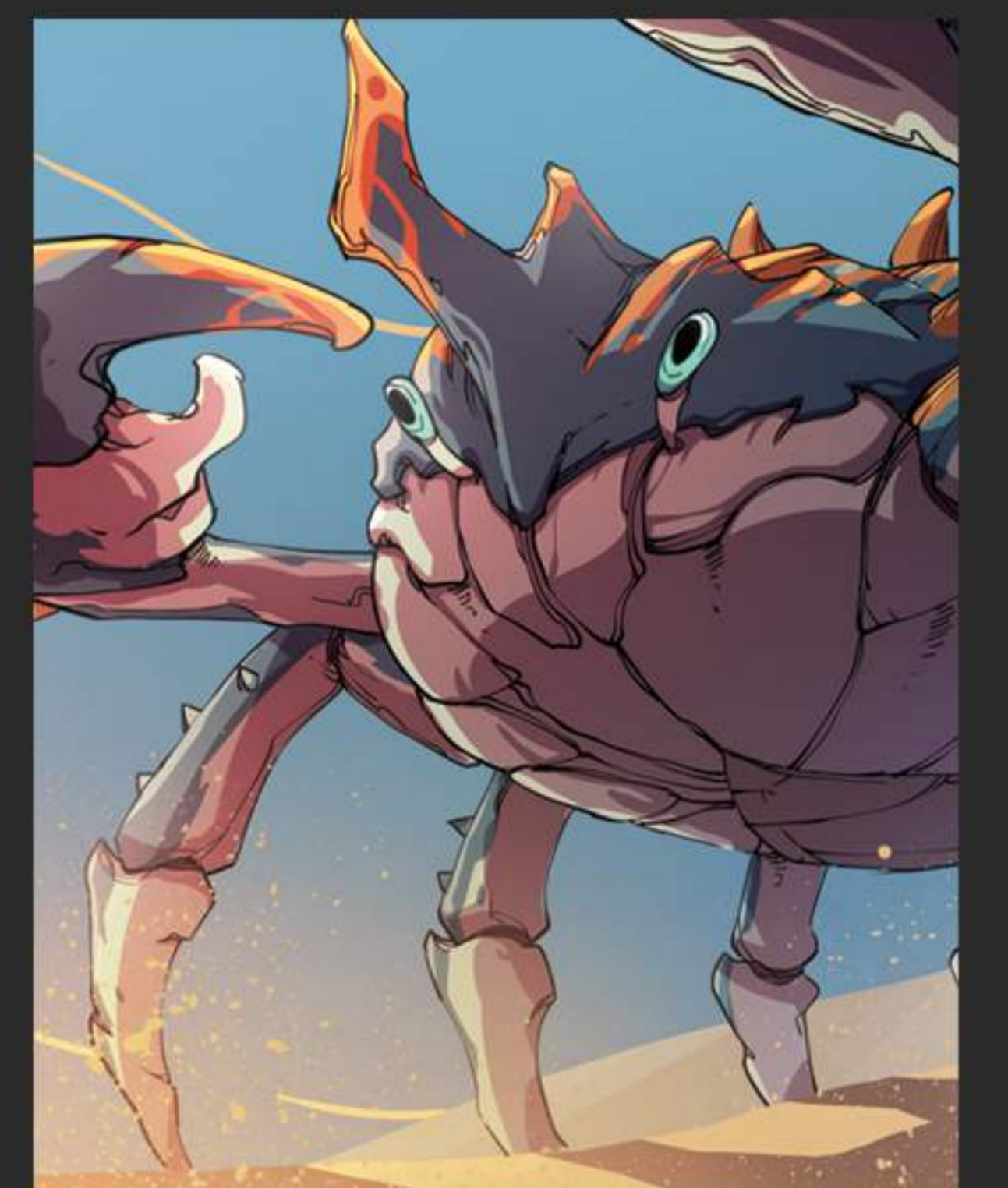
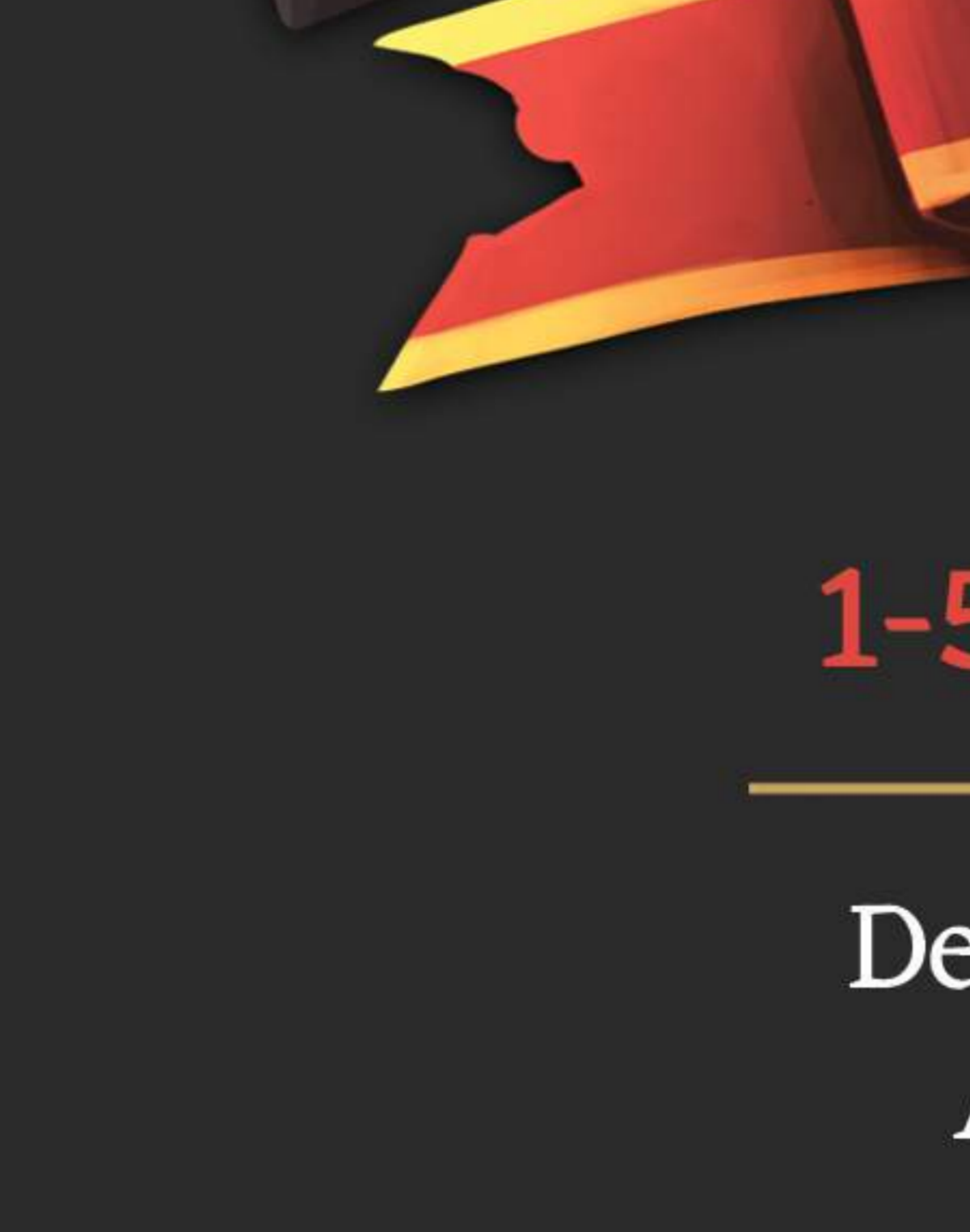
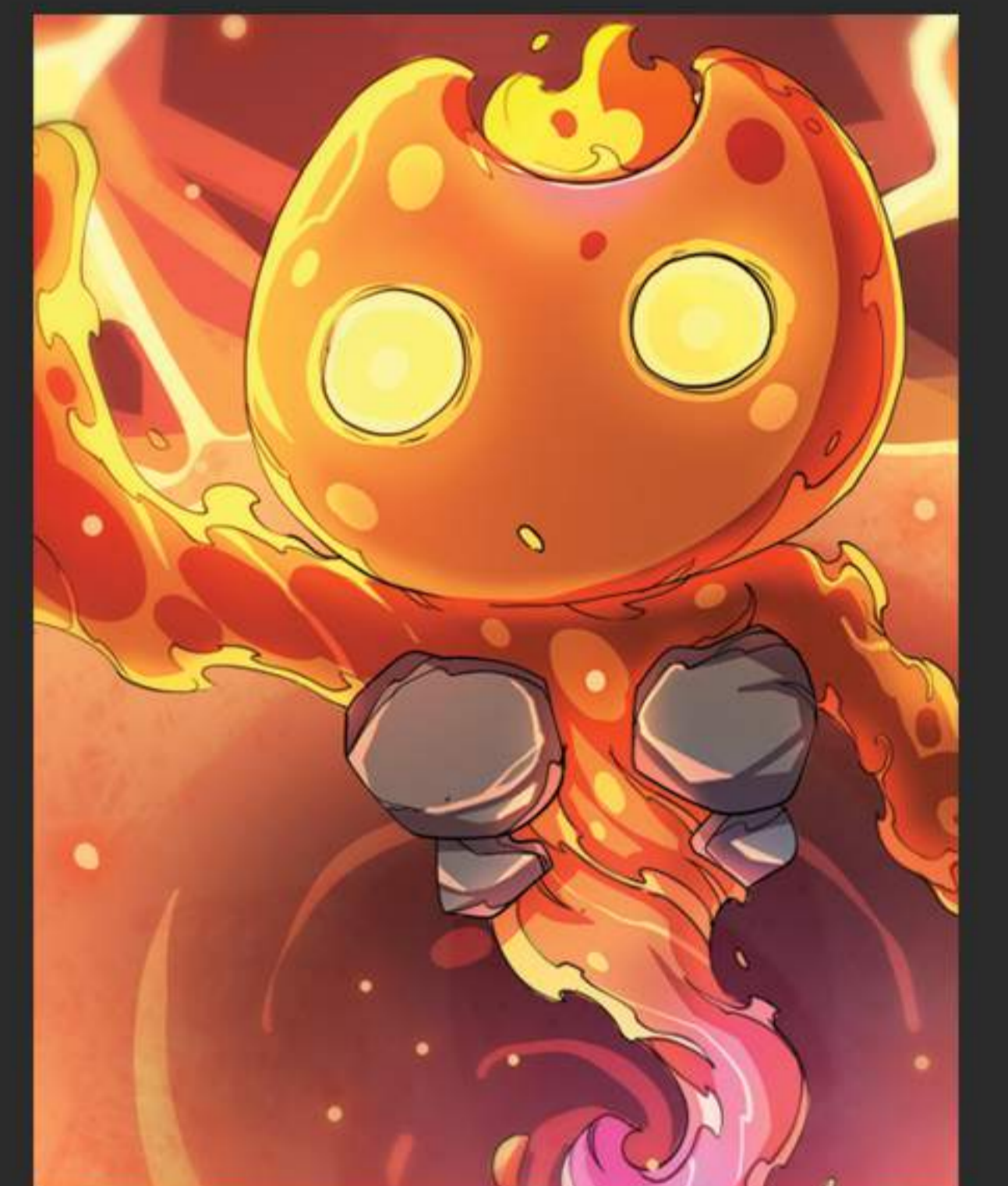
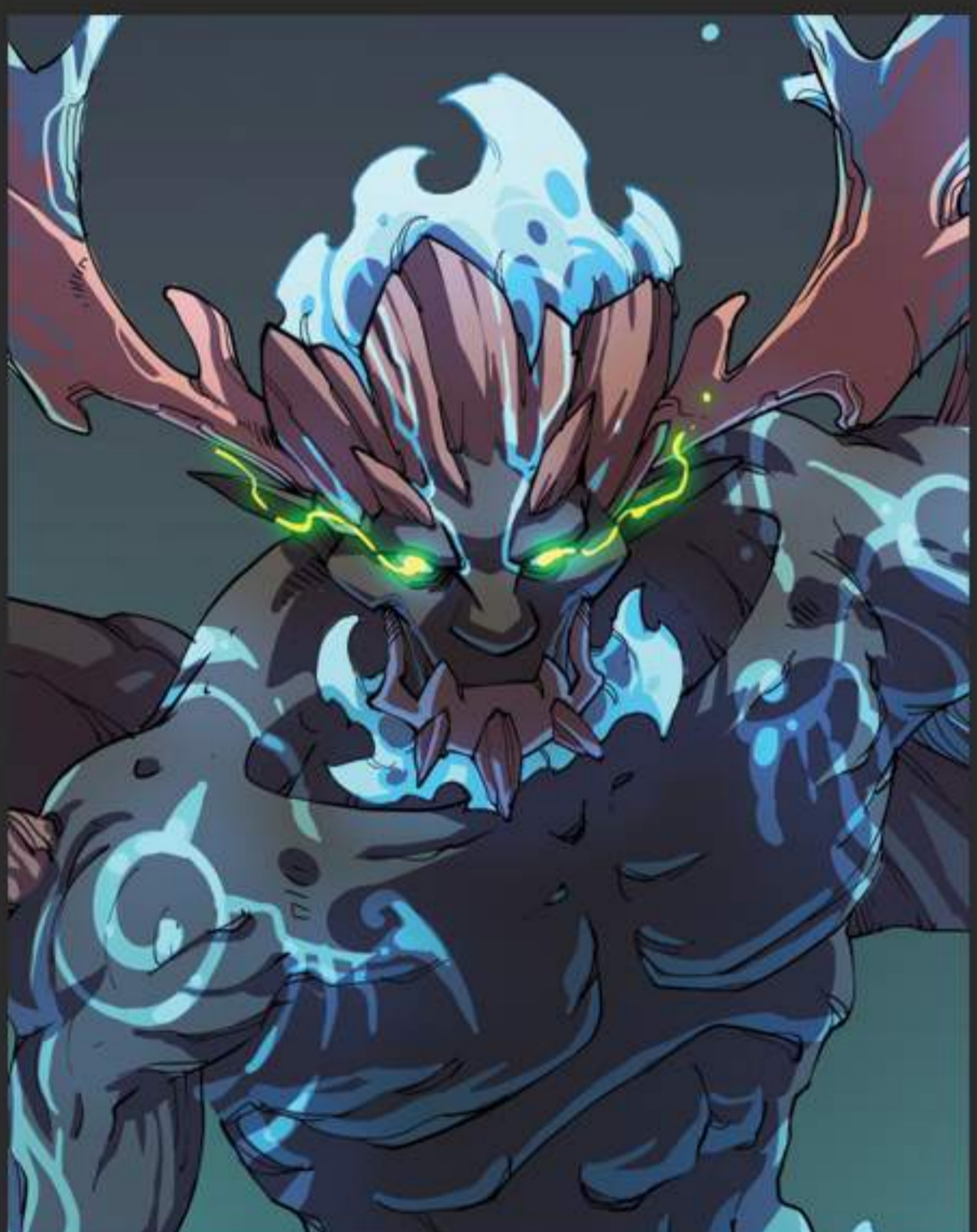
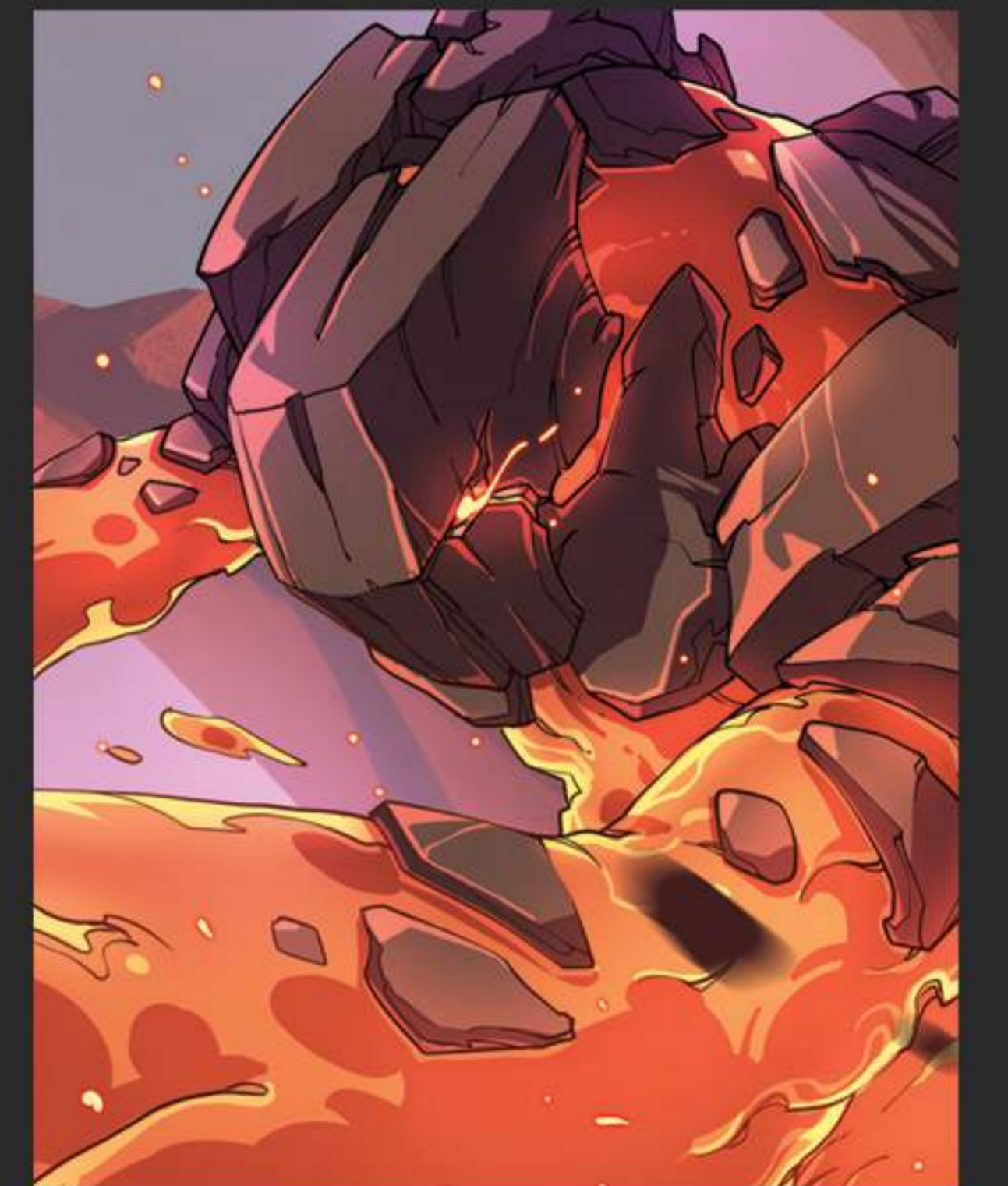
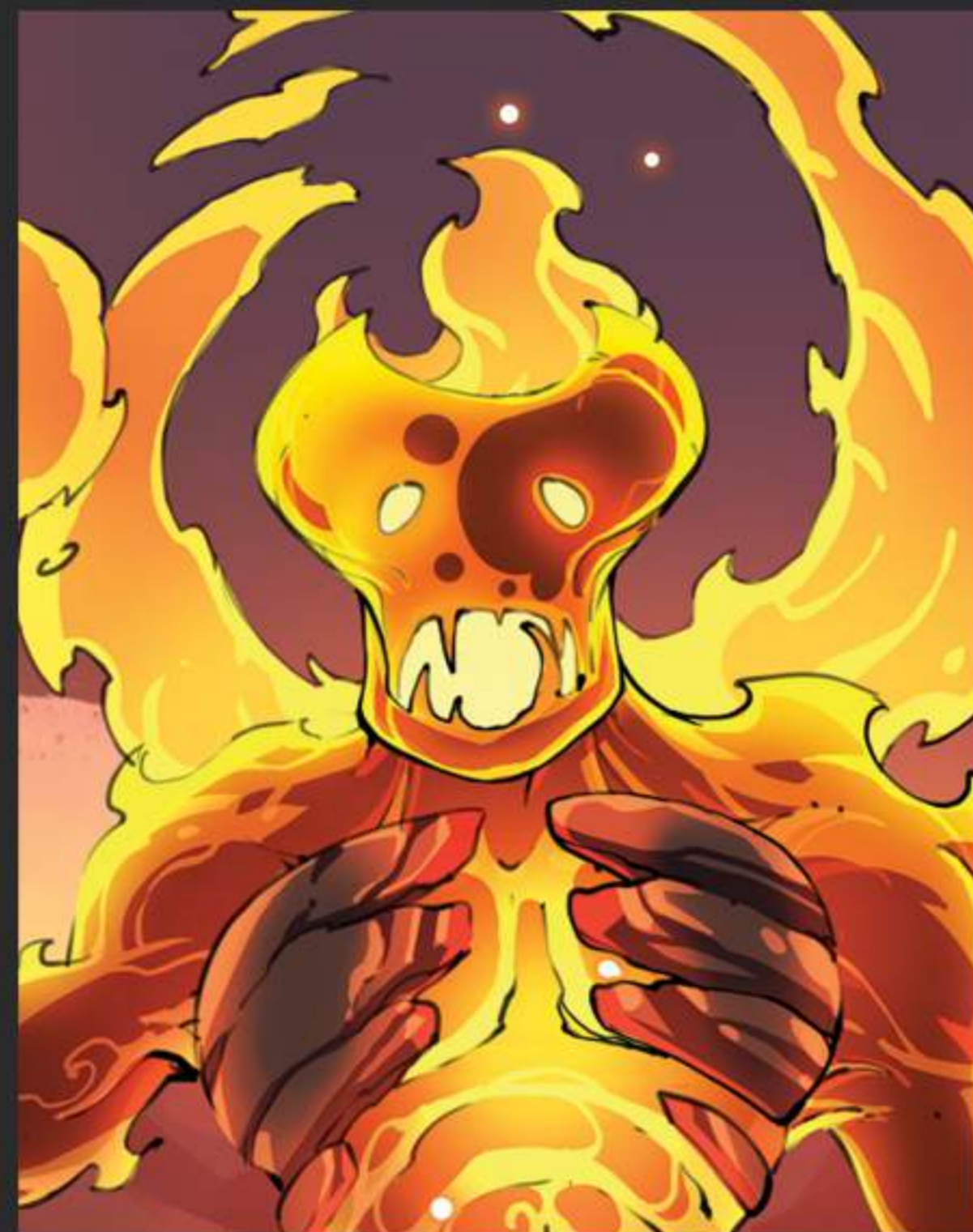
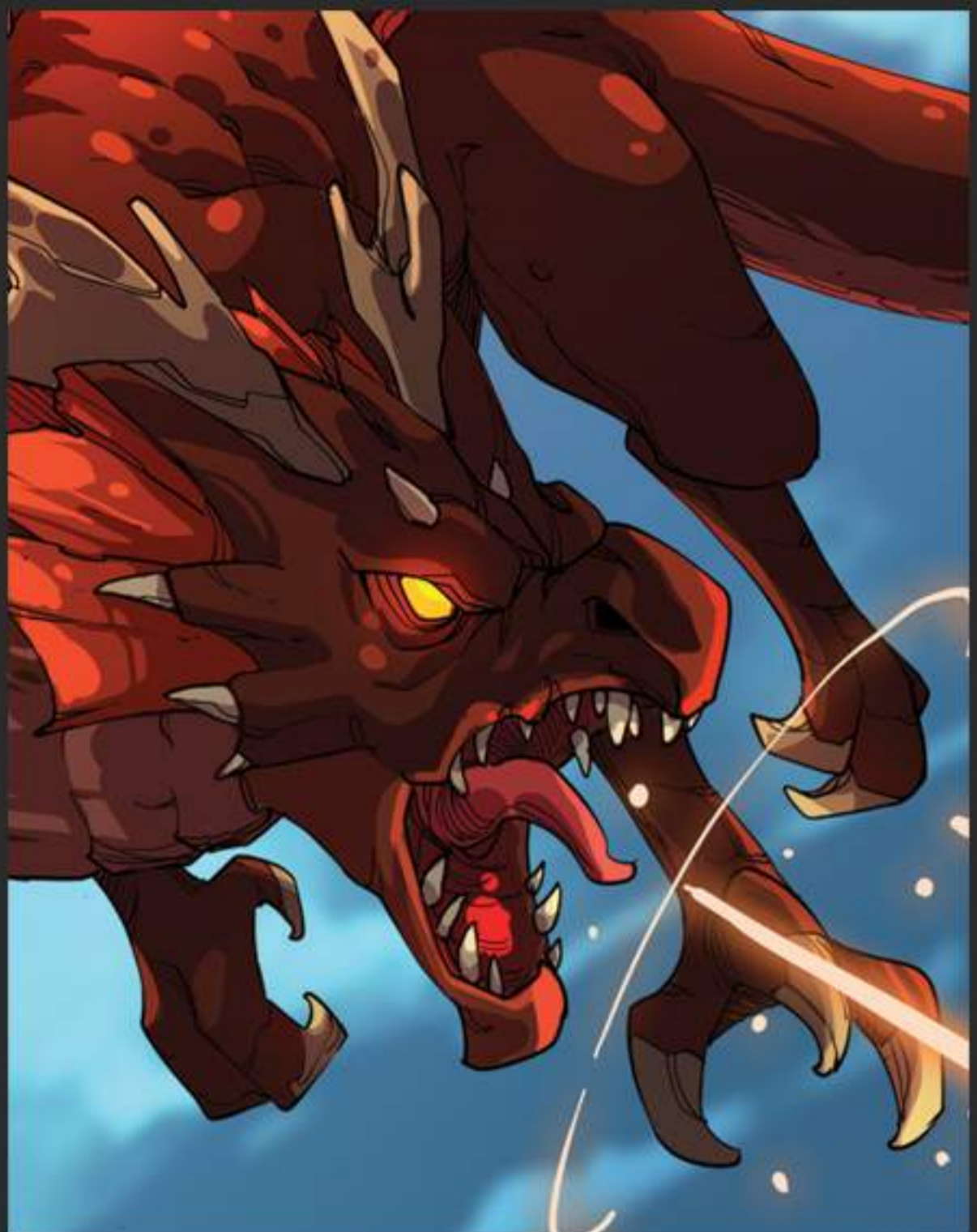
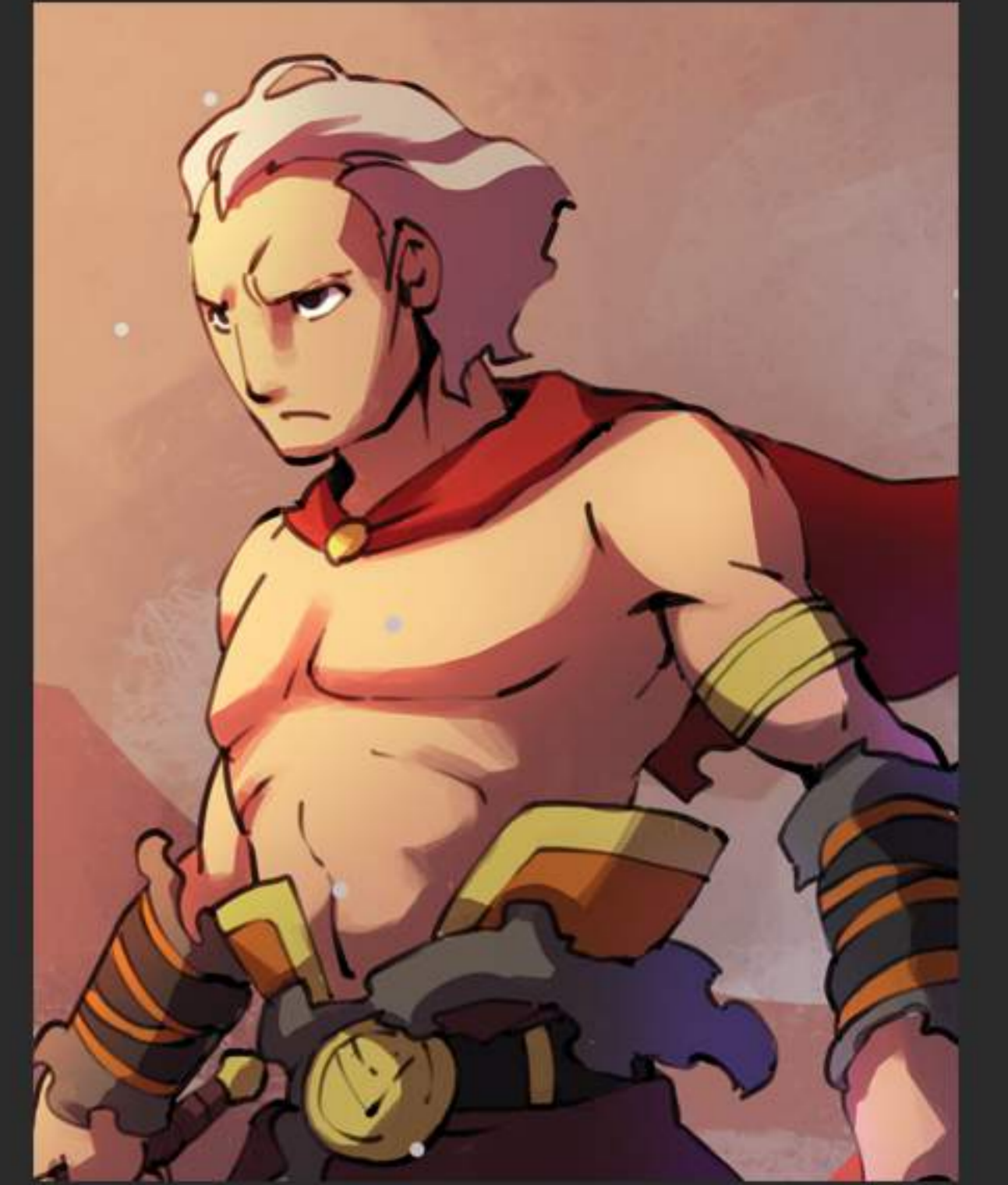


