

LEGENDS OF SIGNUM II
WARSEER



GLOSSARY



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Agile - The creature can move through hexes occupied by allied creatures.

Ambush: add - If the creature does not move before the attack, it gains to the attack.

Armour X - When you play this card, place X Armour tokens on it.

Armour token - Whenever a creature with Armour tokens receives damage from a non-magical attack or other effect, that creature loses 1 Armour token per 1 damage instead of getting wounds. If an attack deals more damage than the number of Armour tokens the creature has, this damage removes all Armour tokens, and the rest deals wounds.

A creature can have an unlimited number of Armour tokens.

If an effect indicates that a creature gets wounds but not damage, Armour cannot prevent them. If any card or ability gives the creature +X , that creature receives X additional Armour tokens. When the relic with Armour no longer has Armour tokens, it is destroyed and the Hero loses all its effects.

Assassin - When a creature attacks a of a higher rank, its Crit effect always works.

Aura X: Text - All creatures in a hex with the source of the Aura and in X hex from it has Text as long as they are in an Aura. If any creatures affected by the Aura has a unique effect, it is specified in Text. If the source of the Aura is a creature, it does not receive the Aura effect.

Berserk - As long as this creature is wounded (has Wound tokens on its card), its Crit effect always works.

Brave - Ignore 1 of the opponent's attack or damage rolls.

Brute - Cannot be affected by Building effects and **Warlord** ability. Cannot receive relics in Tournament mode and Solo mode.

Charge: Text - The creature gains Text while attacking if it was moving before the attack. The ability doesn't work if the creature started moving next to the creature it's attacking.

Clinch - An opponent's creature cannot move in a way that breaks contact with the creature.

This restriction does not apply to forced movements caused by effects such as Spell cards or effects.

Contract X: Text - On activating this creature, the active player can pay X to make this creature gain all effects specified in the Text until the end of the active player's turn. Some effects can be permanent. It's specified in the Text.

Counterblow - When the creature with this ability is under the attack, it can declare its own attack on the attacker with strength afterward, if it's still alive and within the distance of attack. All Critical effects could be activated following usual rules. If the creature has no attack of its own, the attack is 1.

A creature cannot declare a Counterblow in response to a Counterblow.

Defender - If an opponent's creature declares attack while in contact with a creature with this ability, it must choose this creature as the target of the attack, even if there are other creatures within its Attack Range. If there are several creatures with this ability in contact, it can choose which one to attack.

Difficult (Difficult terrain) - If a creature enters the terrain with this ability by performing a move or running, its activation ends immediately. If a creature is forced to shift into such terrain by a Push effect, it takes 1 damage of the same type as the attack.

Difficult target - When performing an attack against a target with this ability, all  and  attack dice become .

Disease token  - The creature receives 1 Wound at the start of its activation. Then it can skip its activation to lose Disease token. Otherwise every creature within 1 roll , if  or  rolled, distribute Disease token at that creature. The creature can have only 1 Disease token.

First Word : **Text** - When the card is played, Text should be applied immediately.

Flank:Text - When the creature declares  attack against a target that is in contact with allied creature, the attacker gains Text until the end of attack.

Flight - The creature can ignore obstacles, including other creatures and terrains, while moving across the Battlefield. Nevertheless, the creatures with this ability cannot end their movement on Impassable areas or on the

hexes with other creatures. Unlike other creatures, while a creature with **Flight** is moving, it is not affected by **Aura**, **Clinch**, **Difficult Terrain** or similar effects. It also does not count as being in contact with any other creatures until its movement ends. This applies to all hexes it moves through, except the starting and final hexes.

Forged - Forged creatures cannot be healed and cannot receive Poison or Disease tokens. They also ignore all  in the opponent's attack. Creatures with **Vampirism** cannot be healed if they attack Forged creatures.

Fortitude - Creature takes 1 damage less from attacks. The total amount of damage cannot be reduced to 0, even when combined with other damage-reducing effects.

