

Bestiary of Sigillum

 IGROLOGY

Rulebook

SIGILLUM AWAITS!

The enemy castle wouldn't fall, no matter how many thousand warriors you send at those unscalable walls – and now only the Bestiary of Sigillum may bring you victory. Once thought scattered and lost, some pages from this manuscript of myth ended up in your hands – and with them you may summon the souls of mighty creatures and legendary warriors back into the world they had inhabited. Now the incredible power bound by the magical sigils covets your command.

Bestiary of Sigillum is a game of fierce battles between the opposing castles where the entire nation is your board.

- Choose and summon your powerful army of otherworldly heroes: When combined well, their unique abilities will complement and reinforce each other.
- Seize and press the advantage: Control the towers positioned between the castles to speed imminent destruction of the enemy fortress.
- Feel and control the flow of battle: Use your heroes' abilities when the time is right to survive the counterattack as they recover, while the gameplay-defining Sigil of Time feature makes it easy and comfortable to keep an eye on the cooldowns.

The box contains several distinct battlefields that introduce new features and modes into the game. This Extended Edition also includes the Campaign Book with multiplayer scenarios and solo missions to hone your skill. Sigillum awaits!

COMPONENTS

MAIN GAME BOARD

Designed after a full spread of the legendary Bestiary of Sigillum, the main game board consists of the Sigil of Space on one “page” and the Sigil of Time on the other.

Intricate sigils such as these – symbols imbued with magical power or their combinations – were used by the mages of the land in the ancient times to summon mighty spirits and bind them to their will.

The Sigil of Space is the simplified depiction of the Kingdom brought to life, designed to control the summoned heroes' movements and their struggle against each other on the vast battlefield. The Sigil of Space is comprised of 19 hexes that represent the opposing castles and various terrains between them that will affect certain heroes' skills. Your Castle hex is the safe

spawn zone for your heroes: the enemy heroes can neither enter that hex nor affect any of your units on it. Similar rules apply for the opponent's Castle hex. There are two ways to damage the enemy castle and ultimately bring it down – one, by taking control of one or several Siege Towers; and two, by banishing enemy heroes and making them damage their own castle as they respawn.



The Sigil of Time marks and tracks the passage of time in the world of Sigillum. It consists of the Skill Recovery Area and the Time Dial used to monitor ability cooldowns during the match. To track cooldowns for both players at once, the Sigil of Time is divided into two parts, one half for each player. Since it affects both players at once, the Time Dial is always controlled by the starting player.

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Time in the world of Sigillum is divided into cycles, and each cycle is divided into 6 periods marked with symbols 1-6 (count the dots). The sector marked by the symbol 6 tracks the current time.

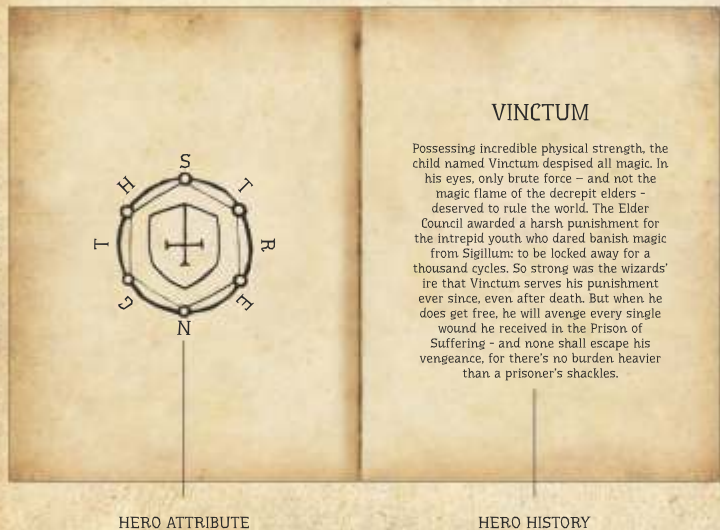
ALTERNATE BATTLEFIELDS

The game also contains several alternate battlefields designed to replace the default Sigil of Space on the main board. They offer a variety of new challenges that require unusual strategies, as well as a unique land designed for the 4-player matches.