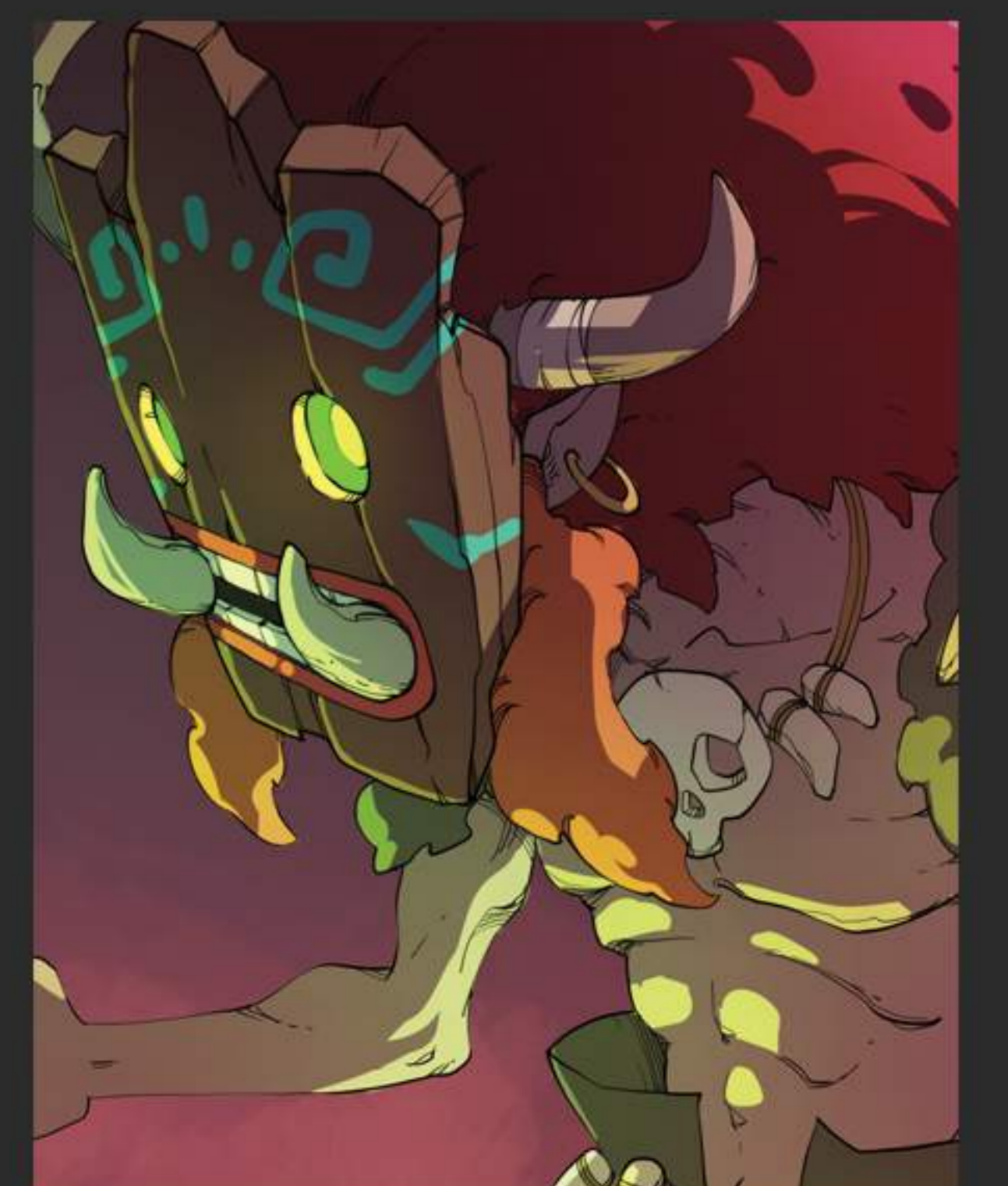
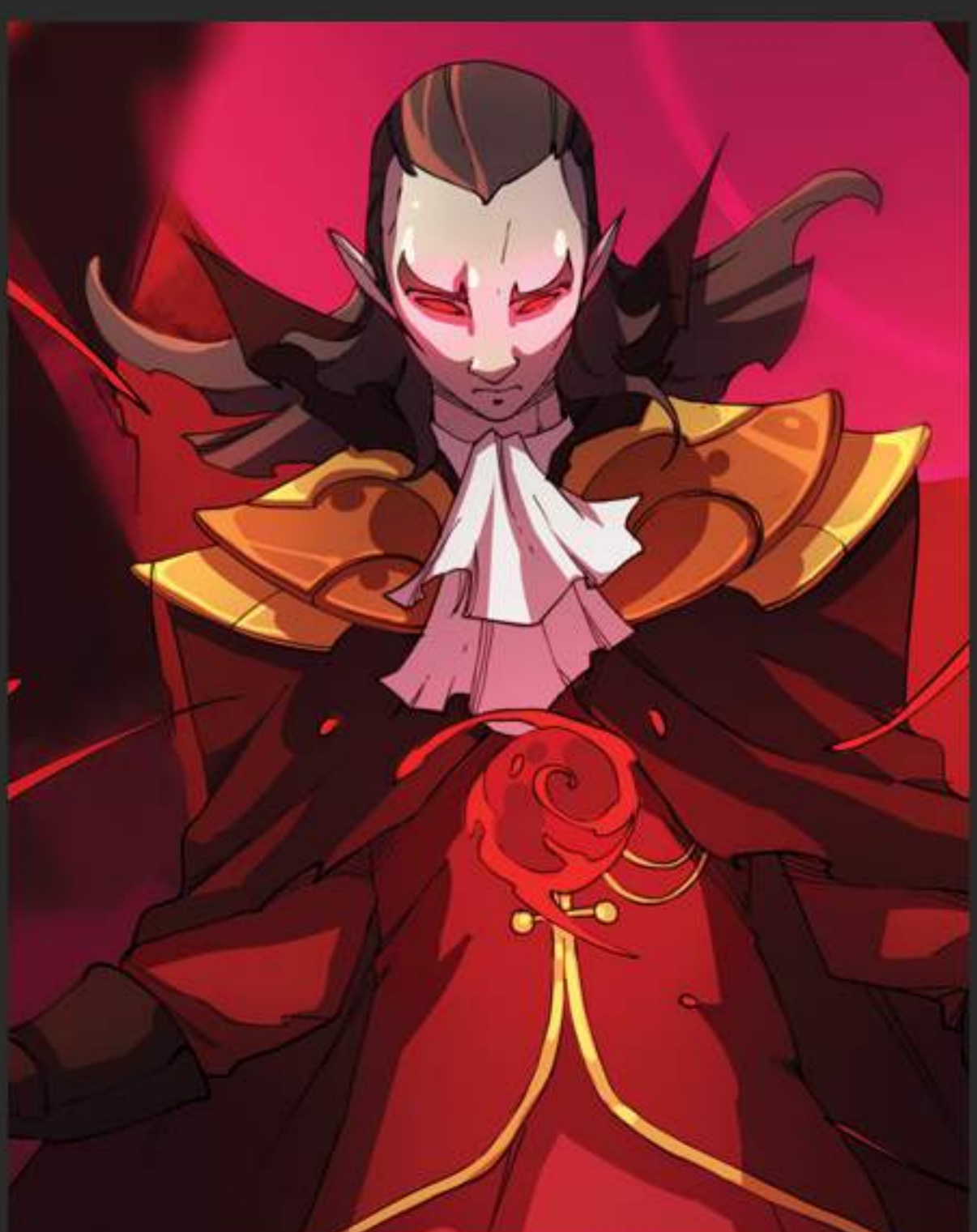
# Rules of Play



