allowance.

Should a previously unactivated resource hex be activated and there are guards remaining after combat, an adjacent Camp will be moved immediately one hex away from the guards by the owner of the camp.

10.5 Undefended enemy City/Camp
If a Leader enters a City/Camp which is undefended, it is immediately looted (10.12).

10.6 Avoid Battle

If an enemy active leader enters a hex of a another leader, that leader may attempt to avoid the battle. Roll versus the initiative value of the leader. If successful, withdraw like in rule 11.9.2. This can happen in a chain as long as the active leader has MPs available, or the withdrawing leader sues for peace (11.14).

If a leader enters a hex where guards appear, he has the opportunity to avoid battle, move back to his former hex and finish movement without combat. To achieve this, he has to roll lower or equal to his initiative value with a d12.
The guards are activated and will be reinforced as usual.

If a leader enters a hex immediately after the discover of a new Tile and guards could appear in the hex, the leader may instead avoid battle, retreats to the hex where he came from and ends his turn. **In this case there is no activation roll for the guards!**

A camp or guards may not avoid battle.

10.7 Pass

A player may chose to pass and do nothing except to collect 1 EP.

11.0 Combat

There are two locations, where combats may occur. These are Field battles and City/Camp battles. Battles in Vault hexes are considered Field Battles. The fighting itself will be executed by Ranged, Mounted, or Close Combat units.

If guards are involved, use the procedures of combats vs Guards (11.11). The player on the left side of the active player takes control of them.
Determine their strength by using the Guards Table.

11.1 Combat Display

First determine the battlefield. Battles in Cities/Camps will use the City side of the Combat Display and be resolved by the Siege Combat procedure (10.8). All other battles are considered Field battles. They use the open terrain side of the Combat Display.

11.2 Deployment

Take the stacks of units from the Leader Display. Guards will be set-up in the fewest possible number of stacks.

After each complete combat sequence players may bring in reserves and rearrange stacks (11.2.3).

11.2.1 Open Terrain

First, the stack(s) of Ranged Combat units of both sides, if any, will be placed in one or both boxes below the bow and arrow symbol. Then distribute the stack(s) of Mounted and Close Combat units in the other 5 boxes below the sword symbol on their side.

11.2.2 City/Camp Terrain

Arrange stacks below their appropriate symbols like in open terrain (11.2.1, 11.8.1).

11.2.3 Reserves and Rearrange stacks

If more stacks are available than boxes on the combat display, place remaining stacks in reserve. If there is a second round of combat, fill now empty boxes with stacks from the reserve.
Also stacks may be moved to a tower if it gets empty. Repeat this at the end of every combat round.

11.2.4 Combat Inititative

Before a combat starts, combat initiative has to be determined. The winner is the Initiative player, the loser the Non-Initiative player for the ensuing combat.

Procedure: Every player rolls a d12 and adds the Initiative value of his Leader to the die roll. Higher result wins, reroll in case of a tie. Guards and units without a leader have an Inititiative value of the number of the highest available level from any unit plus the number of availble stacks.

Example: Guards of 3 stacks with 1 Level 4 unit, 2 level 2 units and 8 level 1 units have an Initiative value of 7.

11.3 Combat Sequence

Combat will be resolved in combat rounds. Players determine an eligible stack and a target. The combat is executed in the following order:

1. Step 1: Determine Combat Initiative (11.2.4)
2. Step 2: Attack by Ranged Combat units of Iniative player
3. Step 3: Attack by Ranged Combat units of Non-Iniative player
4. Step 4: Attack by Mounted units of Iniative player
5. Step 5: Attack by Mounted units of Non-Iniative player
6. Step 6: Attack by Close Combat units of Iniative player

7. Step 7: Attack by Close Combat units of Non-Iniative player
8. Step 8: Attack by Zombie units (Necromancer only)
9. Step 9: Possible Breaching by a Leader in sieges only (11.8.2)
10. Step 10: End of Combat round: leaders may withdraw (11.9) (but not a defender in sieges!), or continue combat. Then fill up empty boxes with reserves if necessary and rearrange stacks (11.2.3).
11. Step 11: Proceed to the next round with Step 1 if both sides have units left on the Combat Display otherwise End combat (11.10).

11.4 Units in Field Combat

11.4.1 Ranged Combat
Stacks of Ranged Combat units may attack any opposing stack. Use the procedure in 10.5.2 for combats with Ranged Combat units.

11.4.2 Mounted/Close Combat
Stacks of Mounted and Close Combat units may attack any enemy stack of Mounted or Close Combat units, but each stack has to be attacked at least once, before one stack may be attacked more than once.

Enemy Ranged Combat units may only be attacked, if the attacking player has attacked every other stack(s) of Mounted/Close Combat units of the enemy player which is present at start of the current combat step.
If only enemy Ranged combat units are present, they may be attacked instantly. Use the procedure in 11.5.3 for combats with Mounted/Close Combat units.

