

LEGENDS OF SIGNUM II
WARSEER



RULE BOOK

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INTRODUCTION

«Legends of Signum 2: Warseer» is a hex-based wargame with miniatures.

Squads of creatures fight under the leadership of Heroes. Players recruit characters, take advantage of spells and relics, and use cunning tactics. In «Legends of Signum», players forge their own path to victory through collections of miniatures.

Thanks to a team of excellent artists and sculptors, every miniature in the game has a unique look and its own character.

The rules of «Legends of Signum» have been thoroughly reworked, and now players will be immersed in even more rapid and bloody battles.

On the hex Battlefield, players will still be personified by the illustrious heroes from the Signum universe. Summoning characters to the Battlefield is now entirely up to the player. The mechanism for preparing the Battle Deck has been greatly simplified, and it is essentially fighting with a fully assembled deck.

Warseer will be a great find for new players who are not yet familiar with the Signum universe, as well as for those veterans who have already built an impressive collection of miniatures and now get a chance to look at them in a new way in the sequel of our saga.





GAME BASICS AND MODES

«Legends of Signum» is designed for two players. To begin, players place their Heroes on the Battlefield. Additional creatures can be summoned during the game. The main objective is to defeat the opponent's Hero or be the first to reach the required Victory Points. For a swift duel, aim for 10 points. Skilled players may opt for victory at 12 points. Typically, a game lasts 30 to 90 minutes. While one-on-one duels are the primary mode in «Legends of Signum 2: Warseer», there are extra game modes for a more immersive and varied experience. In the scenario-based game for two players, you can acquire and consolidate the rules through a duel mode.

DUEL SCENARIO

This mode uses one of the provided scenario maps. Enrich the experience by employing various Heroes, introducing new characters to the warband, and incorporating unique terrains from the provided set onto the Battlefield.

ALL-VS-ALL

In the «All-vs-All» mode for 3-4 players, each participant competes individually. Every player selects a Hero and possesses their own set of game components. On the Battlefield, alliances are non-existent, with each player solely responsible for their own strategies and actions. Engage in thrilling battles where every decision counts, as players vie to outsmart and outmaneuver their opponents to emerge victorious.



TOURNAMENT MODE

Evolve a regular player-versus-player duel into a gripping face-off with the Tournament mode.

We advise exploring this mode after few games to allow impressions to solidify.

The Tournament mode consists of several interconnected player-versus-player matches.

Like a standard duel, players possess a Battle Deck and a Feats deck. However, besides Victory Points, there are now Dragon Coins, a distinctive in-game currency.

These coins empower players to construct their warband and obtain upgrades before each match with their opponent.

After each game players can gather Victory Points and add them to their previous achievements.

ALLIANCE CLASH

In the Alliance Clash mode, players partake in intense two-versus-two battles.

Each player selects a Hero with unique attributes, and two participants form an alliance on the Battlefield. Although this match may take longer, it provides an immersive skirmish, with the Battlefield space for characters being halved.

SOLO MODE

For Heroes eager to venture alone through the vast expanses of Signum, we've crafted a solo campaign mode. This mode comprises multiple Scenarios through which players progress step by step, forming their warband of bold adventurers.

Between Scenarios, players can acquire upgrades and enlist new characters.

The difficulty of each scenario escalates with each completed task, culminating in a confrontation with one of the bosses.

The Scenario sequence for each campaign is generated randomly, offering a fresh experience every time. Additionally, players can

choose which Hero embarks on the adventure and which characters accompany them.

Details about these game modes will be revealed in a separate book, once players are acquainted with the basic mechanics and engage in practice rounds.

SKIRMISH MODE

In Skirmish mode, players focus solely on combat, bypassing economic management and tactical objectives.

Each player selects a Hero, assembles a warband, and engages in fast-paced battles. The game ends when only one Hero remains or the turn counter reaches zero. With unique character limits and simplified resource management, this mode emphasizes strategic deployment and direct confrontation.





GAME COMPONENTS



Creature
miniatures



Minions tokens

BASIC GAME COMPONENTS



Battle Deck:
Spells, Relics,
Buildings and
Tactic cards



Creature cards



Feats deck



Effect markers
(Armour tokens, Wound
tokens, Poison tokens, Disease
tokens, Stun tokens etc.)