CHARACTER CARDS

Character cards are full spreads of the legendary Bestiary that describe in detail all the summonable heroes. Each character card contains a hero's depiction, health and status tracker and ability list, as well as the hero's story on the reverse side.



CHARACTER TOKENS

Tailor-made to control your otherworldly summons, character tokens are magical instruments that compel heroes to move and fight for your cause.



CHARACTER BASES

Colored character bases make it easier to move heroes around the battlefield and distinguish between friend and foe.



ABILITY TOKENS

Ability tokens are used to make your heroes use their unique skills, and track their cooldowns afterwards.



EFFECT MARKERS

Certain skills will affect other heroes with a variety of positive or negative effects. Effect markers are used to track those effects while they last.



DAMAGE MARKERS

Damage markers are used to track damage sustained by heroes and castles.



TYPES OF HEROES

The Bestiary offers players a great collection of heroes to summon from the world beyond, each with their own strengths and weaknesses. Every hero in the Bestiary has a main Attribute, Size, and Attack Type.

HERO ATTRIBUTES

There are three attribute classes of heroes in *Sigillum*: Strength, Agility, and Intelligence.



Strength. With more life than most, these units are the frontline of your offensive. They absorb most of the incoming damage and shield vulnerable allies from lethal blows. Thanks to their namesake Strength, these units can deal blows so powerful they may Stun and immobilize any foe.



Agility. The cutting edge of your army, Agility units are somewhat frail – but they deal incredible damage to enemy units. They highly depend on support from their allies; but if you protect and position them well, they can change the outcome of the entire battle.



Intelligence. The rearguard of your army, focused on buffing allies and weakening foes. Thanks to their diverse special abilities, Intelligence units can protect your army's weaknesses and expose the foes.

HERO SIZES

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Heroes vary in size wildly, and larger heroes will endure more damage before being banished. There are three Size types: Big (5 max. health), Medium (3-4 max. health) and Small (2 max. health).

HERO ATTACK TYPES

Each hero may use their Core Ability to Attack, and each hero's Attack comes in either Melee or Ranged variety: Melee heroes can only attack enemy heroes from close-up, while Ranged heroes fight their enemies from afar. For more information on attack ranges and areas of effect, see p. 12.

IMPORTANT: Ignifer's ability "Power of the Flame" can be used to Attack only in melee.

PREPARING FOR BATTLE

The Bestiary of *Sigillum* offers a variety of game modes to accommodate you any experience level – such as pre-made teams for novice summoners or bonus challenges for skilled wielders of the Bestiary.

DUEL MODE

I. SETUP

Find a proper space (usually a table) to place the game board and components, then do the following steps:

- Determine the player who will be going first (with a coin toss or through any other way); that player shall be referred to as "the first player" in the rest of the Rulebook, and the other player shall be referred to as "the second player."
- Place the default game board in the center of your playing surface. Ensure the Time Dial is affixed to the game board using a special pin included in the box and is able to spin. Turn the Time Dial so that its sector borders line up with the sector borders of the Time Sigil on the game board.
- The first player chooses which side to play for, and takes three hero bases of either color. The second player takes control of the opposite castle and three hero bases of the remaining color.



- Sort the effect markers by type and place them next to the game board within reach, forming the supply.
- Place the damage markers next to the game board, and place one each on the Castles' damage tracks.

PLEASE NOTE: During setup the first player immediately marks one damage on their damage track to compensate for the first-move advantage.

II. HERO SUMMONING

NOVICE SUMMONER RULES. Bestiary of Sigillum is a game of strategy and skill that offers a wide variety of heroes. Learning how to play means learning the heroes' potential strengths and weaknesses and the way interact with each other. For best learning experience, the Bestiary offers pre-made hero combinations to novice summoners.