11.5 Combat Resolution:

11.5.1 Combat Dice
1. **In all combats the attacker and the defender use combat dice according to the level of their units.**

Symbols in general:
1. Arrow = 1 Hit
2. 2 Arrows = 2 Hits
3. Fist = Critical Hit (equals 3 Hits)
4. Shield = 1 Evade
5. 2 Shields = 2 Evades
6. Knight = Critical Evade

2. Results of a Ranged Combat:
Attacker:
Each Arrow symbol = 1 Hit
Each Fist symbol = Critical Hit (equals 3 Hits), can be matched only by a Knight symbol = Critical Evade
Each Shield symbol = Evade (cancels 1 Hit) from fire by enemy Ranged combat units
Each Knight symbol = Critical Evade (cancels any one die) from fire by enemy Ranged combat units

Defender is a <u>Ranged Combat unit (including a Level 2 Barbarian unit in the first attack)</u>:
Each Arrow symbol = 1 Hit
Each Fist symbol = Critical Hit (equals 3 Hits), can be matched only by Critical Evade
Each Shield symbol = Evade (cancels 1 Hit) from fire by enemy Ranged combat units
Each Knight symbol = Critical Evade (cancels any one die) from fire by enemy Ranged combat units

Defender is <u>NOT</u> a Ranged Combat unit:
Each Arrow or Fist symbol = No effect,
Each Shield symbol = Evade (cancels 1 Hit),
Each Knight symbol = Critical Evade (cancels any one die)

3. In a Mounted/Close Combat the attacker and the defender use combat dice according to the level of their units plus any additional dice, depending of the attack or defense value of the participating leader.
The maximum possible number of dice used in a combat is 9! If a player would get more, treat each additional die as 1 Hit. These extra hits can be matched by appropriate shields, see below.

4. Results of a Mounted/Close Combat:
Attacker and Defender
Each Arrow symbol = 1 Hit,
Each Fist symbol = Critical Hit (equals 3 Hits) an be matched only by Critical Defense
Each Shield symbol = Defense (cancels 1 Hit)
Each Knight symbol = Critical Defense (cancels any one die)

11.5.2 Ranged Combat Resolution
In Ranged Combat a stack of ranged capable units fire at any target stack of their choice. Both sides use the combat dice.

Step 1: In order of combat sequence (10.3) a player choses one stack of his firing Ranged Combat units and a target. He rolls a number of dice according to the level of the firing units for a result. At the same time the other player rolls a number of dice according to his level, for his targeted stack to get a second result.

Step 2: If the target is a ranged combat unit (including level 2 Barabrians in the first attack), they return fire immediately, go to step 3. If the target is a mounted or close combat unit go to step 4.

Step 3: Both players roll their dice. Look for Knight symbols first. Each player who has rolled a Knight symbol immediately cancels one enemy die of his choice (preferably Critical Hits). Unmatched Critical Hits immediately deal 3 kills.
Thereafter all remaining Arrow and Shield symbols of both players are compared. Count all Arrow symbols of the firing player and deduct all Shield symbols of the targeted player. Any unmatched Arrow hit will achieve a kill.
Then count all Arrow symbols of the targeted player and deduct all Shield symbols of the firing player. Any unmatched Arrow

hit will achieve a kill. Go to step 5.

Step 4: Both players roll their dice. Look for Knight symbols first. If the targeted player has rolled a Knight symbol, immediately cancel one enemy die of his choice (preferably Critical Hits).

Unmatched Critical Hits immediately deal 3 kills.

Thereafter all remaining Arrow symbols of the firing player are compared with all Shield symbols of the targeted player. Any unmatched Arrow hit will achieve a kill. Arrow symbols of the targeted player and Shield symbols of the firing player are ignored.

Step 5: All eliminated units are placed in the casualty section and may generate SP (11.6.3).

Note: Leaders may not use any values in a Ranged Combat!

11.5.3 Mounted and Close Combat Resolution

Mounted Combat is a kind of Close combat, generally there is no difference, except that mounted combat units attack before other Close Combat units. At start of a combat step, chose one stack, which is not already a target. Only if all mounted/close combat stacks are already targets, remaining attacking stacks may attack ranged combat units or any stack a second or more times. Both sides use the combat dice in each encounter.

Step 1: A player choses one stack of his firing Close Combat or Mounted Combat units and a target. He rolls a number of dice according to his level plus the attack value of his leader (if any) to get a result. At the same time the targeted player rolls a number of dice according to his level plus the defense value of his leader (if any) for his targeted stack to get a second result.

Step 2: Both players roll their dice. Look for Knight symbols first. Each player who has rolled a Knight symbol immediately cancels one enemy die of his choice (preferably Critical Hits). Unmatched Critical Hits immediately deal 3 kills.