Terrain hexes
and cards



The Players' tablets



Tablet markers



Special dice of six types:
Black, Green, Purple,
Yellow, Blue and Red

Hexagonal Battlefield



ADDITIONAL COMPONENTS



Tournament
Scenario cards



Foe Improvements
deck for Solo Mode



Solo Mode
Feats deck

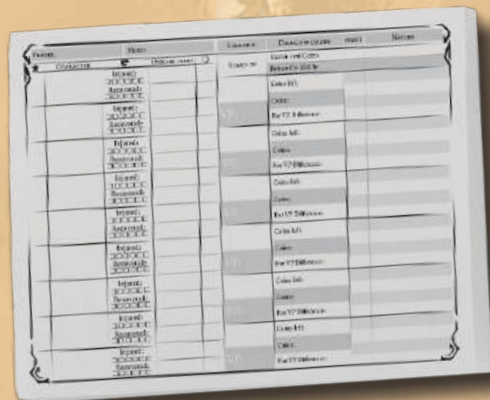


Improvement deck



Foe creatures cards
for Solo Mode





Notebook for recording results



Solo Mode
Campaign Book



Solo Mode
Scenario cards



Foe creatures tokens
for Solo Mode



GAME ZONES

In «Legends of Signum 2», there are the following main game zones: the Battlefield, Player's Tablet, the Hand and the War Camp.

THE BATTLEFIELD is the game zone that is common for both players.

Under the leadership of Heroes, players have fighting troops of characters.

Summoning creatures usually enter the Battlefield in specific deployment zones. If such zones are not provided by the scenario, they enter the first line of hexes on the player's side of the Battlefield.



HAND



DEPLOYMENT ZONES



BATTLEFIELD



WAR CAMP



PLAYER'S TABLET



PLAYER'S TABLET is the game zone where a player places their cards during the game. The tablet is divided into several areas and has trackers for scoring: Hero's Power tracker and Victory Points tracker.

The Battle Deck is the area where the Support cards of the players are located. This is a secret zone, so cards must be placed face-down, and they cannot be viewed or shuffled.

However, the Deck must be shuffled if any card returns to it, unless otherwise stated. If the card returns to the Deck, it's always the owner's Deck, unless otherwise stated.

HISTORY

(ANCESTRAL HALL)

THE BATTLE DECK

HALL OF FAME

HERO'S
POWER TRACKER

HERO AREA



VICTORY POINTS
TRACKER



CITY



History (Ancestral Hall)

serves as the area for played Spell card, characters eliminated on the Battlefield, destroyed Relics and Buildings, and activated Tactics.

It's a public zone, so it allows players to view cards in the History whenever needed. Whenever a card is discarded, it goes to its owner's History, losing all acquired effects and abilities. Cards in the History affect the player's Income Value.

The Income Value in every given moment is equal to the total of the Income rate  of cards present in the History.

Hall of Fame is where a player places Feats cards they have managed to play throughout the game.

Hero Area is located to the left of the tablet, where a player places the Hero card and Relics that the Hero equips during the battle.

City is an Area where a player places characters summoned during the game. Constructed Building cards are also placed here.

Victory Points tracker displays the player's current number of Victory Points.

HAND consists of cards drawn from the Battle Deck and Feat cards. Only these cards can be played during player's turn. Players can view the cards in their Hand at any point, but their opponents cannot.

WAR CAMP is a game zone where the players can place character's miniatures and cards that haven't been summoned to the Battlefield yet.

Keep in mind that if a card mentions one of the game zones, by default it means the card owner's game zone. Players can interact with their opponents' game zones only if it is directly stated in the card text.

Each player should prepare enough space for their tablet and cards, as well as some space for keeping the tokens.



CARD TYPES

In «Legends of Signum 2» there are two main decks of cards that a player interacts with - the Battle Deck and the Feats deck.

In addition, there are Hero, Character, and Minions cards that are not included in either deck and are used by players to gain information about creature stats.

Terrain cards are also not a part of the deck, but are used to gain information about a specific type of terrain.

The type of each card is determined by an icon in the left corner.

There are eight main card types:



HERO



CHARACTER



MINION



RELIC



SPELL



TACTIC



BUILDING



TERRAIN



UNIQUE
TERRAIN



HERO AND CHARACTERS

Heroes are main creatures on the Battlefield and must be placed first. A player can possess only one Hero per game, and the chosen Hero determines the warband's faction and Battle Deck.

The maximum number of player's creatures on Battlefield, including the Hero, cannot surpass 7. However, this number may vary in different modes.

Each Hero card and Creature card are connected to a miniature in the game. Character cards are recruited to summon character miniatures onto the Battlefield.

There are three types of Creature cards:
Hero, Character and Minion.

Take note: in the ability description on game cards, the terms «Hero» , «character» , and «minion»  are different.

For example, if a spell says «Deal 2 damage to any  on the Battlefield,» this spell will not affect a Hero. On the other hand, effects that are supposed to work only on Heroes, won't work on characters.