- If this is your first time playing the game, choose one of the several three-hero teams described below, then summon them using the Experienced Summoner rules:
 1. Saxum, Illesebra, Armus – Able to buff ally Defense and Stun foes, making them unable to move or attack. Saxum deals incredible damage with each Defense Increase, while Illesebra can strike all the Stunned enemies at once.
 2. Caballus, Carnifex, Frigus – Mass Slow is their major advantage. Slow down the opposing team to reach the Towers first and boost core abilities of Caballus and Carnifex.
 3. Cornibus, Cerberus, Mortum – Great maneuverability, enough to take over both Towers on their first turn.
 4. Tempus, Ballistarius, Aqus – Can apply heavy pressure thanks to team-wide Swiftess effect, which lets your heroes move and attack on the same turn.
 5. Architectus, Malleus, Catapultus – Can boost ally Siege, letting you seize the Towers, win Siege ties and let Architectus deal increased damage.

EXPERIENCED SUMMONER RULES. Once you get fully acquainted with most of the available heroes, the Bestiary invite you to try your hand at picking a team of your own.

The first player takes the stack of hero cards and chooses one of the heroes to summon into their team.

- First, place your chosen hero card to your left of the battlefield (or to the left of your most recently summoned hero).
- Next, place that hero's 3 ability tokens on the respective ability slots.

- Lastly, put that hero's token into one of your character bases, then put it on the hero's image on the hero card. The hero is now fully equipped for battle.

The second player picks their hero after the first player using the same rules – choose one of the Bestiary hero cards in the stack, summon it to your side and equip it with the necessary tokens. This process repeats until both players pick and summon three heroes each.

- Each player then takes the hero token from their leftmost hero card and spawns that hero by placing the token in their empty Castle hex. Whenever your Castle hex becomes free (usually when another hero Moves away) while you have more heroes ready to be spawned, you must immediately spawn the next available hero in your Castle hex – this is called the “Summoner's Compel.”

ADVANCED SUMMONER RULES. If both players feel they have a solid understanding of all heroes' strengths and weaknesses, the hero summoning step may be preceded with the banning step.

Under the Advanced Summoner rules, the first player begins the game by banning one of the available heroes from the current game. The second player does the same, and both players continue banning heroes one by one until they have banned three heroes each, then proceed to summon their heroes using the rules above.

Alternatively, you may agree to alternate bans and summons – starting with the first player, players ban one hero each, then summon one hero each, and they repeat until each player has made three bans and summoned three heroes.

CAMPAIGN

The Campaign mode is a selection of puzzles that tell the story of Vincium, one of the heroes from the Bestiary. An excellent test of skill for the starting players, the campaign puzzles feature both single- and multiplayer challenges that will help your tactical and strategic skills grow.

ALTERNATE WORLDS

Once you have grown accustomed to the default battlefield, the Bestiary encourages you to try one of the several alternate battlefields that come with the game (including one special four-player battlefield). To use an alternate battlefield, place it on the game board so that it completely covers the default battlefield during the setup phase. The “Alternate Worlds” section of the Rulebook (p. 10) describes each alternate battlefield in detail, as well as any additional rules and features that may apply.

GAME GOAL

To win the battle, you must destroy the opponent's Castle. When any player's Castle health reaches zero – i.e. when the marker on the Castle damage track reaches the lowest-value position – that player loses immediately. There are two ways to damage the opponent's Castle:

CONTROL THE TOWERS

Each Tower you control deals 1 damage to the opponent's Castle in the Siege Phase. You control a Tower whenever your hero(es) exert more control in that tower's control area (the Tower hex plus the four adjacent hexes). By default, each hero has Tower Control of 1, but certain heroes can affect that with their special abilities.