Thereafter all remaining Arrow and Shield symbols of both players are compared. Count all Arrow symbols of the firing player and deduct all Shield symbols of the targeted player. Any unmatched Arrow hit will achieve a kill.

Then count all Arrow symbols of the targeted player and deduct all Shield symbols of the firing player. Any unmatched Sword hit will achieve a kill.

Step 3: All eliminated units are placed in the casualty section and may generate SP (11.6.3).

11.5.4 Ranged Combat Units in Mounted/Close Combat

A Ranged combat unit may be attacked by Mounted or Close combat units only, if all other stacks of Mounted and Close combat units of its side have been attacked beforehand. In this case a Ranged Combat have one die less, but may add its Leader Defense value.

11.5.5 Rerolls

Every leader may try to reroll all attacking or all defending rolls once per combat. If he rolls equal to or lower his Initiative value, he announces, which side has to reroll. The new dice roll is valid instantly. Only one try per combat is allowed whether successful or not. Place a Reroll Used marker on the appropriate Leader Display as a reminder. In case both leaders like to reroll,

see 4.4.1.4.

Additionally Amazone leaders may use their special skill at any time once per combat (4.4.3).

11.5.6 Unit Symbols

Every unit has a black symbol on the upper right of its counter. These are the meanings:

(3 people): If the stack contains 8 to 10 units, get an extra die for all rolls.

(S): This reminds players of the special ability of Level 2 units (5.2).

(Black cube with -1): Ranged Combat units have one die less in close combat.

(Horse): Shows a mounted unit

(Shield): Deduct one hit in every combat round.

(Sword&Axe): Add one hit in every combat round.

Note: The Shield or Sword symbol means, that these units will achieve an additional hit/parry, even if no hit/parry was achieved by the dice. This additional non-critical hit must be parried, otherwise a hit is achieved. The additional parry will cancel one non-critical hit.

11.5.7 Bonus on Home Tile at Start

To enhance the chance of winning against the guards on a Home Tile at start add one die to every stack of units, even to the ranged combat units. This bonus is only available in the first turn of the first round.

11.6 Hit System

11.6.1 Hits and Kills

All unmatched Hits are treated as Kills. They work in the same way for Ranged, Mounted, and Close Combat.

Each stack of units, regardless of level, can sustain a number of Kills according the number in its stack. If all units in a stack are killed put the unit into the casualty section (11.6.2).

The number of units and the level limits the number of kills a stack can deal versus an enemy. Each level 1 unit can deal one kill maximum, each level 2 unit can deal 2 kills maximum and son on. For example, regardless of the dice result, a stack of two level 1 units can deal 2 kills maximum versus any enemy stack, whether a stack of 1 level 3 unit can deal 3 kills maximum vs any enemy stack.

Knight and Barbarian leaders may use their special skills (5.4.3.1, 5.4.3.2) to enhance or reduce hits at any time during combat.

11.6.2 Casualty Section, Experience Points for killed enemy Units
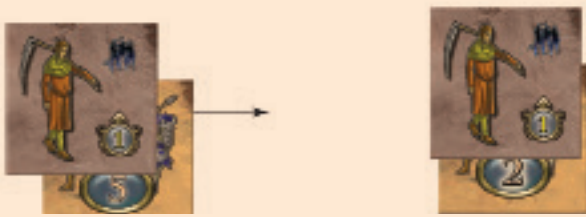
The Combat Display contains two casualty sections at the sides. When an enemy unit is killed, place it in the casualty section of

your side and vice versa.

Collect EPs after combat has been resolved (11.12), and return the eliminated units to the owning player. These units may be used again during production.

Example 1:

A successful attack by a stack of 3 level 3 Ranged Combat units achieves 4 hits versus 5 level 1 guards units. The guards are able to cancel one hit, so 3 unmatched hits are transferred into 3 kills. The stack consists of 5 units, of whom 3 are now eliminated and placed in the graveyard section.

Example 2:

The attacking level 1 unit will receive 5 extra dice from its attacking leader, whether the defending level 1 unit will get 4 extra dice from its defending leader.

11.7 Soul Points (SP) and Zombies

11.7.1. Soul Points

If in a battle without Necromancers units from both sides suffer at least one kill each, 2 SPs are generated. If only one side suffer at least one kill in that battle, only 1 SP is generated. After that battle, the 1 or 2 SP will be distributed between the 2 Vaults and the 2 Transformers, depending on which of these loacations are currently discovered, see below.

If only Vault 1 is discovered, place all SPs there.
If more than one location is available distribute the SPs using a d12:
In case of 2 Locations
1-6 is Vault 1 and 7-12 the other.

In case of 3 Locations
1-4 is Vault 1, 5-8 and 9-12 the other 2 respectively.

In case of all 4 Locations
1-3 is Vault 1, 4-6, 7-9, and 10-12 the other 3 respectively.

The Necromancer player has to announce, which die result belongs to which location beforehand.