Universal abilities could work on every creature type - Heroes, characters, and minions go by the common term «creature».

CARD TYPE



COST TO PLAY

NAME

INCOME

ATTACK BOX

PRIMARY PARAMETERS

ABILITY

FLAVOR TEXT

FACTION



NAME

CARD TYPE

Each character is unique and has its own inimitable appearance and special abilities.

At the beginning of the game players choose which characters

they will add to the War Camp according to their Heroes' leadership. When a character is eliminated, their card is sent to the History and the miniature is

removed from the Battlefield.

The creature card indicates its name, faction, primary parameters, special abilities and other additional information.

ATTACK BOX - contains the Attack type, the number and rank of dice a creature rolls during an attack. Additionally, it outlines the effect triggered on a Critical hit .

RANGE  - Denotes the maximum range at which the creature can attack.

HEALTH  - indicates the number of wounds the creature can take before being eliminated.

For example, if it says «creature has 1 Health point left», this means that only 1 more wound can be taken before creature is eliminated.

MOVEMENT  - indicates the maximum distance that the creature can move on the Battlefield within the bounds of one activation.

If the creature has one of the standard abilities, its card will contain the name of the ability or display the respective icon.

A full description of all standard abilities is given in the Glossary section of the rulebook.

If a creature has a unique or rare ability, the card will contain its complete description.

LEADERSHIP is a parameter specified only on the Hero card and shows how many characters of what rank can be included in the warband. A player may have fewer characters than their Hero's leadership. However, a maximum of diverse characters will allow for a better response to changing situations on the Battlefield.

RANK - almost all characters have a rank.

The rank is used to determine how many characters can be placed in War Camp for a specific Hero according to its leadership.

Characters without a ranked star do not count against War Camp's limit. Their ranks are considered the lowest. The opponent does not gain a Victory Point from Feat deck if they eliminate such a character.

-  Bronze Rank
-  Silver Rank
-  Gold Rank

FLAVOR TEXT - printed in italics, does not influence the gameplay.

COST TO PLAY AND INCOME - the rules for paying for playing cards are detailed on page 27.



MINIONS

Minions, a distinct creature type, can only be summoned through the abilities of other cards. Players can summon any quantity of minions of the same kind. However, the limit of creatures on the Battlefield must still be respected. Each minion stands as an independent creature, with its unique bonuses, penalties, and tokens.

A player is limited to one Minion card per game.

The minion card is placed next to the Hero card and remains there until the end of the game.

This card specifies the abilities of the minions to be used in the game.

If a minion is eliminated during the game, its token or miniature is taken off the Battlefield, but the Minion card must remain beside the Hero card. Generally, minions follow the same rules as other creatures on the Battlefield and possess their icon in the ability text .

Instead of activating their minion, a player may remove it from the Battlefield. This does not count as an elimination, and the corresponding effects are not activated.

This is useful if a player wants to summon a character but has reached the creatures' limit

However, a Minion card does not occupy the Hero's Leadership slot. This limit only considers ranked characters in the War Camp.



BATTLE DECK

The Battle Deck consists of Spells, Relics, Buildings, and Tactic cards.

The composition of the Battle Deck is entirely determined by the chosen faction and Hero of a player. The rules for deck building are specified on page 30.

SPELL CARDS

These cards are required to cast spells during the game. Spells can have a wide variety of effects: to deal damage, to increase or decrease creature parameters, or to affect game zones. The spell effect takes place immediately after the card has been played.

The Spell card is discarded to the History immediately after being played.

Some Spell cards have an **Enchantment** keyword. This means that the card remains in play until the enchanting object leaves the game or another effect destroys this card.

COST TO PLAY

NAME



INCOME

SPELL EFFECTS

CARD TYPE - SPELL

FACION

Some cards and effects may only affect certain creatures. If an effect has an impact «Allied Creatures», it affects all of your creatures and your partner's creatures in Alliance Clash Mode. If the effect influence only «your creatures» - the target of the effect can't be your partner's or opponent's creatures. Cards without such restrictions can affect any creature on the Battlefield.





RELIC CARDS

The Relic cards are designed for Heroes only because ordinary mortals cannot withstand the power of the mighty ancient artifacts. Relics can either have their own abilities or provide additional abilities to the Hero.

A Relic card, after being played, is placed near the Hero card and considered to be active or «equipped».

A Hero can carry up to three relics at a time and cannot equip two identical relics.

A player cannot remove an active relic from their Hero during the game. However, the active relic can be replaced by a new one. In this case, the old relic is immediately discarded.