Healer  - Special ability. Instead of attacking, choose a creature within  and roll printed attack dice only. Heal the targeted creature by 1 for each

 or 

Hook X - Instead of movement, creature can move an opponent's creature within X or less into the contact with itself, if it has LoS to it. The creature must move along the shortest available path.

Huge - When this creature is attacked with / attack, the attacker has **Master of Attack 2**.

Hunter: Text - When creature attacks Text, its Critical effect always works.

Impassable - Creatures without Flight cannot cross this type of terrain when moving. Creatures cannot be placed on Impassable terrain templates.

Last word  - Must be applied when this card goes to the History from play.

Long shot X:  - Special ability. Instead of attacking, the creature can declare / at range X with strength . The critical effect does not activate.

Master of Attack X - When the creature attacks, it can reroll up to X dice, but not .

Monster - It cannot be healed, or returned to the War Camp from any other zone, or brought under the opponent's control. Also cannot be activated by your opponent or affected by any effects of Support cards, including Buildings. It ignores .

Multiple Uses X  - The ability can be used as many times as specified there. When a card with Multiple Uses is played, collect the number of markers indicated in the Multiple Uses stat and place them on the card. Every time the player uses an ability with Multiple Uses, one of the markers on the card should be removed. Just as the number of markers equals zero, all effects applied for the last time. Then the card is discarded.

Persecution X - When the creature eliminates an opponent's creature with  attack or moves it by Push effect, this first creature can declare another  attack, once per turn.

The creature can move within X into contact with any opponent's creature before additional  attack.

During this movement, the creature cannot enter Difficult Terrain.

Poison token  - Roll  at the beginning of the creature's activation: on a , the creature takes 1 wound. On a , it loses a Poison token. Creature can skip activation to lose a poison token without rolling. A creature can't have more than 1 Poison token.

Predator - If the creature declares a Melee Attack at a wounded opponent's creature, its Crit effect always works.

Protector - This creature can take damage instead of an allied adjacent creature. Still can't take more damage than its current health. The remaining damage goes to the original creature.

Regeneration - At the start of activation roll .

This creature is healed by 1 on .

On a  it is healed by 2.

Resurgent - Resurgent cannot be healed

and cannot receive Poison or Disease tokens. Creatures with Vampirism cannot be healed if they attack Resurgent. All  in the attack on Resurgents deal 1 damage in total, instead of Push effect activation.

When the player eliminates the opponent's  during their turn and this character's card must go to History, they can immediately summon their Resurgent of the same rank or lower from their War Camp or History on the place of eliminated . They don't need to pay its cost. The eliminated character's card instead of going to History should be placed under the Resurgent card until Resurgent leaves the Battlefield. The eliminated character shouldn't be Resurgent, Forged, Undead, or Mech. You cannot summon a Resurgent from your History unless it belongs to your or Dogs of War's faction.

Run X - On declaring a Run, a creature can move through X additional hexes instead of 1.

Rush - On your turn the creature can be activated right after being summoned to the Battlefield. However, it cannot attack during this activation.

Shield - The creature ignores 1  in opponent's  and  attacks.

Slow - The creature can't declare Run.

Stun token - If a creature must be activated, it loses a Stun Token instead. A creature cannot have more than 1 Stun Token.

Superior - When a creature attacks  below its rank, its Crit effect always works.

Warlord  - Allied   gain  to attack within 1 hex from the Warlord.

The effect of Warlords does not add up.

CRIT EFFECT

add to attack  - Add the relevant dice to the roll.  on the extra dice does not make the Critical ability trigger an additional time. The value of this additional dice cannot be changed.

add to attack  - Add an additional  to this roll.

Advance - If the attacking creature destroys a creature or causes a Push during it's attack, it may move no more than 1 hex to take its place.

Frenzy - Once per activation an attacking creature gains one additional attack against the same target. The additional attack can be done after all consequences of the first attack have been resolved, and if it is still possible.

Hammerblow - Each one of 🗡️ deals 2 damage if they are in the roll.

Infection - After the damage phase the attacked creature gains 1 Disease token.

Nimble - After the attack, this creature can move by 1.