The SP are placed on the map with an appropriate numbered counter. The Necromancer can pick up these SPs and transform them into units immediately, or store them in his Soul Box. Total the number of SPs and create units, not of a higher level than the most highest possible level of any other player or additionally see rule Duty of Peace (9.2).
1 SP can be transformed in a level 1 unit, 2 SP can be transformed in a level 2 unit and so on.

If an enemy leader enters a hex with lone SP, for example in a Transformer, these are immediately destroyed without combat, but the attacker loses 2 units of his choice.

11.7.2. Zombies

In a battle where a Necromancer inflicts at least 1 kill with a stack of Zombies (level 2 units), he gets 1 SP to this stack at the end of the battle.

11.8 Siege Combat

11.8.1 General Rules

Siege combat occurs in cities or camps only. Use the City/Camp side of the Combat Display. The defender places all his units, either from a present Leader and/or the Garrison box, first.

If a Leader is inside the city/camp be careful not to intermingle stacks from the leader display with stacks from the garrison box. Of cause these stacks may arranged immediately before the battle starts.

Ranged combat units are placed in boxes below the bow and arrow symbol. Turn them by 90 degrees, if they are placed in

a constructed tower as reminder to get the benefits (10.8.3.2). Mounted and Close Combat units are placed in boxes below the sword symbol.

11.8.2 Garrison Box

Units which are produced in a city/camp are placed in the Garrison Box. Units with the same level have to be put into one stack. Only if there are more than 10 units of a certain level, you may form the next stack. There is no stacking limit.

11.8.3 Defensive Works (DW) and Towers

10.8.3.1 Defensive Works

DW yield modifiers in sieges for units within cities/camps:
City Wall or Stationary Corral:
1. If Level 1 DW (Start Level): -1 hit per stack.
2. If Level 2 DW is constructed: -2 hits per stack.
3. If Level 3 DW is constructed: -4 hits per stack.
Corral in Motion:
1. If Level 1 DW (Start Level): -0 hit per stack.
2. If Level 2 DW is constructed: -1 hits per stack.
3. If Level 3 DW is constructed: -2 hits per stack.

11.8.3.2 Towers

Each stack of ranged combat units in a tower box enhances the hits by one for each stack.

11.8.3.3 Breaching Defensive Works

At the end of every combat round in step 9 of the battle sequence an attacking leader may select to breach a DW. He rolls a number of dice according to his level. One or more Critical Hits will reduce the DW by one level. If you try to breach a camp, you will get 2 extra dice.

Reducing a DW is the reverse process of building them. That means if a Level 3 DW is destroyed it becomes Level 2. If a

Level 2 DW is destroyed it becomes Level 1. If a Level 1 DW is destroyed it becomes Level 0 and there is no more any Bonus in defense.

You can destroy a DW by only one level per combat round. So even if you roll more than one Critical Hit, the DW is reduced only by one level. Reduce the DW marker immediately.

11.8.3.4 Breaching Towers

After a city wall or corral is breached, a leader may chose to breach towers in the same manner as a DW, starting the next combat round. Use the same procedure as in 10.8.3.3.

11.8.3.5 Aborting a Siege

A Leader can chose to abort the siege at the end of any round, for example a Leader with value of 0 has no die and may withdraw (10.9).

11.8.3.6 Destroyed Facilities after a Siege

Towers and DWs are the only facilities which can be destroyed in a siege. After the enemy has left the city/camp, these facilities may be constructed again, but at a lower cost for level 1 of the DWs. A city wall will cost 2 stone and 1 wood, a corral will cost 2 woods and 1 stone. Towers will cost the regular costs.

11.9 End of a Combat Round and Withdraw

11.9.1 End of a Combat Round

Once all eligible units of both players have attacked and all kills have been distributed, the combat Round ends. In case both sides have units remaining, players with leaders may withdraw, the attacker decides first. If both stay, another Round of combat is performed.

If any leader announces a withdraw (11.9.2), which is automatic, that combat is finished.
The original attacker decides first and if he withdraws, he moves back into the hex from where he entered the battle and finishes his phase. In this case the original defender remains in the battle hex.
Afterwards the original defender can decide to withdraw. He moves into an adjacent unoccupied hex, except to the one from where the attacker entered the battle. If there is no such hex, he cannot withdraw and the combat continues.

The original defender is not allowed to withdraw from a City/Camp under siege.

11.9.2 Withdraw

If a Leader withdraws:
1.   Return surviving units back to the Leader Display,
2.   He and his army must retreat to the hex from which they entered combat, or if he was the original defender, into any adjacent unoccupied hex except the one, the attacker came from.
His phase ends immediately.
Guards never withdraw.

11.10 End of Combat

Combat ends, when only units of one side remain. This can also happen after a withdraw. Return surviving units back to the Leader Display, or in case of Guards, back to their original hex. If an enemy leader is alone now, he is considered killed.