## HEROES OF THE SHIRE ARENA

1-5 Players | 30-90mins

Designed by Damian Senior  
Artwork by Edwin Hieo





# Heroes Of The Shire

## OVERVIEW

*Heroes of the Shire is an epic fantasy turn based combat board game. Where 1-6 players embody heroes' unique skills and abilities to take on the forces of evil. Through each of these challenges the heroes will develop and increase in level, giving players the capability to customise their characters. Heroes of the Shire brings gameplay from some of the best MMORPGs to the board game table, to create the ultimate tactical fantasy adventure.*

## GAME MODES

### ARENA MODE - Player(s) vs Player(s)

*For all arena modes it is recommended that characters start at their max level of 5. For shorter games play with characters at level 0 and do not use the spell mastery board.*

*- **TEAMS** : Select a team and battle it out in the arena, the goal is to defeat the enemy team by reducing their health points to 0, making yourselves the victor. Perfect for 1v1, 2v2 or 3v3. If you like the tables uneven you can test your skills in a 2v1 or 3v2 or even a 4v2, but with the tables not being even, death most certainly awaits you.*

*- **FREE FOR ALL** : Every player battles for themselves to be the last person standing, perfect for odd numbered battles, e.g. 1v1v1 or 1v1v1v1v1. To help balance the game, the player with the highest HP receives a bounty. Players who attack the player with a bounty receive an additional 2 HP.*

## TUTORIAL

*Prefer to watch a video tutorial on how to play the game?*

*Head on over to our YouTube and watch our how to play video : <https://www.youtube.com/watch?v=3Ow6Pvk8-3k>*

# Gameplay Overview

Heroes of the Shire is played over a series of rounds until you have defeated your enemies by reducing their health points (HP) to 0. During each round players take it in turns casting spells from their mastery or character boards. Turn order varies from round to round depending on each characters agility.

## TURN ORDER

### AGILITY

Player turn order is decided each round based on which character has the highest agility value. This can be seen on the character boards main stats. However agility values can change from round to round depending on what spells are cast during each characters main phase. If there is a tie for the same agility a dice roll is required, winner goes first each round. When playing with more than 2 players we recommend using the turn order card, more details on page 13

## TURN PHASES

Beginning with the first player each round who has the highest agility points, progress through the following phases;

### - TOKEN UPKEEP

All temporary buffs & conditions are moved down 1 column (to the left).

### - DICE UPKEEP

All cooldown dice are reduced by 1 unless otherwise stated.

### - HERO PHASE

If a Hero has an ability that states at the beginning of your turn, that triggers in the Hero phase. Otherwise Hero abilities will give specific instructions on when they are used.

### - MAIN PHASE

Players must choose a spell to cast from their character board or their spell mastery board, then select their targets for the spell. Once a player has chosen a spell and it's targets, the name of that spell and it's affects must be announced to the group. The appropriate actions should then be taken following that spells outcome.

### - END PHASE

Any spells or abilities that trigger at the end of a players turn trigger here, as play is passed the turn to the next player in the turn order.

## HEALTH POINTS (HP)

- When a players health points (HP) are reduced to 0 they have been defeated.
- If a players HP is simultaneously reduced to 0 then the match finishes as a draw.
- A player can't gain health points above their base HP value which is labeled on their character board as Health (HP).