BANISH ENEMY HEROES

Heroes won't stay dead forever – but with enough damage, they can be banished for a time. When any hero's health reaches zero – i.e. when the amount of damage markers on that hero's token is equal to or more than their max. health – that hero is banished. Whenever a hero is banished, it deals 1 damage to its Castle.

PLAYING THE GAME

The battles in the world of Sigillum consist of several cycles – and at the beginning of each cycle, the first player must turn the Time Dial one sector clockwise.

Each cycle consists of three phases: Preparation Phase, Action Phase, and Siege Phase.

As a cycle begins, the first player completes all three phases in this exact order, followed by the second player doing the same.

- If you are the first player, turn the Time Dial one sector clockwise.

IMPORTANT: the second player should never touch the Time Dial to ensure that time flows smoothly in the land of Sigillum.

PREPARATION PHASE

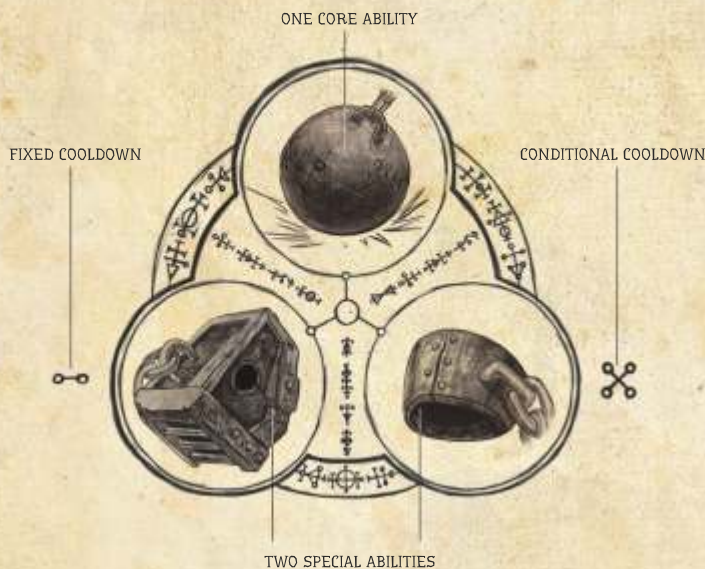
During the Preparation Phase, strength is regained and magic returns to whence it came. When your ability cooldowns have reached zero by your Preparation Phase, those abilities become available in the Action Phase. This is also the phase where previously applied effects coming from your heroes lose their power.

- Check for Cooldowns – Check if you have any Special Ability tokens in the Time Sigil sector indicated by the symbol 6 on the Time Dial. Move these tokens back to the abilities depicted on your hero card(s); these abilities are now available for use.
- Clearing Effects – Return to the supply all positive effect markers from YOUR hero cards and all negative effect markers from the opponent's hero cards. The Obstacle erected by Architectus is also treated as an effect for this phase: return your Obstacle effect marker from the battlefield to the supply.

ACTION PHASE

This is the phase when your heroes are free to use any of their available abilities (unless they are Stunned). An ability is available if it is not on cooldown (i.e. its ability token is in the ability slot after checking for cooldowns).

IMPORTANT: Being summoners, both players must follow the Summoner's Compel – keep your three heroes spawned at all times whenever possible. If you have any heroes available for spawning and your Castle hex is empty, you must spawn your leftmost available hero right away; otherwise, you must spawn the hero as soon as your Castle hex is no longer occupied. Your heroes always respawn at full health – but their ability cooldowns do NOT reset on respawn, and all ability tokens must remain on the Time Sigil as they get banished and await respawn.



Each hero of the Bestiary has a total of 3 abilities – one Core Ability available each turn for either an Attack or a Move; and two powerful Special Abilities that allow heroes to buff their allies, debuff enemies, move units around the battlefield against their will, or otherwise shift the balance of power.

You may use your heroes' abilities in any order; for example, you are free to use Hero A's Core Ability, follow it up by Hero B's Special Ability, and then secure the advantage with Hero A's remaining ability(ies).