Award full EPs for a winning leader and half EPs for a losing leader (11.11.1) and Glory Points for a player (11.11.2).

In case both sides have completely eliminated each other, transfer all involved leader immediately back to their home location or camp. They are not considered killed.
If both sides will lose, both are considered the loser concerning EPs and GPs.

Award a Necromancer player zombies, if eligible. He may also use his special skill now (5.4.3.4).
If a Necromancer is killed he may save his stored SPs.

11.11 Combat vs Guards
11.11.1 General
Guards are defnding the treasures in the games. They will appear by a die roll on the Random Events Table or the Guards Table, depending on the terrain (Woodshex, Stonemine, Gold mine, Crystalmine, Ruin or Tower). The combat versus Guards is different from combat between heroes/warlords

11.11.2 Combat Procedure
Step 1: Special Combat Phase:
Only Guards mounted and range combat are used. Heroes/

warlords may only use stacks of range combat (including Barbarioan Level 2) units , mounted units and Knight level 2 units. Each stack has a level value which is added together to form a sum, which is the number of dice available. All stacks may use offensive and defensive results, execpt level 2 Knights, where only defensive reults are counted.

Compare the dice like in rule 11.5 to receive a result. Distribute hits like the following. Normally the owner of the units distributes the hits, but the enemy may choose one hit (any unit) for each stack of ranged combat units or mounted unit, if there are enough hits made.

Step 2: Check if one side is completely eliminated, in which case the combat immediately ends and the winner is the side with at least one unit remaining.

Step 3: Repeat the procedure for all stacks, which not have fought during step 1. Add also a number of dice corresponding to EP Value of the stack. Finally apply two automatic hits to both sides. The latter may be cancelled by any surplus shields.

Step 4: The side who has inflicted more hits on the enemy wins the battle. In case of a tie, the attacker looses and has to retreat. If the attack is successful, the remaining surviving guards are set aside on a pile. This pile will be distributed by the Underdog at the end of a round (15.0).
If the attack is unsuccessful, the remeining surviving guards are placed back on the hextile.

Step 5: End of Combat
If the guards are defeated outright, gain GP and EP corresponding to the guards table.
If the guards were at the map at the beginning of a heroes/ warlords move, and they were defeated, add 1 GP to the spoils of war.

Example: ...

11.12 Experience & Glory Points
11.12.1 Experience Points & Level Improvement
Experience Points (EP) are received due to several different actions, see table. A winner in a battle scores the full value, a loser scores half the number of points (round up the total). Record these points per leader on the GRT.

A Leader can spend a number of EPs to advance to his next Experience Level at the end of a combat (see table). It is possible to advance more than one level in one phase.

Additionally, for each Level the Leader may improve one ability and one skill. Chose from <u>one</u> of the 3 abilities (Attack, Defense, Movement) and <u>one</u> of the 3 skills (Initiative, Leadership, Special) and raise it by one Level permanently.

An ability or skill may not be raised directly in a row. Place a marker or token on that ability and skill as a reminder!

Mark all changes accordingly. They are in effect immediately. If the Leader loses or withdraws, he does not gain or lose any EPs.

11.12.2 Glory Points

Glory Points (GP) are received due to several different situations, see table. Also a hero/warlord winning against guards may gain GP, see 11.11 Step 5. Record these points per player on the GRT.

11.13 Loot of Cities/Camps or Conquest of Resources
If all defenders of a city/camp are eliminated, it will be looted and resources are captured. The victor gets half of all available resources (round up). Captured resources are immediately transferred to the City/Camp Display of the winner. Remaining resources, or all in case of a victorious Necromancer, are destroyed.

The winning leader has to leave the city or camp hex as soon as possible and may not attack that hex again during the current round.
After the enemy has left the city/camp the city wall/corral returns to Level 1, regardless of any damage.

If a Resource hex is conquered see 12.1.

11.14 Death of a Leader
If an enemy leader is killed, his Equipment may be gained by a winning leader. Chose an Equipment card and roll a d12. 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 game. Chose the next Equipment if there is one and repeat the procedure.
If a leader is killed, he can be revived (4.6).

11.15 Sue for Peace
After a lost combat versus another player or a lost siege a player may immediately Sue for Peace (SfP). SfP is treated like Duty of Peace, but only that player is affected.
The victories player who caused the SfP gains 2 GP, all other players gain 1 GP.
Place a SfP marker of that player on the GRT into the box for the next round. At the end of that round is finished, the SfP ends. SfP is possible once per game.

11.16 Movement after Combat
If a Leader still has MP available after a successful combat (not in case of withdrawal), he may use the remaining MP for further actions. As a reminder, you may place an numbered marker near the Leader on the map as a reminder of the remaining MPs.

12.0 Resource Hexes
12.1 Conquest & Control of Resource Hexes
If a Resource hex is conquered, place an appropriate Control marker. The owner may chose to garrison the hex with his own units.