## SHIELD

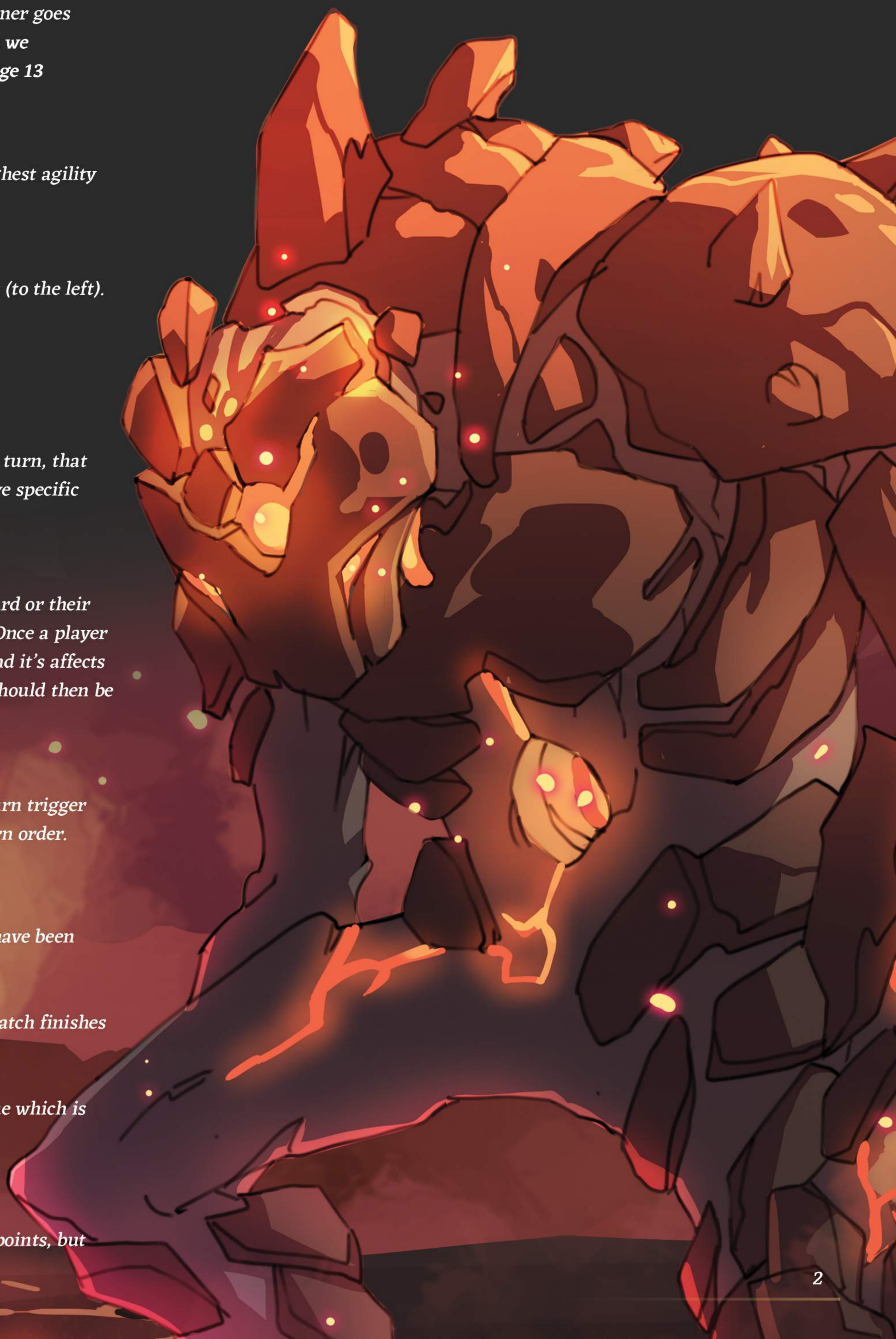
- Each player starts with a shield token above their health points, but not all characters can grant shields.

- When a player casts a spell that grants a shield, the player receiving the shield places a die on their shield token for the value of the shield.

**Example :** Player A the Paladin casts Celestial Shield granting player B an 8 HP shield. Player B would place a die with the value of 8 on their shield.

- Whilst a player has an active shield (a die on it) all incoming damage must be deducted from the shield before their health points. This includes any damage from conditions that may occur during their token upkeep.

- Whilst you can't heal above your base health points, there is no limit to the size of the shield you can have active.



# Character Selection



**WARRIOR**

**Courageous | Brute**

**Bio** : Originally a member of the Berserker family, cast aside for indifferences of war. The Warrior musters strength even in the hardest of times and his success in this journey stems from his large defence and the ability to protect his allies.

**Age** : 39  
**Gender** : Male  
**Race** : Human  
**Character Type** : Damage / Support  
**Complexity** : Medium  
**Armor Class** : Heavy  
**Elemental type** : N/A

**Stats**

STRENGTH	5
INTELLECT	1
AGILITY	5
DEFENCE	6
HEALTH (HP)	40

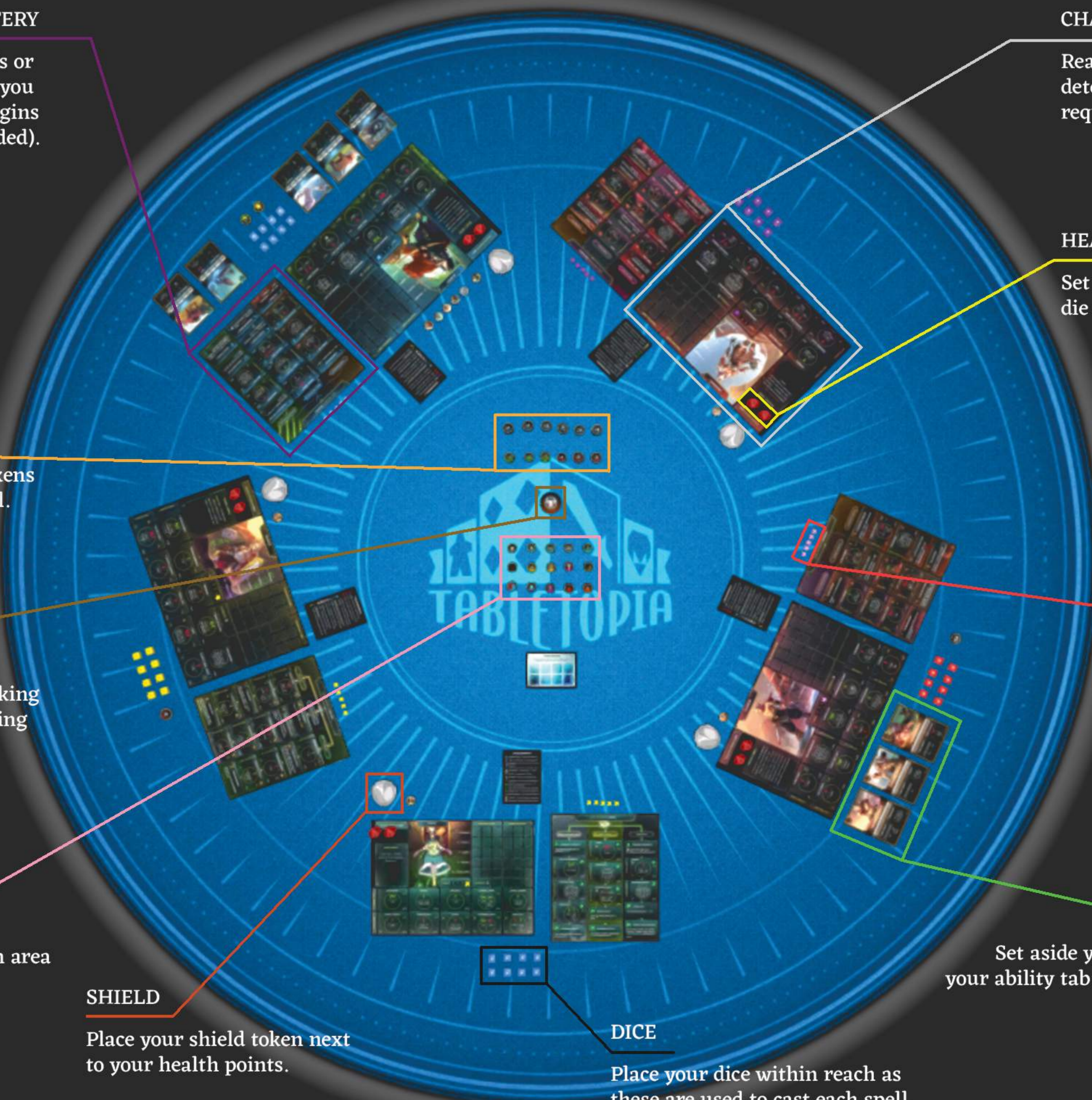
**Components** : x1 Brawl stance card, x1 Defence stance card, x1 Support stance card, x1 all eyes on me token, x4 bleed tokens, x4 +3 Defence tokens, x1 knockback token, x1 counterattack token

Each player selects which character they would like to play by taking the appropriate seat. Choose from the following characters :

- Cleric - White seat
- Paladin - Yellow seat
- Hunter - Blue seat
- Berserker - Purple seat
- Warrior - Red seat

## Setup

### Arena Mode



**SPELL MASTERY**

Decide which mastery spells or abilities you're interested in as you can select these once the game begins if you start at level 5 (recommended).

**CHARACTER BOARD**

Read your characters ability to determine if any additional cards are required during setup.

**HEALTH POINTS**

Set your characters health points (HP) die to the value of your characters HP.

**CONDITIONS**

Place the condition tokens in an area visible to all.

**SPELL MASTERY POINTS**

Place your spell mastery points/cubes near your spell mastery board. Read page 15 for more information on spending points.

**BOUNTY**

The player with the most health receives a bounty. Attacking players receive 2 HP for attacking the player with the bounty.

**CHARACTER CARDS**

Set aside your characters cards. Add these to your ability tab as instructed on spells or abilities.

**BUFFS**

Place the buff tokens in an area visible to all

**SHIELD**

Place your shield token next to your health points.

**DICE**

Place your dice within reach as these are used to cast each spell

# Character Boards

## ABILITY TAB

This is a characters ability tab. When summoning pets or other unique cards this is where they will be placed unless otherwise stated on the card or spell.

## YOUR CHARACTER'S ABILITY

Each character has their own unique ability. Read the ability here in case there are pre-battle effects like the Paladins aura.

## HEALTH POINTS

The dice placed here should read the value of a players health.

## ARMOUR CLASS

This icon indicates a characters armour type.

## CHARACTER STATS

The numbers here are a characters base stats. These stats are used for the turn order, calculating outgoing and incoming damage.

## PERMANENT & TEMPORARY BUFFS

Throughout the game a players stats may change. Many spells increase or decrease Strength, Intellect, Agility and Defence. This increase or decrease in stats is called a buff. The buffs section is where you record the stat change. If a spell or ability that produces a buff displays how many turns it lasts for then it is temporary, and will be placed in one of the temporary buffs rows. Depending on which stat is changing and for how many turns. Read more about this on page 8. If a spell or ability that produces a buff does not display how many turns it last for, then it as a permanent buff and would be placed in one the permanent buffs rows according to which stat is changing.

**HEALTH POINTS (HP)**

**Paladin Ability**

**Divine Aura :** All allies including yourself start with an additional +4 HP.

**Refraction :** Light damage spells ✨ also grant +1 DMG for you and your allies

**PALADIN**



5 - Strength  
5 - Intellect  
5 - Agility  
5 - Defense  
36 - Health (HP)

Level 2 3 4 5

Permanent Buffs			Temporary Buffs		

Conditions ➔

**SUPPORT**

**LIGHT SCREEN**

-50% DMG condition for 2 turns

CD:3

**SECOND EMBRACE**

+Int

5 HP

CD:4

**IMPRISON**

STR & INT reduced to 0 for 2 turns

CD:4

**PURIFY THE SICK**

Remove all negative buffs & conditions

CD:4

**WAR BANNER**

Reduce all of your CD die by a value of 2

CD:5

**ATTACK**

**DIVINE LIGHT**

+Str

3 DMG + you gain 2 HP

CD:3

**LEAD BY EXAMPLE**

+Str

3 DMG

CD:0

**DISPEL EVIL**

+Int

0 DMG +

CD:2

**SMITE**

+Int

2 DMG + heal all allies for 100% of the DMG dealt

CD:6

**WRATH FROM ABOVE**

+Str +Int

5 DMG

CD:6

## ATTACK SPELLS

This row contains all attack spells.

## SUPPORT SPELLS

This row contains all support spells.

## ELEMENTAL TYPE

This icon represents which elemental type a character is (if applicable).

## CHARACTER LEVEL

Characters level. This increases during a scenario.

## SPELL BOX

The spell box contains all of the information about each individual spell. The title text is the name of the spell. See page 6 more information on spells.

## CONDITIONS TAB

Throughout the game players will receive numerous conditions which affect them in different ways. Conditions are treated in the same manner as buffs. If the condition displays how many turns it lasts for then it is temporary and will be placed in the temporary column for X amount of turns. If the condition displays it's permanent then the token would be placed in the only box available for permanent conditions and would last the entire battle.

# Spell Boxes

Before choosing to cast a spell it's important to read all the information provided within the spell box. Some conditions affect which spells you can cast, so always check in with your quick reference card to make sure you meet the requirements before selecting a spell to cast. There are two elements to your spell boxes, inside the circle and outside the circle.

## OUTSIDE THE CIRCLE



**1. Spell Title** : The title of the spell, this will be used when announcing to the group what spell you are casting.

**2. Elemental Type** : This symbol represents what elemental type the spell is. Certain elements are more effective against other elemental types. For example Dispel Evil above is a Light Damage spell, should this be cast against an Illusionist who is a Frost elemental type character the spell would deal additional damage (refer to the elemental type chart on page X).

**3. Type of Attack** : This symbol represents if the attack damage is Melee or Ranged. The sword icon represents a Melee attack and the bow & arrow represents a ranged attack.

**4. Add Stat** : Most attack spells will add an additional stat to the total damage. For example in our above spell Dispel Evil the added stat is +Int (Intellect), meaning the spell would do 0 damage plus your characters Intellect.