COST TO PLAY

NAME

INCOME



DESCRIPTION
OF THE
ABILITIES

CARD TYPE - RELIC

FACTION

The ability of this card type indicates whether the relic can be used multiple times or has a certain durability.



Some relics have **Multiple Uses** ^X 

This ability means the relic bonuses can be used as many times as specified.

When a card with **Multiple Uses** is played, take the number of markers indicated in the **Multiple Uses** stat and place them on the card.

When a player uses a relic with **Multiple Uses** during the game they should remove one of the markers from the Relic card.

As soon as the number of markers equals zero all effects can be applied for the final time, and then the Relic is destroyed.

For more information about Multiple Uses, see Ability. (See page 45.)

Relics of other types have **Armour** ^X 

When a card with **Armour** is played, take the number of Armour tokens indicated in the Armour stat and place them on the card. Once Heroes have such relics equipped, any damage they take from non-magical attacks will be taken to the relics first by consuming the Armour tokens.

The players decide for themselves from which relic they will take Armour tokens – one for each point of damage dealt. Damage dealt by a single attack cannot be spread over different relics.

First, a player must remove all Armour tokens from one

relic and then, if there are still points of damage left, they start taking Armour tokens from the next one. When the relic with Armour has no more Armour tokens left, it is destroyed.

If a Hero has at least one relic with Armour, a player cannot redirect damage aimed to the relic to the Hero itself and apply Wound tokens or lose personal Armour tokens.

Armour tokens protect the Hero from any physical attacks, but not magical damage or effects.

Once all effects have been applied for the final time, destroyed relics are discarded and the Hero loses effects of these relics.





TACTIC CARDS

These cards allow players to use tactical maneuvers that take effect during the game event indicated on the card.

COST TO PLAY

NAME

INCOME



CARD TYPE - TACTIC

DESCRIPTION

FACTION

When the tactics condition is met, a player can immediately play the Tactic card from their Hand.

Tactics with the same name cannot be activated by the same trigger. After it has been played, the Tactic card is put into the History. A Tactic card can be played during the opponent's turn and even during creature activation.



BUILDING CARDS

When a Building card is played, it remains in the City Zone until it is destroyed by some effect.

A player may use the abilities indicated on Building cards during their turn. Most abilities require additional ★ to be spent.

A creature can get a bonus from only one activated building per turn.



 means that after an ability on the Building card is applied, a player taps the Building card and can no longer use it this turn. Building cards untap at the beginning of that player's next turn.

COST TO PLAY

NAME

INCOME



DESCRIPTION

CARD TYPE - BUILDING

FACTION



TERRAIN CARDS

Terrain cards contain information about Terrain abilities. They are used as memos.



FEATS DECK

The Feats deck is a shareable for all players.

These cards are used to gain and count Victory Points. If a player draws the last card from the Feats deck, the game is finished at the end of the current turn and Victory Points are counted to determine the winner.

30+

Different game modes will require a different Feat deck. For example, the basic Duel Scenario requires a 30-card deck. To do this, add all cards marked 30+ and below to the deck

At the start of their turn, a player must draw a card from the Feats deck and add it to their Hand.

Once per turn, a player may discard a Feat card from their Hand to activate one of the effects indicated on it. That card goes into a discard shared for all players.

For example:

2 - gain 2 ;
1 - summon a into contact with your ;
1 - draw a card from your Battle Deck.

All Feats cards can only be placed in the Hall of Fame area during that player's turn.

Each time a player destroys an enemy character during their turn, they must take one card from the Feats deck and place it face down into the Hall of Fame area, earning 1 Victory Point.

Some elite units have double rank and occupy several slots in the War Camp. If you defeat such character, you add to your Hall of Fame the number of Feat cards, equal to the number of stars in its rank.

If, during their turn, a player meets the condition written on one of the Feats cards in Hand, they may place it face up and gain as many Victory Points as indicated on the card.



There are two types of Feat cards:

Military Feats

 Military Feats are only played after the character is destroyed.

A player can only play one Military Feat card after each character is eliminated and only on their turn.