Attention, when a Necromancer conquers a resource hex, this hex is permanently changed into a graveyard!

If another player enters a Resource hex, which already has a Control marker, there will be no Guards, but possibly enemy units.

If there are no defending units or after a successful combat, the new owner places his Control marker on the Resource hex. The latter is only possible if allowed by the conditions of 9.2.

12.2 Collecting Resources
During Phase 8 of the Sequence of Play (8.0) players receive one resource per controlled Resource hex, and one per constructed tower. Record them accordingly on their City/Camp Displays.

Also players collect 1 Gold as their basic income from a City/Camp (4.2), plus one Gold for each Town Hall, City Hall, Palace, or Storehouse.

Resources are tracked by wooden tokens. Each cube has a value of 1, each disk a value of 5 and each cylinder a value of 10.

A Necromancer reves 1 SP per controlled Resource Hex. Distribute them like in 10.7.1

13.0 End of Operations
If all players have executed Phases 2 to 6 for three times, (i.e. 3 sequences have been played), proceed with production (Phase 7).

14.0 Production
14.1 City/Camp Improvements:

Example:
The Amazone has improved her military facilities from Hamlet (at Start) to Barracks and then to Shooting Range and may now purchase Level 3 units.

All players simultaneously decide which improvements should be done in each City/Camp (6.0). If necessary use a screen. The City/Camp Display shows which resources are required for each facility. Some facilities may only be built if certain prerequisites are fulfilled.
Remember that a Hamlet and a City Wall 1 is already built from start on, this shown by a printed symbol.
To improve a facility, pay the cost and place a Control marker in the appropriate space. The player is not forced to use all of his Resources, he may save some or all for later use (6.6).

14.2 Acquiring Units:
You may also acquire new units. They MUST be placed on the appropriate Garrison box. These units may protect the city/camp in case of a combat or may be picked up by a Leader and then placed on his Leader Display. They may not be moved by themselves. New Leaders may arrive in City/Camp hexes (3.2) and are placed also into the garrison box.

14.2.1 Unit Acquirement Cost:
The Level of the unit is equal to the amount of Gold you have to pay for one unit.

Exception:
Level 5 units cost one additional Crystal and Level 6 units cost two additional Crystals.

14.2.2 Necromancer Soul Transfer:
The Necromancer may transfer SP into combat units at levels to whom he is allowed to, even in places without a leader. Once done, he may not undo this decision later.

14.3 Acquiring Leaders:
You may also acquire a previously killed leader (4.6) or the second leader by constructing a Tavern (4.5, 6.5.2). The Necromancer may get his second Leader after Duty of Peace ends, or anotherplayer has constructed his tavern.

15.0 Clean Up and End of a Round

Clean Up the game world:
- remove all Visited markers from Outposts (A)
- remove all Visited markers from Holy Places
- increase the number of units in Recruitment Locations by adding one Level 1 unit at each active one (B)
- Undefeated Guards in the game world will be reinforced. Place an additional unit by randomly determining one of the existing guards. Each appropriate stack is enhanced by one guard unit (C) in this phase.
- Defeated Guards will be distributed by the Underdog. He may not form more stacks than the number of players. The stacks may not be placed into or adjacent

to armies, cities or into objective or unexplored hexes.

Victory /Game End Check:
Check if the last game Round is finished or an Automatic Victory was achieved (16.1). Otherwise proceed to the next Round.

16.0 Victory

16.1 Automatic Victory

An automatic victory is immediately achieved, if one player has all 5 Master cards at one point during the game

16.2 Victory Conditions at Game End

At the end of Round 6, 8, or 10, depending on the number of players respectively, check the number of Master and Apprentice cards. The player with the highest number of Master cards wins the game, but every one Apprentice Card will nullify one Master card. If more players have the same maximum, thegame is a draw.

Example:
Amazons have 2 Master cards and one Apprentice card,
and Knights have 2 Master cards and two Apprentice card,
Barbarians have have 1 Master card, and Necromancer have 3 Apprentice cards, its a draw.

17.0 Glossary and Abbreviations

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

Abilities of Leaders:
The three abilities of each Leader: Attack, Defense, and Movement.

Attacker:
The active player or reacting guards/leaders during combat

Defender:
Is a non-active player, or non-reacting guards, or the active player (if a reaction has occured) during combat

Dice:
The 18 d6 are combat dice and used for Ranged and Close combats. The d12 is used for reaction and initiative.

DW:
Defensive Works (6.1)

Equipment Cards:
Equipment may be found in ruins (4.3.3). Place the acquired Equipment card next to your Leader Display. It stays there until the leader dies (11.13) or is captured.

EP:
Experience Point

GP:
Glory Points are important to win the game, see 15.2.

GRT:
General Records Track

Guards:
Guards protect Resource hexes, Ruins or Towers.