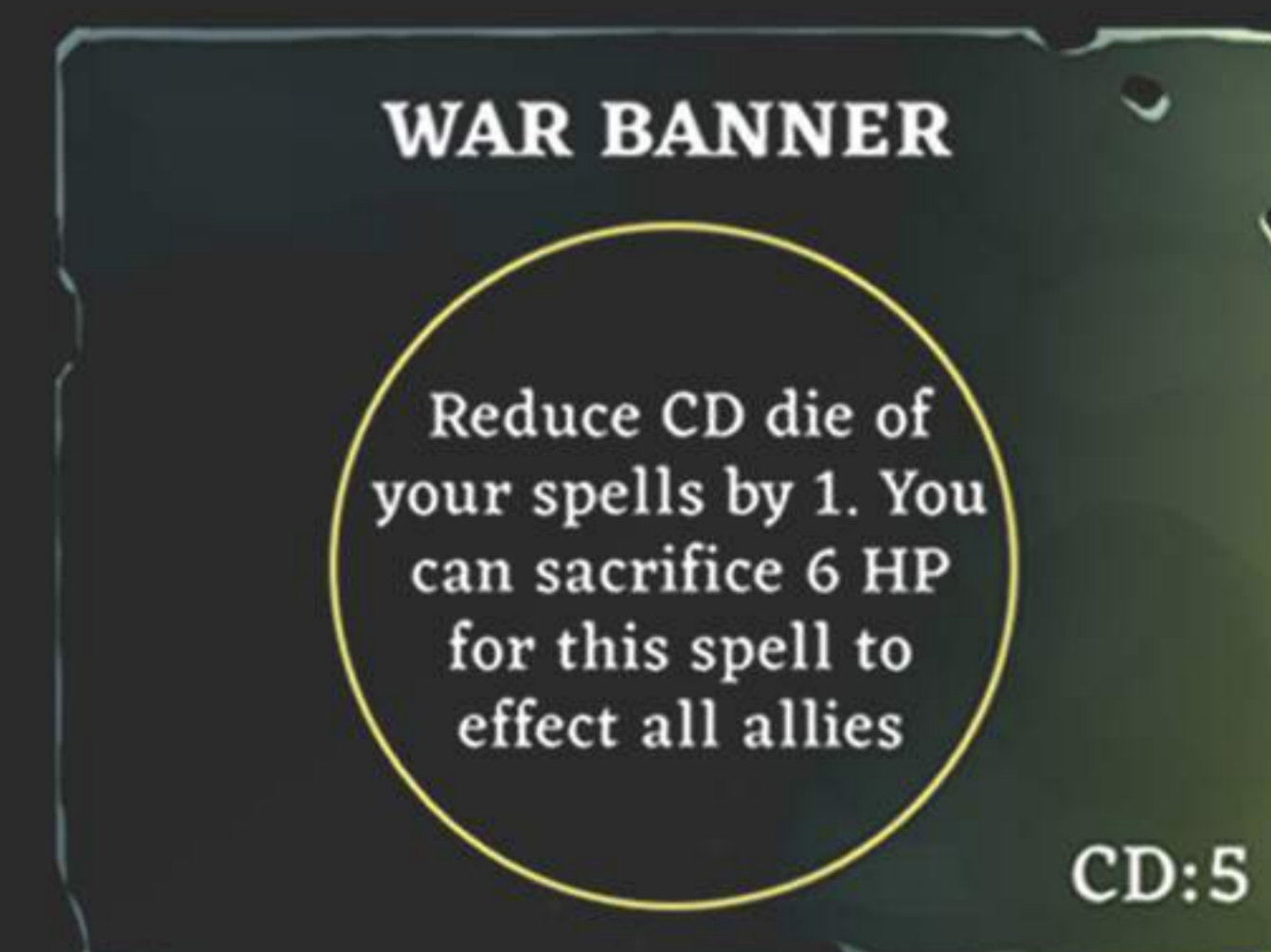
**5. Spell Cooldown** : The CD is short for cooldown and the number represents how many turns you must wait before being able to cast that spell again. In the above 2 examples you can see Dispel Evil has a cooldown value or 2 and Smite has a cooldown value of 6. This means you must wait 2 more turns or 6 more turns to recast the above spells. To track the cooldown number, place a D6 die inside the circle after you have cast the spell reflecting the value of the spells cooldown.

(Top tip : general rule of thumb, higher the cooldown the more powerful the spell).

## INSIDE THE CIRCLE



**1. Target** : The stickmen represent your target or targets. A single stickman represent 1 target and 3 stickmen represent multiple targets (all). There are 2 different coloured stickmen, red & green. Red means enemy target and green means ally target. For example in the above spell Divine Light, we can see that the spell targets all enemies as it shows 3 red stickmen. We can see Lead By Example above shows only 1 red stickman meaning only 1 enemy target. Not all spells have targets, some spells will state YOU. For example War Banner as shown here targets nobody, but the outcome action states your spells meaning you. Anywhere that states 'you' or 'your' means the character casting the spell. See page X for all the different variations of targets.



**2. Outcome** : The bottom action of a spell is the outcome describing what effects or damage are included in the spell. In the above example Divine Light you can see that the outcome of the spell is 3 DMG (damage) + you gain 2 HP. The Lead By Example spell above displays an outcome of 3 DMG.



# Spell Boxes Continued...

## SPLIT SPELLS

Split spells are cast exactly the same as regular spells however there are usually 2 separate outcomes. Think of them as casting 2 spells instead of one. Split spells always work from left to right, casting the left action first followed by the right action. The first half of the spell gets resolved before the second part is cast. See the examples below



**1** : The first half (left side) of the Heart of Darkness spell targets all enemies (3 red stickmen) with a darkness condition for 3 turns. That resolves first, so all enemies get given a darkness token which is placed on their conditions tab for 3 turns.

**2** : The second part (right side) of the spell is then cast, which targets a single ally (1 green stickman) giving them +2 Shadow DMG for 3 turns.

**3** : Double shot strikes 1 enemy twice as shown in the spell box. The first half of the spell targets 1 enemy and hits them for 2 DMG +Str.

**4** : The second part of double shot does exactly the same striking 1 enemy for another 2 DMG +Str.

## DICE ROLL CONDITIONS

Underneath the add stat information in the top right corner of a spell box you may see a dice symbol followed by a condition.  $x2 \text{d}6 : \text{fire}$



This means there is a chance for that condition to also be added to the spell. A player would take the corresponding conditions die and roll it for however many times indicated by the number before the die symbol. In the above example of Blaze, the  $x2$  dice indicates that the player would roll the conditions die twice looking to roll a burn. If successful the burn condition would be added to the spell as it is cast.

If there are no numbers before the die that means there is only 1 roll attempt.  $\text{d}6 : \text{ice}$

## SPELL BOX SUMMARY

### OUTSIDE THE CIRCLE

- Top left : Spells elemental type (if applicable)
- Bottom left : Melee or Ranged attack
- Top right : Shows which stats to add to the attack.
- Top right : Shows which condition to roll for and how many attempts
- Bottom right : Number of the die to place over the spell once cast

### INSIDE THE CIRCLE

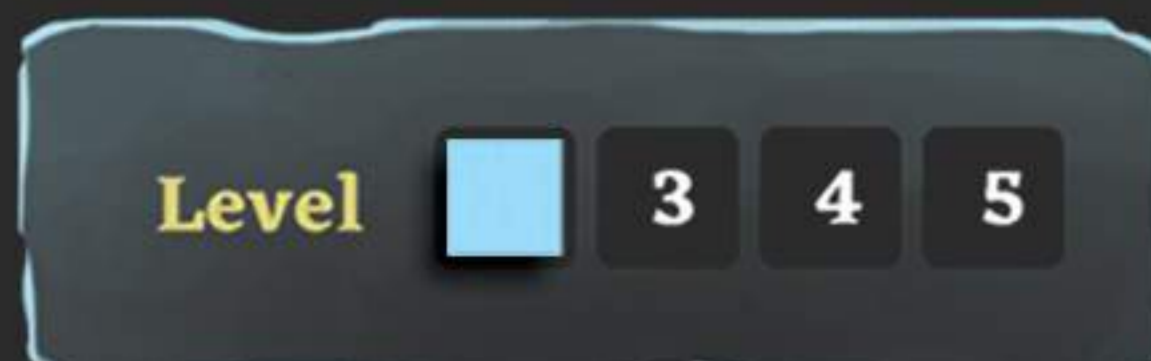
- Top half : Who it targets, **red** = enemy, **green** = ally
- Bottom half : The outcome of the spell. How much damage is dealt, what conditions or buffs are applied and what pets are summoned etc.



# Character Level

## SCENARIO MODE

During scenario mode, all player characters start at level 2. A wooden cube should be placed on level 2 of your character board as shown in our example below.



## ARENA MODE

When doing battle in the arena vs other players it is recommended all player start at maximum level of 5. This allows for much deeper combat mechanics and increases player strategy.

## LEVELING UP & IT'S BENEFITS

There are 3 ways to level up your character :

- Finding an action card with a level up reward during scenario mode
- Defeating an enemy boss (trash mobs don't count)
- Finding a power cube loot item

The level of a character represents how many spell mastery points they can spend on their spell mastery board. Allowing players to unlock some of the most powerful spells and abilities in Heroes of the Shire.

For scenario mode all characters starts at level 2 meaning they have 2 spell mastery points to spend when setting the game up for a scenario. Each time a character levels up during scenario mode the controlling player moves their wooden cube up a number and receives an additional spell mastery point to spend however they choose. For Arena mode all characters start at the maximum level of 5 so each player has 5 spell mastery points to spend. For more information on spell mastery points and how to spent them see page 15





# Permanent & Temporary Buffs

## PERMANENT BUFFS

A permanent buff is an increase or decrease in a stat that is permanent whilst a certain criteria is met. For example having an active water and electric totem out with the Shaman character grants a +1 Int bonus for as long as the criteria is met (totems out). Permanent buffs can be applied throughout the game in many different ways. The most common ways are listed below :

- Scenario action cards
- Spell mastery abilities
- Character abilities
- Character spells
- Equipped items
- Character Cards



## SCENARIO ACTION CARDS

Whilst adventuring through a scenario players may encounter an action card. This is where the party leader takes an action card from the pile and read's out aloud the options. The results vary, but some may give players a permanent buff. See page X for more information on action cards.

## SPELL MASTERY ABILITIES

Certain characters can unlock abilities through their spell mastery boards, which will give them or their allies permanent buffs. For example the Cleric character has an ability called Generosity within the Light Wizardry tree which grants +1 Int to all allies.

## CHARACTER ABILITIES

Some characters have unique abilities that grant permanent buffs. For example the Paladins Divine Aura grants all allies in his party +4 base HP.

## CHARACTER SPELLS

Similar to spell mastery abilities in that certain characters have or are able to unlock spells that grant permanent buffs. For example the Warrior character has a spell which is unlockable via the Ancient Warfare tree called Spear Throw. This spell grants +1 Str permanently each time you cast Spear Throw.

## EQUIPPED ITEMS

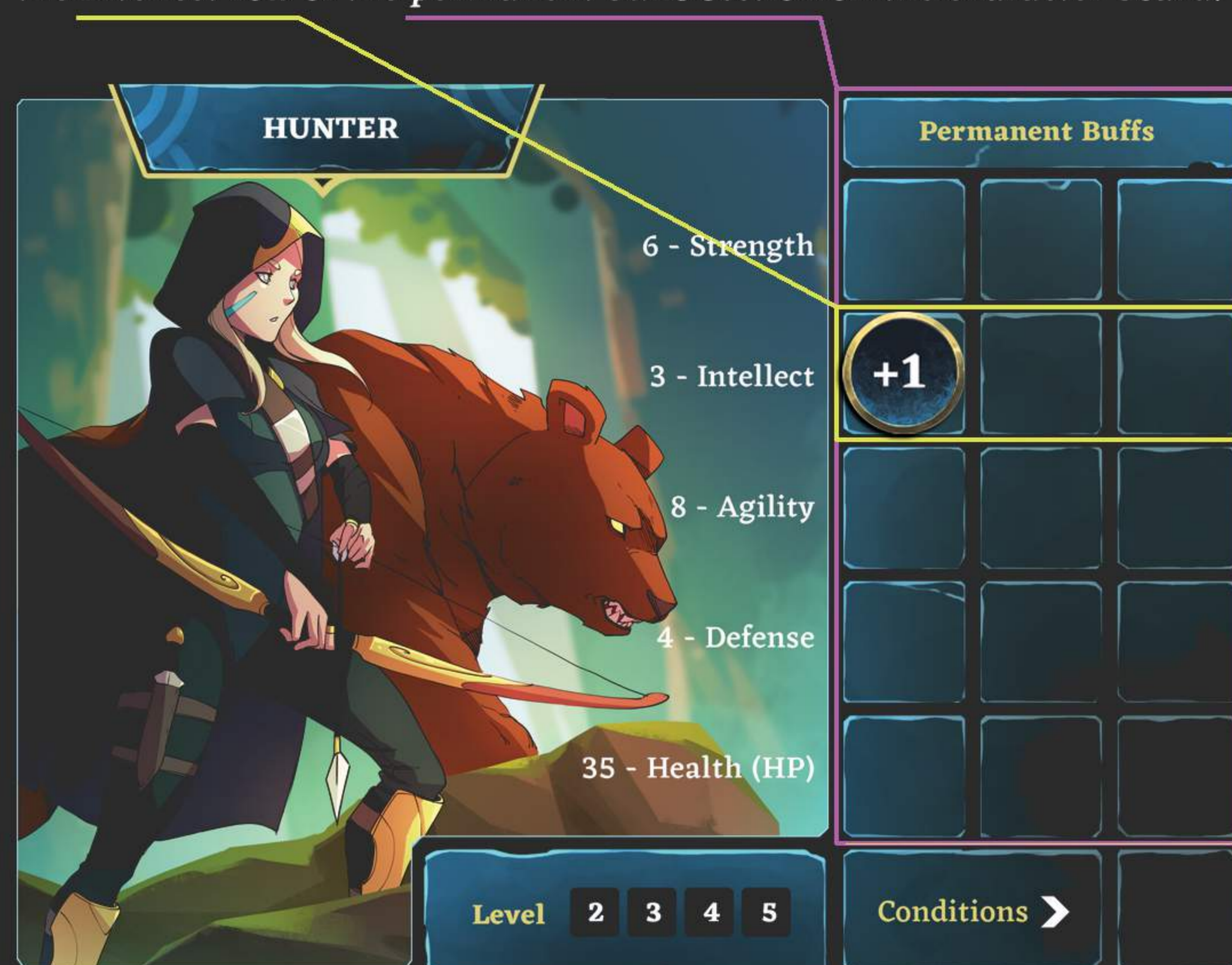
Whilst on your travels in scenario mode you will encounter loot items along the way. These can be found through action cards or dropped items when defeating your enemies. See page X for more information on dropped loot items.

## CHARACTER CARDS

Some character cards grant permanent abilities. When the Shaman summons a wind totem all allies gain +2 Agi. This is a permanent effect whilst the wind totem is summoned. Should the Shaman unsummon the wind totem, these effects are no longer valid.