Parasite - Whenever the creature eliminates 🦠, summon 🦠 of your faction on its place.

Pathfinder - this creature ignores **Difficult terrain** ability. Including damage from the Push effect.

Poison - After the dealing damage step, the attacked creature receives Poison token.

Surf - this creature ignores the River's **Impassable** ability.

Slash - On dealing damage step, the attacker deals 1 damage to additional opponent's creature adjacent to it.

Stun - After the dealing damage step, the attacked creature receives Stun token.

Swap - After the attack, an attacking creature can change places on the Battlefield with the attacked creature.

Vampirism - On dealing damage step, each 🦋 heals the attacking creature by 1.

FAQ

What if the text on the card contradicts the rules?

The text on the card always prevails over the rules.

For example: Normally, a creature can attack only once per activation. However, if the character's card states it can attack twice, the card's text overrides the main rule.

What should I do if texts on two cards conflict with each other?

The forbidding effect of a card always overrides the permitting one.

For example: the card text says you can heal a character for 1. However, the character's card says it cannot be healed. In this case, the forbidding effect prevails.

Does the Crit effect activate when a creature deals damage using a Special ability or another effect?

No, the Crit effect only activates during an attack, even if 🗡️ deals damage. It won't activate unless the description specifies otherwise.

For example, Longshot is not an attack. It deals damage, but it doesn't activate the Crit effect. Push effect activates as usual.

Does Counterblow count as an attack?
Yes, Counterblow counts as an attack.

This ability lets you declare a melee attack with a specified strength, even if the creature doesn't normally have a melee attack. All Crit effects activate as usual.

Do the ability of an equipped Relic apply only to the Hero?

Relics can have various abilities. Typically, the description will specify who is affected by the Relic's effects. If there's no specific indication, the Relic's ability apply only to the Hero carrying it.

If a creature can declare multiple attacks in one activation, can it replace one of them with Special?

No. If a creature can declare more than one attack, they must be all attacks or one Special.

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	Hero
	Character
	Minion
	Armour token
	Armour
	Multiple Use
	First Word
	Last Word
	Hero's Power
	Income
	Healer
	Draw a card from your Battle Deck

	- Critical effect and hit
	- Hit
	- Push

BASIC ATTRIBUTES

- ★ - Gold Rank
- ★ - Silver Rank
- ★ - Bronze Rank

- Range of Attack
- Movement
- Health

TYPE OF ATTACK

- Melee Attack
- Range Attack
- Magical Attack

Regeneration		- the creature is healed by 1. - the creature is healed by 2.
Poison token		- the creature takes 1 wound. - the creature loses a Poison token.
Difficult target		Attacker's and become
Warlord ★		An allied creature gains
Disease token		or - an adjacent creature receives a Disease token.

TURN ORDER**I. TURN START PHASE**

- The Player draws one card from the Battle Deck and one card from the Feats deck.
- The Player untaps all tapped cards.
- The Hero's Power value becomes equal to the Income Value, unless it is the Player's first turn.
- If the Income Value is 10 or higher, the Hero's Power value becomes 10.

II. ACTIVATION PHASE

During this phase the active Player may:

- Activate creatures on the Battlefield.
- Use activated abilities of creatures, buildings, and relics.
- Summon no more than 1 character from the War Camp to the Battlefield.
- Play any number of Spell, Relic, or Building cards from their Hand.
- Discard no more than 1 Support card from Hand to the History without playing it.
- Discard no more than 1 Feat card from Hand to activate its discarding effect.
- Play any number of Feat cards from Hand if they meet the conditions listed on the card itself.

A Player can play one Military Feat card after each character is destroyed and only on their turn, in addition to 1 VP gained from the Feats deck.

Achievements can be played at any time during a player's turn. A player cannot play more than one Achievement card with the same name in the same turn.

Players can carry out these actions in any order, according to the rules.

III. END OF TURN PHASE

Only after all creatures of the active Player on the Battlefield have finished their activations, the turn can be declared over.

All abilities and effects that are active until the end of the turn are ended. After that, the other Player's turn begins.