Hits:
Hits can be achieved in combat and be matched by shields. If they can not be matched, every hit is exchanged into a kill.

Home Locations:
Camp = "Mobile City" of a Barbarian Warlord (9.4).
City = The start location for the Knights and Amazons.
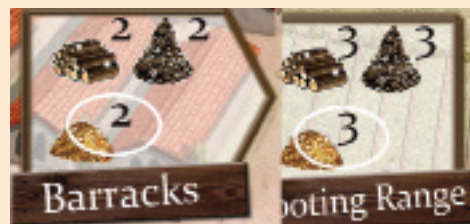Vault 1 = The start location for Necromancers (3.3.7.1).

Kills:
Result from unmatched hits. The number of Kills depends on unmatched dice in a combat.

Leader:
A Leader (Hero or Warlord) leads an army and has a display where to store his subordinated units.

LV = Level:

Depicts the cost of a unit. Leaders use their level during sieges. On the City/ Camp Display the level of the unit is equal to the gold price of the building needed to produce the unit.

MPs:
Movement Points are used to move Leaders on the game world.

Objectives:
Resource hexes, ruins, towers, outposts, recruitment locations, holy places, cities, and other hexes marked by a golden edge.

Phase:
Each Round consists of phases in which a player can take his actions like movement, combat, exploration, collecting Resources, etc. (8.0)

Round:
A Round consists of phases and an administration step, see 8.0.

Sequence:
Completion of 3 phases of each player.

Skills of Leaders:
Skills are advanced Leader abilities.

SP:
Soul Points are used by the Necromancer only (10.7)

SfP:
Sue for Peace, a Duty of Peace limited to a player and a certain round (10.14).

Discussions concerning Heroes vs Warlords:
boardgamegeek.com/boardgame/147124/Heroes-vs-warlords

Credits

18.0 Overview of Units & Markers

Knight:

Knight Close Combat Units:

Knight Ranged Combat Unit:

Knight Cavalry Unit:

Barbarian:

Barbarian Close Combat Units:

19.0 Appendix

Extended Examples of Play:
Combat Example between Heros/Warlords:

In the mid game an Amazone leader attacks a Barbarian leader.
The Amazone leader has the following values:
- Attack: 1
- Defense: 2
- Movement: 5
- Special Skill (Cleverness): 2
- Leadership: 0
- Initiative: 5
- Experience Level: 2

Her army consists of:
3 x Level 3 units
4 x Level 2 units
3 x Level 1 units
4 x Level 1 units

The Barbarian leader has the following values:
- Attack: 2
- Defense: 1
- Movement: 4
- Special Skill (Fury): 1
- Leadership: 0
- Initiative: 5
- Experience Level: 1

His army consists of:
4 x Level 3 units
4 x Level 2 units
5 x Level 1 units

First the **Combat Initiative** has to be determined. The Amazone rolls a 9 adds 4 (Initiative value) for a total of 13. The Barbarian rolls a 8 adds 5 for a total of 13. So both reroll. With a dr of 9 versus a dr of 3 of the Barbarian, the Amazone prevails and gets the Combat Initiative.

Ranged Combat:

In the ensuing ranged combat she deecides to attack the Barbarian Level 2 units with her level 3 units. Because the Barabrians are one time range capable they will fire back simultanously.
Amazone rolls with 3 dice: 1 Fist, 1 Shield, 2 Arrows
Barbarian rolls with 2 dice: 2 Arrows, 2 Shields

Evaluation: Because the Fist is not matched, the Amazone achieves 3 hits. The other 2 Arrows will be canceled by the 2 Shields.
Of the 2 Arrows of the Barbarian one can be matched, but one hit will be achieved.

Result: 3 level 2 Barbarian units are killed and 1 level 3 Amazone unit is also killed. The Barbarian immediately uses his **Special skill** to kill one more Amazone.


Next combat is the attack of the Barbarian level 3 units. He targeted the 1 level 3 Amazone unit to finish off the range combat threat of his opponent.

Barbarian rolls with 3 dice: 1 Fist, 2 Shields, 1 Shield
Amazone rolls with 3 dice: 1 Fist, 1 Fist, 2 Shields

Both stacks would kill each other. But both players announce that they like to reroll. In this case there is a roll for Initiative (4.4.1.4) which the Barbarian player wins. He successfully achieves his dr versus his Initiative value with a roll of 1. He forces the Amazone player to reroll.
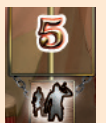
The Amazone rolls: 1 Fist, 1 Shield, 1 Shield. Still good enough to kill all but one enemy.

The Amazone now rolls versus her Initiative value and fails with a dr of 12. After seeing this, she use their last trump clevernesss and force the Barbarian to reroll the fist. Even they could force to reroll a second die because of her value of 2, she thinks only the fist is dangerous and by giving the Barbar the chance to reroll 2 dice the possibility of a bad result is enhanced.