CORE ABILITY

A Core Ability allows a hero to make an Attack OR a Move, but not both.

ATTACK. Each hero has a different style of dealing damage directly. Attacks may vary in power (damage), range, and ways they target enemies.

- When you make an Attack, first you must declare the attacking hero. That hero must not be Stunned.
- Next, declare the target opposing hero(es) that fall within the attack's range.

IMPORTANT: Allied heroes are safe from friendly fire, ice and other damaging elements. Your heroes' Attacks never deal damage to your own heroes, even if they are within range.

- Check for Attack base power on the hero's card, or calculate it for conditional attacks (see the attacking hero's Core Power description for details). Additionally, for each Attack Increase or Attack Decrease effect on the hero's card, give the Attack power +1 or -1 respectively.
- Calculate damage dealt to each target by subtracting the target's Defense from the resulting Attack power. Normally, all heroes have a Defense of 0 (never negative); each Defense Increase effect gives a hero +1 defense, and each Defense Decrease effect provides -1 Defense.

To illustrate: Hero A has a single Defense Increase effect and is being attacked by two opposing heroes: Hero B has the resulting Attack power of 2, and Hero C has the resulting Attack power of 1. Thanks to Defense Increase, Hero B will deal only 1 damage ($2-1=1$), and Hero C will deal no damage at all ($1-1=0$). Defense Increase effects reduce damage dealt by each attack so long as they are active.

IMPORTANT: The Defense stat NEVER goes into the negative. If a hero has more Defense Decrease effects than Defense Increase effects, it takes damage as if it had zero Defense.

- Once the resulting damage is calculated, place that many damage markers on target hero's token. If heroes have damage tokens equal or more than their health, they are immediately banished! Cleanse each banished hero of all effects (but their cooldowns do NOT reset), move that hero's token to its card (and remember the Summoner's Compell!), and mark 1 damage on the banished hero's Castle tracker as the Bestiary page lashes out against the owner.
- If the enemy Castle's health is reduced to zero due to banishment damage, you win the game immediately.

MOVE. When a hero has no need to attack, they may Move instead. Each hero may Move to any empty hex adjacent to their current location, except the enemy Castle hex.

- When you make a Move, slide the non-Stunned moving hero's token to any adjacent unoccupied hex. Hexes that contain other heroes or the Obstacle summoned by Architectus are occupied: other heroes cannot move into them.

PLEASE NOTE: Using two of your heroes' Move actions "at the same time" to swap places is NOT allowed.

Whenever a hero Attacks or Moves, their Core Ability goes on a brief cooldown and cannot be used until next turn.

- All Core Abilities have a cooldown of 1 cycle: to save on time and effort, we recommend marking Core Ability cooldowns by simply sliding the token away from its slot on the Hero Card.

SPECIAL ABILITIES

Special Abilities can literally and figuratively shift the tide of battle. Depending on your heroes, your Special Abilities will make it possible to move other heroes against their will, heal allies and mend your Castle, affect the cooldowns on the Time Sigil, or even copy and cleanse buffs or debuffs. Some abilities leave a lasting impact by boosting allies with positive effects, and hindering enemy heroes with negative effects.

All effects in the game last during your current turn and your opponent's next turn. You may place the effects on ally/enemy heroes during your Action Phase only. At the start of your each Preparation Phase, you must cleanse all positive effects from YOUR heroes and all negative effects from opposing heroes.

- To use a Special Ability, first declare the hero and their ability you wish to use. That hero must not be Stunned.
- Next, declare the target hero(es) that fall within the Special Ability's range.
- If the Special Ability effect is immediate, resolve it according to the description.
- If the Special Ability effect applies a positive/negative effect to the target(s), place the respective effect marker(s) on target hero card(s).
- After the Special Ability effect is resolved, remove that Special Ability token from its slot on the hero card and place it on your half of the Time Sigil in the sector marked by the Time Dial number equal to its cooldown (i.e. if an ability has a cooldown of 4, you must place it in the sector currently marked with the number 4). One Time Sigil sector may contain several Special Ability tokens at once.