## PLACEMENT

To place a permanent buff you would take the corresponding token and place it on any of the three squares in the row that the buff is for. For example the Clerics Generosity ability which grants all allies +1 Int. A +1 token would be taken from the pile and placed on one of the squares in the Intellect row of the permanent buffs section on the character board.



## TEMPORARY BUFFS

A temporary buff is an increase or decrease in a stat that only lasts for a certain amount of turns. The amount of turns a temporary buff lasts for is always indicated on the spell or ability. If the spell or ability does not tell you how long the buff or condition lasts for, then by default it would be a permanent. There are exceptions to this rule for conditions such as bleed, burn, poison, lacerate or drenched as they always lasts 3 turns (see page 12 for more information). Using Inner Beast as our example, the Hunters Inner Beast spell grants a target ally +3 Str for 3 turns. This tells us that the stat being increase is Strength (Str) and that the increase is by +3 and the effects last 3 turns. There are multiple ways to gain a temporary buff throughout the game, the most common ways are listed below :

- Scenario action cards
- Spell mastery abilities
- Character abilities
- Character spells
- Equipped items
- Character Cards

## SCENARIO ACTION CARDS

Results vary from action card to action card, some may be positive and some may be negative depending on the choices you make whilst on your adventure.

**BOARD RESET** : Important to note that after each battle, character boards get reset so all permanent & temporary buffs get removed

# Continued...

## SPELL MASTERY ABILITIES

No spell mastery ability directly gives you a temporary buff, but some abilities in-directly do so by upgrading your spells to now include temporary buffs. For example the Paladin character has an ability within the Renewal tree called Paladins Bubble which gives the Paladin an immune to DMG condition for 2 turns if he gets hit for 15> DMG in 1 single attack. This ability does not directly give you a temporary buff, but if a certain criteria is met, then the temporary buff is applied.

## CHARACTER ABILITIES

Some character abilities can give temporary buffs. For example the Berserker uncontrollable rage ability gives him +1 Str for 2 turns when he receives DMG.

## CHARACTER SPELLS

This is the most common way for a temporary buff to be applied, either by yourself, an ally or an enemy casting a spell that effects your stats.

## EQUIPMENT ITEMS

Most equipped items give permanent buffs, however some items like the lantern give out temporary buffs.

## CHARACTER CARDS

Many character cards ranging from pets, gadgets, stances, forms etc... have the ability to temporary change a players stat.

## PLACEMENT

To place a temporary buff on yourself you take the corresponding token and place it anywhere in the row that the buff is for. However where in the row you place the buff makes a difference in the temporary buffs column, unlike permanent buffs where it doesn't matter which of the squares you place the buff on. For the temporary buffs column, each square represents the length of time a buff would be applied for, counting down from 3 - 2 - 1 from right to left.



For example if we use the Druids spell Regeneration which grants all allies +1 HP regen for 3 turns. A +1 HP regen token would be taken from the pile and placed on the Health (HP) row of the temporary buffs section to the far right to represent the 3 turns. A buff for 2 turns would be placed in the middle column and 1 turn would be the first column. As you can see in the above example with the numbers on each square.

See some of our examples here :

	Permanent Buffs			Temporary Buffs		
Strength						+3
Intellect					-1	
Agility						
Defense				-2		
Health (HP)						+1 HP REGEN

In the above example you can see the following temporary buffs :

- +3 Str buff for 3 turns
- -1 Int buff for 2 turns
- -2 Def for 1 turn
- +1 HP regen for 3 turns

# Conditions

## PLACEMENT

Conditions are placed the same way as buffs, only placement is in the conditions row. So when placing conditions check the spell or ability that produces the condition to see how many turns it lasts for.

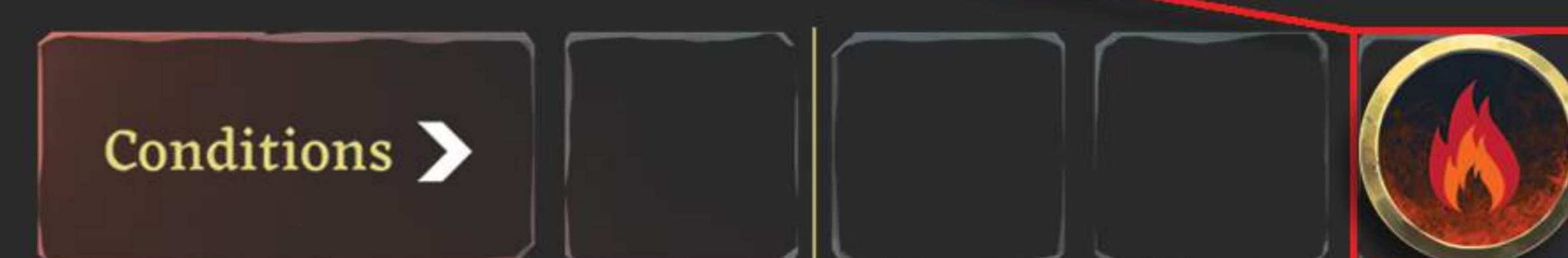
### PERMANENT

Same as buffs, if there is no mentioning of how long the condition would last or the words permanent are used, then the condition is a permanent effect and would be placed in the only square available for permanent conditions. If a player would receive more than one permanent condition, the tokens are stacked on top of each other.



### TEMPORARY

For some conditions like Burn, Bleed, Poison, Drenched or Lacerate there is no mention of how many turns they last because by default these always lasts 3 turns. See the next page for more information on each individual condition.



# Conditions Continued...

## EFFECTS



**-50% HP received** - When a target receives health points they gain 50% less.



**+50% HP received** - When a target receives health points they gain 50% more.



**+50% DMG** - When a target deals damage they deal 50% more. (The 50% is added to the final number).



**-50% DMG** - When a target receives damage they receive 50% less. (The 50% is deducted off the final number).



**+50% DMG received** - When a target receives damage they receive 50% more.



**-50% DMG dealt** - When a target receives damage they receive 50% less.



**Bleed** - Target immediately receives 1 damage plus an additional 1 DMG the beginning of their turn.



**Burn** - Target immediately receives 1 damage plus an additional 1 DMG the beginning of their turn.



**Lacerate** - Target immediately receives 2 damage plus an additional 2 DMG the beginning of their turn.



**Poison** - Target immediately receives 1 damage plus an additional 1 DMG the beginning of their turn.



**Drenched** - Target immediately receives 1 damage plus an additional 1 DMG the beginning of each players turn.



**HP regen** - Target immediately receives HP equal to the number on the token plus additional HP each turn.



**Can't be healed** - Target can't gain health points.



**Can't be targeted** - Target can't be the target of spells or abilities.



**Immune to DMG** - Target can't receive any DMG from effects or abilities.



**Confused** - Target can't cast any support spells.



**Paralysed** - Target can't cast any attack spells.



**Disarm** - Target can't cast melee spells.



**Frightened** - Target can't cast ranged spells.



**Hex** - Target can't cast spells with a cooldown 3 (CD:3) or above.



**Glowing** - Target receives 2 DMG when an enemy character gains HP.



**Darkness** - Target receives 8 DMG when an enemy character, pet, gadget or totem dies.



**Pierce** - Enemies don't deduct their defence from the attack.



**Penetrate** - Enemy defence is reduced by 50% for the attack.



**Redirect Ally** - Target can redirect an attack to a chosen ally. Token is removed after redirecting.



**Redirect Enemy** - Target can redirect an attack to a chosen enemy. Token is removed after redirecting.



**Stun** - Target skips their dice upkeep phase.



**Frozen** - Target skips their turn. Target defrosts at the end of their turn removing the condition.



**Sleep** - Target player skips their turn. Target wakes up when the condition is removed or when DMG is received.



**Counter-attack** - Target automatically casts their cooldown 0 spell (CD:0) when attacked.



**Immobilise** - Target player increase their CD die or add's a CD die to the target spell for X amount of turns



**Flying** - Target can't receive any DMG from melee attacks.



**Dodge** - Target rolls a D6 when an enemy attacks. Landing a 1-2 means the attack is dodged. Token is then removed.



**Knockback** - Target skips their turn and removes the knockback token unless they pay 4 HP to get back up.

# Conditions Continued...



**Increased Fire DMG** - Your fire DMG spells increase in power according to the number on the token.



**Increased Fire DMG** - Your frost DMG spells increase in power according to the number on the token.



**Increased Fire DMG** - Your light DMG spells increase in power according to the number on the token.



**Increased Fire DMG** - Your poison DMG spells increase in power according to the number on the token.



**Increased Fire DMG** - Your shadow DMG spells increase in power according to the number on the token.



**Increased Fire DMG** - Your water DMG spells increase in power according to the number on the token.

## THINGS TO NOTE

### ALWAYS LASTING 3 TURNS

The following conditions don't state how long they last. This is because they are always temporary conditions that last 3 turns. (unless otherwise stated a permanent condition).

- Bleed 
- Burn 
- Lacerate 
- Poison 
- Drenched 

### STACKING THE SAME CONDITION

The only conditions that can stack are +HP regens and Bleed.

All other conditions can only be applied one at a time. Should you already carry that condition, you must remove it and re-apply it for the amount of turns stated on the new spell.

### TOKEN UPKEEP ORDER

As long as all conditions are down-ticked during the token upkeep phase players are welcome to down tick their conditions in any order they see fit. A good example of this would be if a player was on 1 HP and a condition like bleed would kill them on their upkeep. Should they also have a +HP regen condition to grant them life during their token upkeep they can chose to down tick the HP regen condition first healing enough health points to hopefully keep them alive from the bleed condition.

### CHARACTER SPECIFIC CONDITIONS

Some characters have their own unique tokens/conditions. See the specific characters page for more information on these conditions.

### TRIGGER RESPONSIBILITIES

It is the players responsibility that causes a triggered action of a condition to remind that player. When player A heals, he or she needs to remind player B that they should take 2 DMG if they have a glowing condition.

### ONE TIME EFFECTS

The following conditions are removed from a character once their effects have been used once.

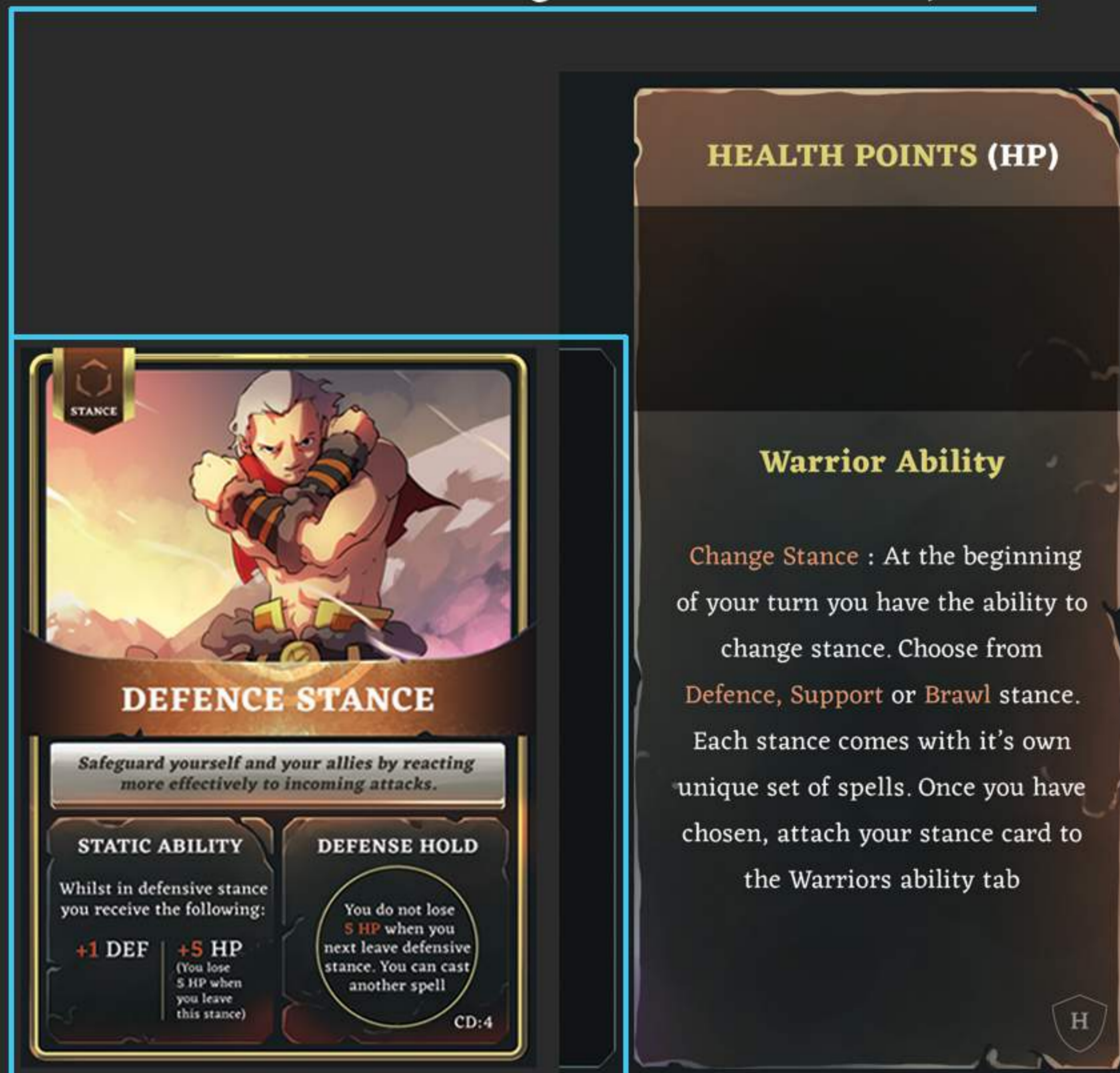
- Redirect Ally
- Redirect Enemy
- Dodge
- Knockback
- Frozen



# Ability Tab

## ADDING CARDS

During a players turn they may be prompted to add a card to their ability tab. The player would take the appropriate card and place it to the side of their board next to their ability tab to show that the card is now active and in play. If there is already a card attached to your ability tab, add the new card to the left of that card. See below an example of a Warrior stance card being added to the ability tab.