The Barabrian reroll was: 2 Shields.

Evaluation: The fist achieves 3 hit and kills the 3 level 3 Barbarian units. On the other hand due to the reroll, the Barbarian has not achieved a single hit and fails.

Result: 3 level 3 Barbarian units are killed.

Next would be normally the level 2 Barbarian units. Because they have chosen to use their range ability beforehand, their chance to act here has passsed.

Since both players have used all reroll capabilities at this time, all further results have to be accepted from now on.

Mounted Combat:

Then its time for mounted combat. Only the Amazone has cavalry so its her turn. The target are the 5 level 1 units.

Amazone rolls with 3 dice (Level 2 units + Attack value of 1):
1 Fist, 1 Shield, 1 Shield
Barbarian rolls with 2 dice (Level 1 units + Defense value of 1):
1 Knight, 1 Fist

Evaluation: The Amazone fist is cancelled by the knight, but the Barbarian fist cannot be matched and achieves 3 hits.

Result: 3 level 2 Amazone units are killed.

Close Combat:

Now its time for the non-mounted close combat. Due to the initiative of the Amazone, their two level 1 stacks attack first.

Because the Barbarian level 1 units were already attacked, the first stack will attack the 1 level 2 unit.

Amazone rolls with 2 dice (Level 1 units + Attack value of 1):
1 Sword, 1 Sword
Barbarian rolls with 3 dice (Level 2 units + Defense value of 1):
2 Shields, 1 Fist, 2 Swords.

Evaluation: The Amazone swords are cancelled by the 2 shields, but the Barbarian achieves 3 hits for the fist and two hits for the swords. Since there is only one level 2 units left, it can do a maximum damage of 2.

Result: 2 level 1 Amazone units are killed.

The last stack with the 4 level 1 units attacks now the remaing 1 level 3 Barbarian unit.

Amazone rolls with 2 dice (Level 1 units + Attack value of 1):
2 Swords, 1 Shield

Barbarian rolls with 3 dice (Ranged combat Level 3 unit with one die less due to close combat + Defense value of 1): 1 Shields, 1 Sword, 1 Sword.

Evaluation: Both sides have achieved one hit.

Result: The 1 level 3 Barbarian unit is eliminated. One of the 4 level 1 Amazone units is killed.

Finally the 5 level 1 Barbarian units will attack. Since it is the first time to attack for them in close combat, they can chose between the mounted or the level 1 units. The Barbarian decides to do some damage to the mounted unit.

Barbarian rolls with 2 dice (Level 1 units + Attack value of 1):
2 Swords, 2 Swords.
Amazone rolls with 3 dice (Level 2 units + Defense value of 1):
1 Fist, 1 Fist

Evaluation: All fists and swords are unmatched. The Barbarian achieves 4 hits, enough to kill the remaing level 2 unit, whether the Amazone achieves 6 hits, but only 2 can be achieved, because one level 2 unit can do a maximum damage of 2.

Result: So 2 level 1 Barbarian units and the 1 level 2 Amazone unit are killed.

End of 1st Round:

Now the first combat round is over. Here is an overview of the remaining units after the first combat round:

Amazone Army:
1 x Level 3 unit
1 x Level 1 unit
4 x Level 1 units

Barbarian Amy:
3 x Level 1 units

At this time the Barbarian leader decides to withdraw. His remaining army is definitely weeker and he will not risk to lose his leader.

Aftermath:
If a Necromancer takes part in the game, 2 Soul Points will be distributed, because each sides has lost at least one unit.

The Amazone as the winner gets 2 Glory Points and 20 Experience points (4 x level 3 units + 4 x level 2 units).

The Barbarian as the loser gets 1 Glory Point and 10 Experience points (2 x level 3 units + 4 x level 2 units + 2 x level 3 units halved, round up).

With now 32 Experience Points the Barbarian leader gains an Experience Level. He choses to enhance his Defense value to 2 and his Leadership value to 1.

The Amazone with now 63 Experience Points als qualifies for a new level. The example ends here.
Please figure out yourself as Amazone player how you would like to improve your Amazone.

20.0 Scenarios

20.1 Quick Start Scenario
19.1.1: 4-Player Game:
Start Tiles: 01, 02, 03, 04, 05, 08, 10, 13, 15, 16, 18, 19.
Resources: 8 Gold, 6 Woods, 6 Stone.

20.1.2: 3-Player Game:
Start Tiles: 01, 02, 03, 04, 05, 08, 10, 13, 15, 16, 18, 19.
Amazone:
Knight:
Necromancer:
Barbarian:

20.1.1: 2-Player Game:
Start Tiles: 01, 02, 03, 04, 05, 08, 10, 13, 15, 16, 18, 19.
Amazone:
Knight:
Necromancer:
Barbarian:

No Capability Cards

20.2 Solo Scenario

...up for later...