Most Special Abilities have fixed cooldowns ranging between 2-4 cycles (2 cycles is quite fast, while 4 cycles is rather long). However, some Special Abilities have conditional cooldowns determined by certain factors: conditional cooldown is represented by an "X" symbol instead of the usual cooldown duration.

IMPORTANT: Ability cooldowns NEVER get less than 1 or more than 6 cycles. To illustrate, when *Vinctum* isn't injured, the cooldown of his "Prisoner's Shackles" Special Ability is 1 because cooldowns never go below 1.

You are not required to use your heroes' Core/Special Abilities all the time – you are free not to use some or any of your hero's abilities if that does not suit your strategy. Moreover, heroes that are Stunned cannot use their Special or Core Abilities (which means they cannot Move/Attack either).

SIEGE PHASE

When you have used all the heroes' abilities you wished to use, it is time to end your turn. The end of your turn is the Siege Phase – and each Tower you control deals 1 damage to the opposing Castle. To determine who controls a Tower, calculate the total Siege of your hero(es) standing in the four hexes around that tower, then do the same for the enemy hero(es) in those hexes. Normally, all heroes have a Siege of 1. If it's the end of YOUR turn and your Siege is higher, that Tower deals the damage; if there is a tie or you have less Siege, nothing happens. Towers under enemy control never fire at the end of your turn, and vice-versa.

- When the Siege Phase begins, mark 1 damage on the enemy Castle's damage track for each Tower you control.
- If the enemy Castle's health is reduced to zero due to Siege Phase damage, you win the game immediately.



When the first player finishes their Siege Phase, the second player takes their turn by proceeding through the same three phases in that exact order.

When the second player finishes their Siege Phase, the current cycle ends – and the first player turns the Time Dial to mark the beginning of a new cycle.

EFFECTS



ATTACK INCREASE

Increases the hero's attack skill damage by 1.



ATTACK DECREASE

Decreases the hero's attack skill damage by 1.



DEFENSE INCREASE

Increases the hero's Defense by 1.



DEFENSE DECREASE

Decreases the hero's Defense by 1. Each hero enters the fight with Defense set at zero; Defense can never go below zero.



TOWER CONTROL INCREASE

Increases the hero's Tower Control by 1.



TOWER CONTROL DECREASE

Decreases the hero's Tower Control by 1. Each hero enters the fight with Tower Control set at 1; Tower Control can never go below zero.



SWIFTNESS

The hero can use its core ability to make an Attack AND Move this turn.



SLOW

The hero cannot Move this turn, but can still use all special abilities as usual – even if they grant movement (except for Cerberus' Vehemence, which explicitly grants a bonus Move).



FLYING

The hero has increased Move distance. It can move to any free hex on a straight line from its current location.



RESISTANCE

The hero cannot be targeted by the enemies' special abilities. It can still be attacked, however.



STUN

The hero cannot Move or use any Abilities, but other heroes' abilities can still push it around.



VAMPIRIC ATTACK

The hero can heal their own wounds with attacks: if this hero deals 1+ damage with the core ability, it will restore 1 health to itself.



POISON

When a hero affected by Poison uses any Special Ability, that ability's cooldown is increased by 1 turn. This affects only Special Abilities and only when they go on cooldown – any Special Abilities already on cooldown are not affected. Multiple Poison effects stack.



OBSTACLE

When placed in any hex, Obstacle makes that hex occupied and impassable for all heroes. Ballistarius' Attack with the Ballista Core Ability treats the Obstacle hex as an occupied hex. Obstacle may be placed in any unoccupied hex on the battlefield except for the Castle hexes.