## REMOVING CARDS

During a players turn a card may need to be removed from an ability tab. For example swapping stances with a Warrior. If a card is removed from an ability tab it still keeps it's cooldown die and will be included in the dice upkeep phase at the beginning of your turn. The only time a die is removed from an ability card is if the creature or gadget has died.

# Turn Order Card

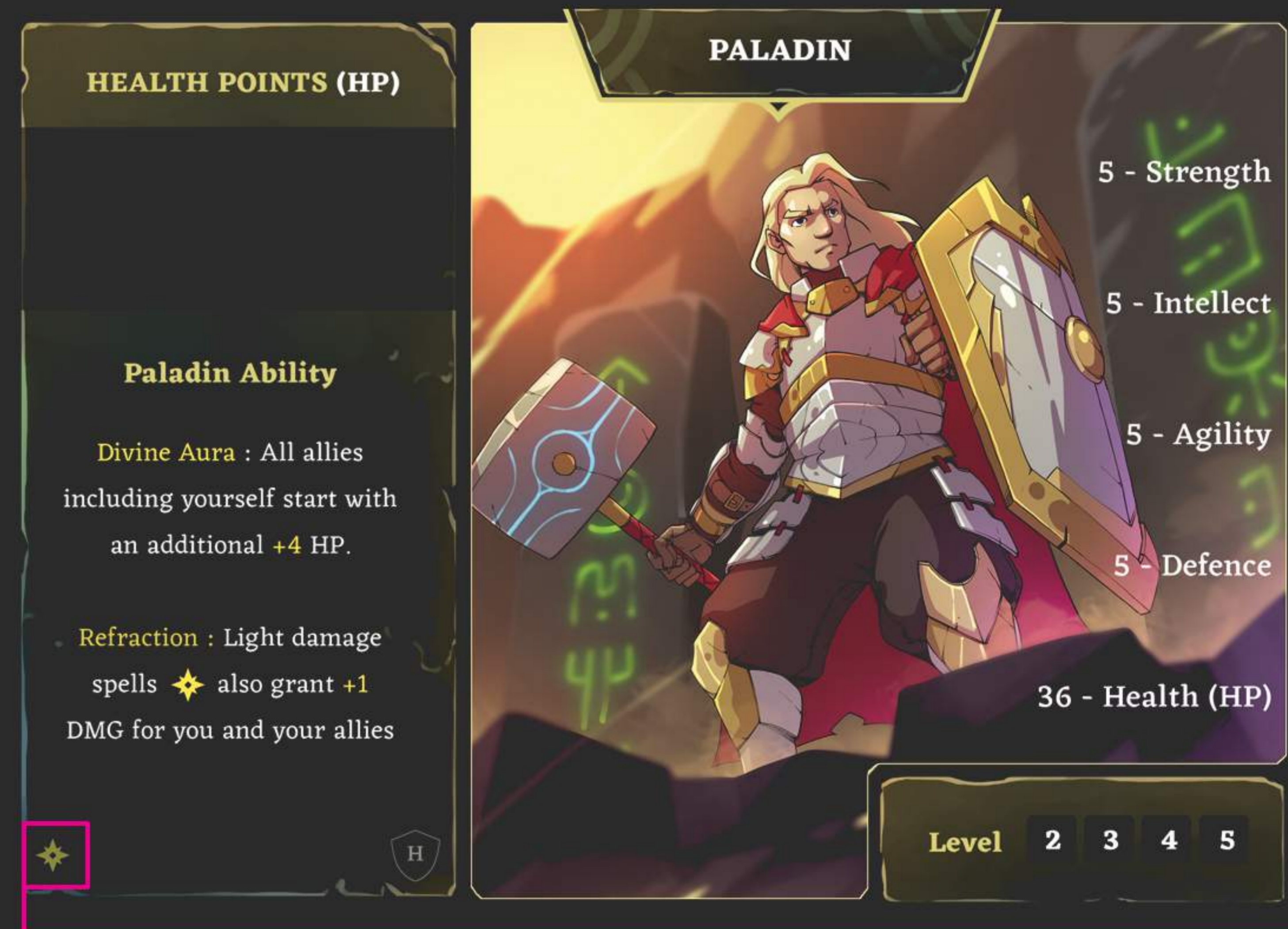
When playing with more than 2 players it is recommended to play with the turn order card to remind each player of who's turn it is and in what order. During game setup one player would take a turn order card and place it somewhere visible to all players. Each player during setup would place their character token on the turn order card in order of highest agility first from left to right as shown in our example below.



# Elemental Type

## CHARACTER ELEMENTAL TYPE

Certain characters have an elemental type, which means they receive more damage from certain elemental types. A players elemental type is always displayed in the bottom left corner underneath their characters ability. See page XX for the elemental type chart which shows how much additional damage certain elemental types would receive.



## SPELL ELEMENTAL TYPE

Certain spells have an elemental type as shown on page 6. If an incoming spell is from an elemental type that a player is weak to, that player will take additional damage. For example the Paladin character above is a light elemental type meaning, should he be attacked by any spell that is of the elemental type shadow he would receive an additional +1 DMG.

# Armour Class

A players armour class is always displayed in the bottom right corner underneath their characters ability. There are 2 types of armour classes, these being Light and Heavy. Light is represented by an L symbol and Heavy H with a H. A characters armour class defines what loot items they can equip. For example the Shaman is a light armor class meaning she can only wear light armour.



# Attack & Support Rows

## NO ATTACK OR SUPPORT ROW

Most character boards have their attack spells across the bottom row and their support spells on the top row. Refer to the character board on page 5. Occasionally a character like the Shaman or Warrior for example will have no rows due to their characters ability (totems & stances etc). On this odd occasion it is recommended you use your better judgment for which spells are attack and support. This becomes important for conditions like ⚡ or 👁 which restrict the spells a player can cast.

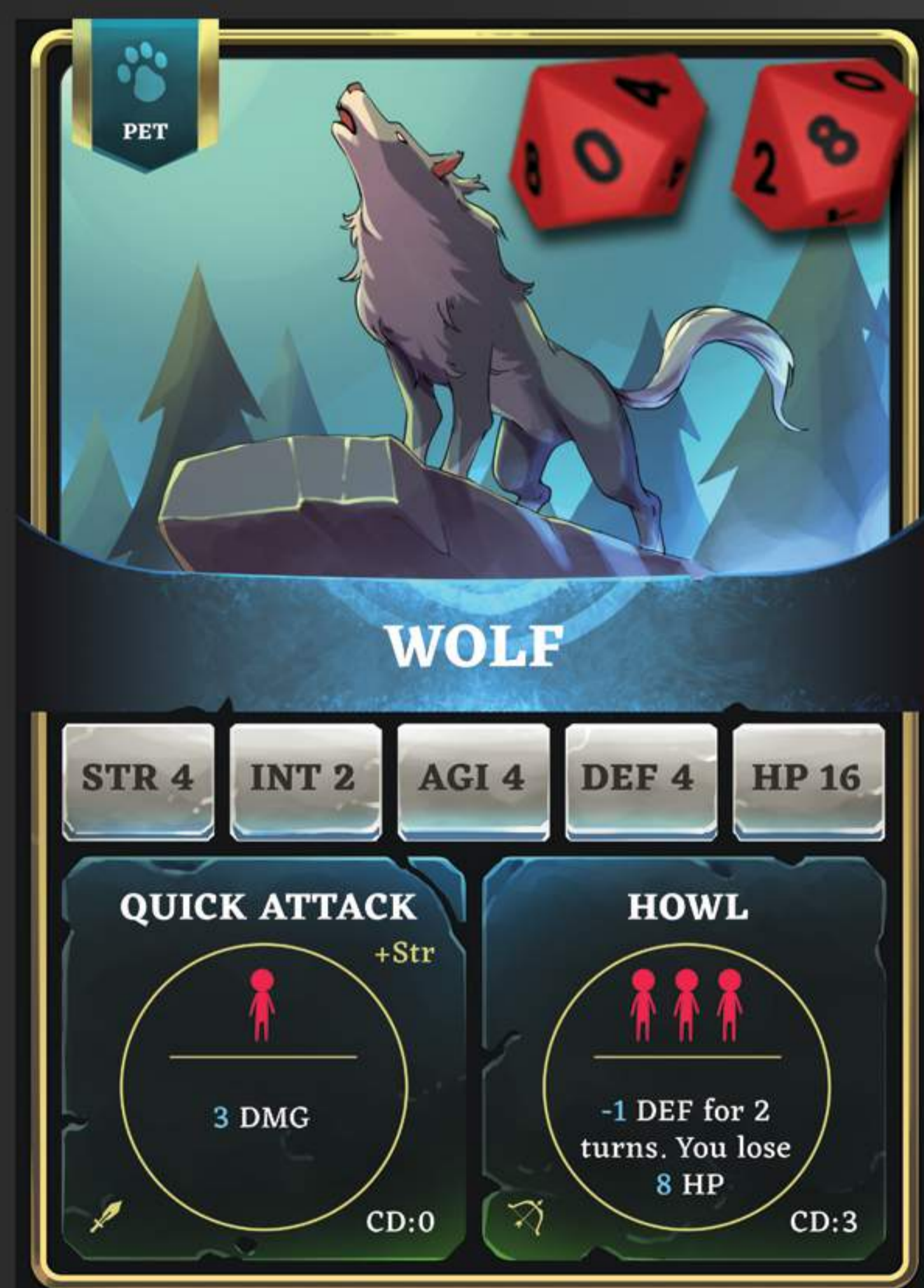
# Pet Cards

## OVERVIEW

Certain spells will instruct you to summon a pet to your ability tab, like the Hunter's Summon Wolf spell. When you add a pet card to your ability tab, that pet now acts like another player only being controlled by it's owner.. Meaning the pet has it's own health die, stats, turn order and ability to cast spells from it's card. Once a pet has been summoned it can be the target on spells and abilities. Like characters when a pet is defeated all dice are removed and the card is reset.

## HEALTH DICE

Place dice anywhere in the artwork box of the pet card to track it's health points. Don't forget that once a pet is in play/added to ability tab it receives damage from spells that target all enemies.



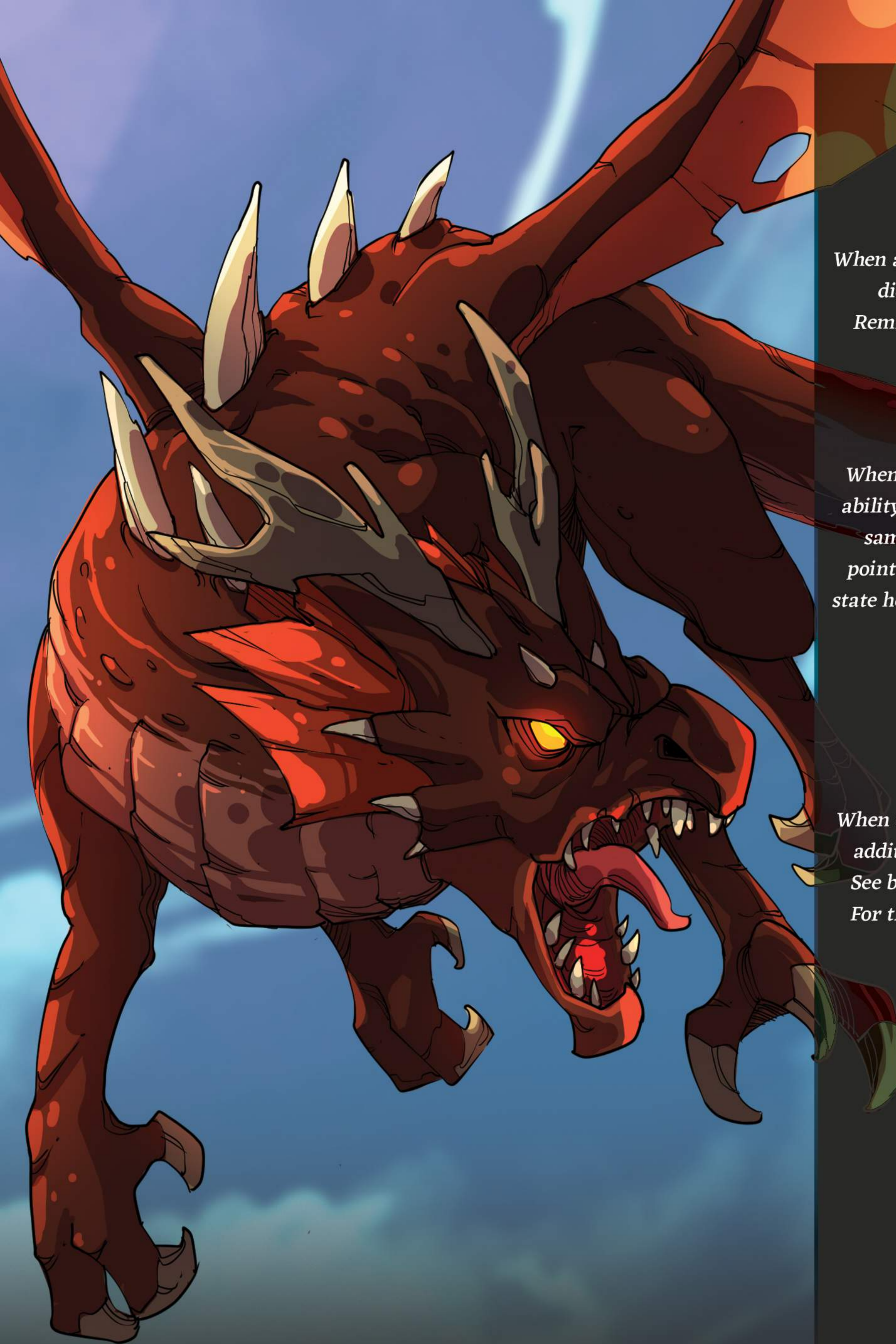
## BUFFS & CONDITIONS

Pets can not receive any buffs or conditions, but are effected by characters abilities. For example the Hunter has two abilities in his spell mastery tree to specifically increase the playability of his pets called Strength of the Wild and Animal Sanctuary.

## TURN ORDER

Once a pet has been added to the ability tab it is classed as being in play meaning it will get it's turn this round. As soon as a pet is in play, place it's character token on the turn order card if it's being used. Otherwise simply check the pets agility and remember where it sits in the turn order.





# Death


## ZERO HEALTH POINTS

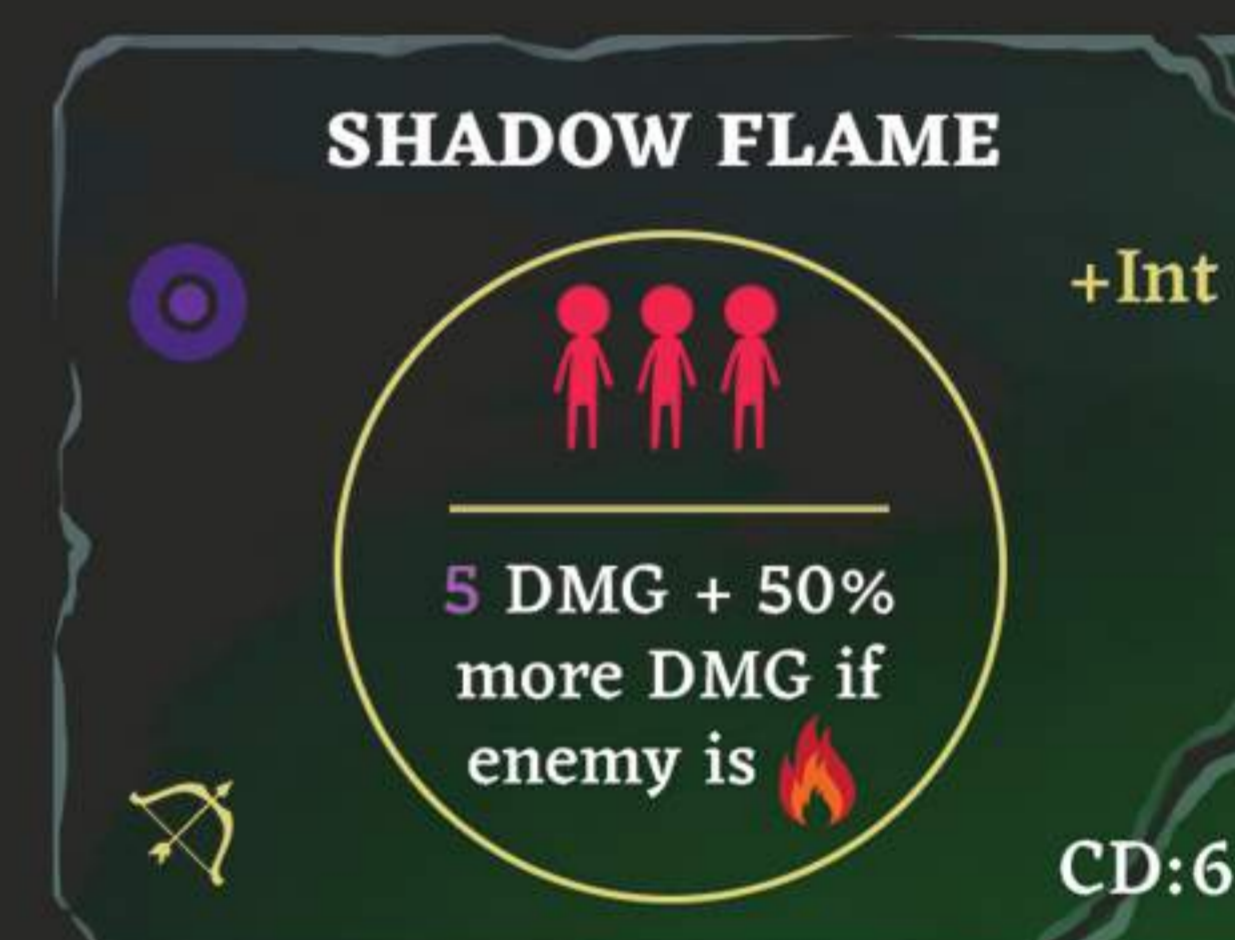
When a characters health total reaches zero they have been defeated. All dice on the character board are removed and the board is reset.  
Reminder : don't forget any darkness triggers when a character dies (if applicable).

## RESURRECTION

When a character or pet gets revived by another player, pet, gadget or ability the character board or card of the reviving target gets setup the same way it would at the beginning of the game minus the health points. Any spell or ability that revives a players character or pet will state how many health points the target is revived with. For example the Clerics Revive ability will revive a target with 15 HP.

# Adding Percentages

When a player casts a spell that deals a percentage % more damage, the additional damage will be added or subtracted from the final figure. See below some examples of our calculations to help you understand. For this example we have used the Warlocks Shadow Flame spell and assumed all enemies have a  condition.



## EXAMPLES

Player A's Intellect is 7.  
Player B's defence is 3.  
Player C's defence is 5.  
Player D's defence is 6.

Player A casts Shadow Flame.

The spell reads, 5 DMG to all enemies and 50% more if the enemies are burning. The spell also adds the characters Intellect.

Shadow Flame hits Player B for **14**.

$(5 \text{ spell DMG} + \text{Player A's Int of } 7 = 12 \text{ DMG. } 12 \text{ DMG} - \text{Player B's Def of } 3 = 9 \text{ DMG. } 9 \text{ DMG is the final figure so here is where we add the 50\%.$   
 $50\% \text{ of } 9 = 4.5, \text{ (round up to } 5). 9 \text{ DMG} + 50\% \text{ more (} 5 \text{ DMG)} = 14.$


The Shadow Flame hits Player C for **11**.

$12 \text{ DMG (} 5+7) - 5 \text{ Def} = 7 \text{ DMG. } 50\% \text{ of } 7 = 4 \text{ (round up). } 7 + 4 = 11.$

Shadow Flame hits Player D for **9**.

$12 \text{ DMG (} 5+7) - 6 \text{ Def} = 6 \text{ DMG. } 50\% \text{ of } 6 = 3. 6 + 3 = 9.$

# Rounding Up

From time to time you will encounter a half or a 0.5. Anytime you encounter one of these it is always rounded up. You will encounter these frequently when using a spell with penetrate  or a spell that adds a % to the attack value. As shown in our workings out in the adding percentages section on this page.

## PERCENTAGE TIPS

If mathematics is not your forte, don't worry we've got you covered, as almost all percentages in Heroes of the Shire are either 50% or 100%. Making them fairly easy to work out.

100% = the same number added again.

50% = the number cut in half (always rounded up).

# Spell Mastery

## OVERVIEW

Each player character has access to their own spell mastery board. The spell mastery boards are unique to each character, so spells, abilities and layouts are extremely different. The only things the spell mastery boards have in common are that each character is presented with 3 paths in which they can follow and that each time a player levels up they can spend a spell mastery point in any tree. In our example below you can see the paths : **Decimation**, **Demon Form** & **Soul Harvesting**.

**SPELL MASTERY | WARLOCK**

**DECIMATION**

- DEFENSIVE GLOOM**: Your Gloom spell now grants an additional -1 DEF
- DEATH COIL**: 0 DMG + 8 HP if the target dies. +Int. CD:4
- INCINERATE**: 4 DMG. +Int. CD:4
- SHADOW STORM**: 1 DMG +2 INT for 2 turns. +Int. CD:4
- SHADOW STRATEGY**: All of your damage spells now grant an additional +1 DMG

**DEMON FORM**

- RESTORE THE DEAD**: Add 2 army of the dead cards to your ability tab. You can only cast this spell if 2 army of the dead cards have already died. CD:4
- DEMONIC CURSE**: 3 DMG + 3 turns. +Str. CD:2
- DEMON FIRE**: 5 DMG +. +Int. CD:4
- SUMMON DEMON**: You are no longer required to wait until turn 4 to cast Demonic Ritual
- COLOSSAL HEALTH**: You gain 100% more HP instead of 50% when casting Demonic Ritual

**SOUL HARVESTING**

- INTELLIGENT GLOOM**: Your Gloom spell now grants an additional -1 INT & STR
- DRAIN LIFE**: 0 DMG + 2 HP regen. +Int. CD:3
- CORRUPTION 2.0**: The next time you cast corruption it adds. You may now cast corruption. CD:5
- MASS REJUVENATION**: You gain an additional +1 health from HP regen conditions
- DOUBLE THE FUN**: Your Funnel Conditions ability now grants you an additional +1 HP per condition you remove from an enemy source

## CHOOSING A PATH

When first learning Heroes of the Shire it is recommended to pick only one of the 3 paths and focus on unlocking all the spells and abilities within it. This will help new players learn that path and it's play style by unlocking new spells and abilities related to it. As each player learns the combat system and figures out what spells work together they are encouraged to create their own path by mixing and matching their spell mastery points into different paths.

## UNLOCKING SPELLS

In order to unlock a spell or ability at the bottom of a path, a player must have unlocked the spell or ability in the path before it. This is also true for the spells above. Other games may call these talent trees. Once a player has selected the spell or ability they would like to unlock and have met the criteria above, that player would take a wooden cube and place it inside the small square next to the spell or ability title.

## SPELL OR ABILITY?

Spells are always within a circle and abilities are always text in a box. Abilities are sometimes static effects so don't forget about them.



## EXAMPLES

Correct

Incorrect

**SPELL MASTERY | PALADIN**

**DIVINITY**

- LIGHT WAVE**: 3 DMG +. +Int. CD:4
- BEACON OF LIGHT**: 2 DMG +2 AGI for 3 turns. CD:3
- VIVID GLOW**: Your enemies receive 1 DMG at the beginning of your turn.
- LANTERN OF HOPE**: +3 DEF +2 AGI +2 DMG for 3 turns. CD:6
- WRATH KING**: Your wrath from above spell now includes + AGI and you become DMG for 1 turn.

**REINFORCEMENTS**

- STEEL CONTACT**: Your spells deal +1 DMG
- BANNER ADVANCEMENTS**: all allies banner now includes
- PERPETUAL DAMAGE**: 2 DMG 4 DMG. CD:4
- OVERWHELM**: +1 STR, +2 AGI, +2 DMG for 3 turns. CD:4
- STUNNING CLASH**: DMG +. +Int. CD:6

**RENEWAL**

- RADIANT HEAL**: 6 HP. +Int. CD:5
- PALADIN'S REBIRTH**: You may revive yourself once per battle with 1 HP. You can choose to do this at anytime.
- ALMIGHTY STRIKE**: 1 DMG. +Str. CD:3
- CELESTIAL SHIELD**: 8 HP shield +1 DEF for 3 turns. +Int. CD:5
- REPLENISHMENT**: You gain 2 HP at the beginning of your turn.

**SPELL MASTERY | HUNTER**

**SWORDSMANSHIP**

- SWORDMASTER**: attacks gains +1 STR
- DOUBLE EDGE**: DMG +. +Str. CD:6
- SHARPEN STEEL**: Your next attack grants +1 STR. You can also lose 1 HP. CD:4
- DEFENSIVE PARRY**: 1 DMG (DMG for 3 turns). +Str. CD:4
- CUT THROAT**: All of your attacks now grant +1 DEF for 3 turns.

**ARROW SPECIALISATION**

- POISON ARROWS**: 2 DMG +. +Str. CD:3
- TARGET PRACTICE**: Restore the CD of a spell by 2.
- TACTICAL SHOT**: 1 DMG -1 DEF for 2 turns. +Int. CD:4
- SHARPEN ARROWS**: All of your attacks now grant an additional +1 DMG.
- PENETRATE ARMOUR**: All of your attacks now grant additional +1 DMG.

**ADVANCED COMPANIONS**

- STRENGTH OF THE WILD**: Your pets all gain +1 STR when they attack.
- INFESTATION**: 2 DMG +. +Str. CD:6
- BOAR TRAP**: You can only cast this spell on an enemies turn, when you get attacked, summon a boar pet. CD:5
- ANIMAL SANCTUARY**: All of your pets die you gain +6 HP.
- DOUBLE TROUBLE**: summon 2 pets to fight alongside you with your hunters ability loyal companion.



# Arena Summary

## PRE-GAME

- Set HP die to the value or the chosen characters health stat. (already done for Tabletopia users)
- Read characters Hero Ability underneath HP die.
- Each player takes their character tokens and places them on the turn order card in with order of highest agility characters first. This will be the turn order for each round. When players adjust their AGI (agility) values don't forget to adjust the turn order card.
- Decide amongst the group if the spell mastery boards are going to be used. These are highly recommended, however for new players for their first game or two we recommend not using them as it adds another layer of depth to the game which can be overwhelming for first timers.
- If the spell mastery boards are being used, each player should pick their 5 spell mastery points before the game begins by placing their wooden cubes on the chosen spells or abilities for other players to see.
- If playing free for all mode the player with the highest HP (health points) value takes the bounty token and places it in front of their character board for all players to see.



## STARTING BATTLE

- Starting with the first player on the turn order card, go through the stages summarised below. Full description on page 4.
- Token upkeep (first turn, no tokens to adjust)
- Dice upkeep (first turn, no dice to adjust)
- Hero ability phase
- Main phase
- End phase

## THINGS TO REMEMBER

- Always deduct your DEF (defence) value from incoming attacks unless otherwise stated.
- Adding or subtracting percentages to DMG always gets added to the final number. Example, 12 incoming DMG minus 5 DEF = 7. This is the final number that the percentage gets added or subtracted too.
- DMG over 30 points is very rare and potentially an error in adding a percentage as mentioned above. Question a player if they announce DMG of over 30 points from a single attack.
- DMG is deducted from an active shield before a players HP die.
- Cards are added to a players ability tab.

## WORK IN PROGRESS

Our rulebook is not complete at the time of our Tabletopia launch so there is missing information. We have done our best to provide as much information as possible to help give players early access to Heroes of the Shire via Tabletopia. We will be adding more details to the rulebook as we finish developing Heros of the Shire. In the meantime, please direct your questions/quiries or concerns at this time to our creator using the following email address : [damian\\_senior@hotmail.com](mailto:damian_senior@hotmail.com)