The "X Increase/Decrease" effects of the same type counter each other when they affect on the same hero. For example, if Hero A has 3 Defense Increase effects and 1 Defense Decrease, Hero A's resulting Defense adds up to 2. Swift and Slow also counter each other – if there are more Swift effects than Slows, a hero can both Move and Attack on the same turn; and if there are more Slows than Swift effects, they may Attack but cannot Move.

All effects last until the start of your next turn (which includes your current Ability Phase and Siege Phase, the opponent's entire next turn, and your next Prep Phase).

ABILITY CLARIFICATIONS

COPYING EFFECTS

Aqus has the Special Ability “Fluidity,” which copies the most recent positive effect from any other ally/enemy hero. When you use this ability, put an effect marker of the same type on Aquus’ hero card (do not remove it from his target!). Since effect order matters, the Bestiary recommends lining up the effect markers on hero cards from left to right when Aquus is in play.

COOLDOWNS AND AFFECTING THEM

Tempus has the Special Ability “Timepiece,” which increases or decreases target hero’s current cooldowns by 1. When you use this Special Ability, check if target hero has any abilities on cooldown, then shift them one sector counterclockwise (for ally heroes and Tempus himself), or one sector clockwise (for enemy heroes) on the Time Sigil. If any ability token for Tempus or an ally hero reaches the current “zero sector” on the Time Sigil (i.e. their cooldown was decreased from 1 to 0), that ability recovers immediately and becomes available for use right away. Enemy ability tokens moved to the “zero sector” on the Time Sigil still remain on cooldown (since the cooldown was increased from 5 to the maximum of 6).

IMPORTANT: You may not use Timepiece to immediately recover any Core Abilities.

ON CASTLE HEXES

- Heroes in their Castle hex may use their abilities freely.
- The Castle hex may only hold a single hero; it cannot be shared by two/three heroes at once. When your Castle hex is occupied, your banished heroes are first placed on their respective hero cards; as soon as your Castle hex becomes unoccupied, the Summoner’s Compel dictates that you must respawn your leftmost banished hero to the Castle hex immediately.
- Your Castle hex is considered impassable for all enemy heroes, and vice-versa. Enemy heroes cannot Move there or be forced to enter it through the use of a Special Ability.
- Allied heroes in your Castle hex cannot be targeted or affected by enemy heroes’ Core or Special Abilities – i.e. they cannot be dealt damage, affected by negative effects or pulled out of their Castle Hex through enemy hero abilities.
- Allied heroes, on the other hand, are free to enter your unoccupied Castle hex or be pushed there through the use of enemy hero abilities such as Vincum’s Iron Mask.

ALTERNATE WORLDS

THE DWARVEN CITADEL



The centerpiece of this two-player wintry battlefield is the Dwarven Citadel itself: it is treated as a Tower and a Plains hex at the same time. This Tower’s control area is the Dwarven Citadel hex itself and the 6 hexes adjacent to it. The two Mountain hexes on the opposite sides of the battlefield (C1 and C5) are treated as Castle hexes for all purposes, including hero (re)spawns. In all other respects,

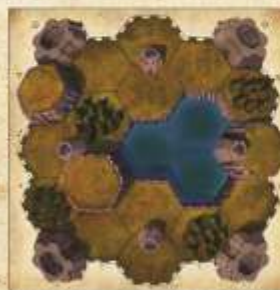
normal game rules apply – however, there is only one Tower with a wide control area within both players’ easy reach, which creates an incentive for one big skirmish rather than two separate struggles on the flanks.

THE WORLD BEYOND



There is no water on this grim two-player battlefield – however, there is more than enough searing lava. When your Siege Phase ends and before the opposing player’s turn begins, all your heroes standing in Lava hexes take 1 damage each. Lava hex damage cannot be negated with Defense Increase effects. Enemy heroes do not take Lava hex damage at the end of your turn, and vice-versa.

THE FOUR-WAY CROSSING



This expanded battlefield is suitable for four-player battles as well as two-player matches. In two-player games, each player can summon four heroes at once, adding a new level of depth to the battle of strategy and wits.

In a four-player match, all players divide into two teams, with two heroes per player. Normal gameplay rules apply, with the following changes:

- During setup, determine the team that will be going first (that team shall be referred as “the first team” in the rest of the Rulebook). Appoint either of the first team players as the Timekeeper, who will be responsible for the Time Dial. The first team chooses any two Castle hexes on the battlefield; the second team takes control of the other two Castle hexes.
- Hero Summoning: Starting with the Timekeeper and going clockwise, each player summons a hero for themselves using the normal summoning rules until each player has two heroes. Under the Advanced Summoner rules, players may agree to preface Hero Summoning with a single banning step – starting with the Timekeeper and going clockwise, players ban one hero each for the current game.

During their team's Action Phase, allied players alternate by using one ability each until both players pass for the current turn. Each player may only control their own two heroes and only use their abilities (normal Stun rules apply).

- When it is your team's Action Phase, decide with your ally who goes first and who goes second for the current cycle. You are free to swap turn order with your teammate in the following cycle.
- When it is your turn during your team's Action Phase, you may use any of your heroes' abilities (unless either/both of them got Stunned). Although you only control the two heroes you have summoned, your teammate's heroes are treated as allies by your heroes' Special Abilities (i.e. for applying positive effects and so on). Both players in one team share one half of the Time Sigil; the opposing team uses the other half.
- When you use any ability, it is your teammate's turn, and vice-versa: allied players alternate using their heroes' abilities, one by one.
- If you are out of your heroes' available abilities or do not wish to use any more of them, you may pass. After you pass, your teammate may use one or several more abilities before passing. When both allied players pass, their team's Action Phase ends and the Siege Phase begins.

During your team's Siege Phase, calculate Tower control per team rather than per player – all heroes belonging to your team within a Tower's control range contribute to your team's total Siege for that Tower, and vice-versa. Allied players share a Castle damage track, so dealing damage to either Castle will hurt the team.

On the Four-Way Crossing battlefield, each of the two “vertical” Towers has a control area of two hexes, and each of the two “horizontal” Towers has a control area of three hexes. Each Tower controlled by your team deals 1 damage to an opposing Castle.



When the first team finishes their Siege Phase, the opposing team takes their turn by proceeding through the same three phases. When the second team finishes the Siege Phase, the current cycle ends and the Timekeeper turns the Time Dial to mark the beginning of a new cycle.

CREDITS

Game Design: Petr Vibe

Rules Writing: Petr Vibe

Art: George Vostrikov

Map Art: George Vostrikov, Daria Preobrazhenskaya

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Producer: Timofey Bokarev

tim@igrology.ru

ABILITY RANGES AND AREAS OF EFFECT

MELEE:



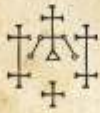
The hex occupied by this hero



Any hex adjacent to this hero



Any hex adjacent to or occupied by this hero



All adjacent hexes



All adjacent hexes, and the hex occupied by this hero



One hex away from this hero (on a straight line)



Any hex on a straight line from this hero's location



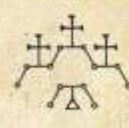
Any hex



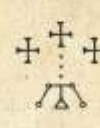
Any hex adjacent to or occupied by this hero



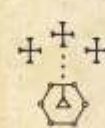
All hexes on a straight line from this hero's location



All hexes positioned one hex away from this hero (forming a circle).



All hexes that aren't occupied by this hero



All hexes (including the hex occupied by this hero)

RANGED:

ABILITY EFFECTS



Attack Increase



Attack Decrease



Defense Increase



Defense Decrease



Tower Control Increase



Tower Control Decrease



Swiftiness



Slow



Flying



Resistance



Stun



Vampiric Attack



Poison



Obstacle

GAME PHASES



1. Preparation Phase



2. Action Phase



3. Siege Phase.