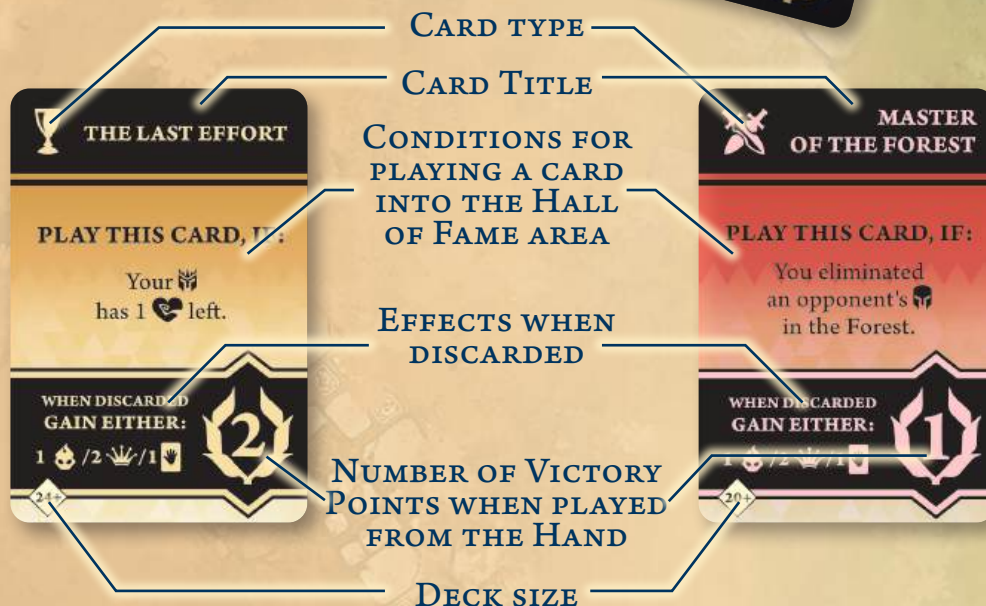
Achievements

 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.

Once a player has placed a Feat card in the Hall of Fame area, they add the corresponding number of VP to their Victory Point tracker.

In most modes, when a player's tracker reaches 10 or 12 Victory Points, they win the game immediately.

NUMBER OF VICTORY POINTS WHEN ADDED FROM A FEATS DECK



In any Player vs Player mode, First player cannot place Feat cards in the Hall of Fame during their first turn.



A player can place Feat cards in the Hall of Fame only during their turn. Characters eliminated by Poison, Disease, or Counterblow do not earn Victory Points. The number of characters eliminated by a player equals the number of Feat cards placed face down in the Hall of Fame, regardless of their source. Even if a player got some of those cards through other game effects or if the opponent's destroyed creatures are back in play.

Some cards check a number of wounds dealt during the turn. We recommend separately placing the wounds dealt during the current turn, and adding them to the total check at turn's end.



DUELIST

PLAY THIS CARD, IF:

You inflicted 3 wounds to an opponent's this turn.

WHEN DISCARDED GAIN EITHER:

1 / 2 / 1



20+

HERO'S POWER AND INCOME



The main game resource is Hero's power 

To play a Battle card or summon a character, a player must pay the cost of a card in 

At the beginning of each turn, a player receives a quantity of  equal to their Income Value  but not higher than 10.

Income Value can be raised up to 15 but players can have only up to 10 

Once per their turn, a player may discard a card from their Hand to the History without paying its cost and without playing its effects.

In this way, a player can force an increase in their Income value.

Some cards may reduce the Income Value.



It is always equal to the sum of the Income value of all cards in the History.

When any card enters or leaves the History, the Income value changes immediately.

The greater Income, the more  a player gains at the start of their next turn.

HERO'S POWER

INCOME VALUE



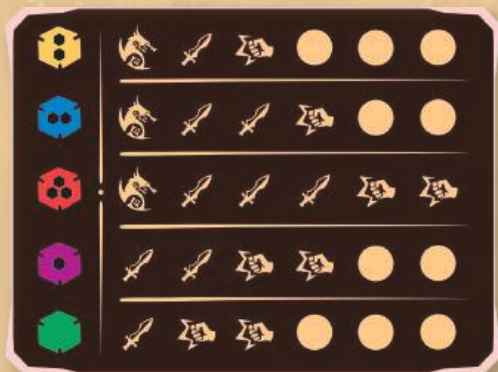
The starting values of Hero's Power for the first and second player.

When the Income token reaches this value, add 1 Victory Point. When the income token drops below this value, lose 1 Victory Point.

Whenever Income value becomes equal to this value - draw a card. It doesn't matter if the Income value was increased or decreased.

There are six dice in the game:

- Yellow 
- Blue 
- Red 
- Purple 
- Green 
- Black 



TYPES OF DICE



The following values can be found on the faces of the dice:

SYMBOL	ATTACK
 <i>Crit</i>	Dealing damage. Additionally, all creature have a Critical effect, that triggers with at least one  result in an attack roll.
 <i>Hit</i>	Dealing damage.
 <i>Push</i>	Activates Push effect.
 <i>Blank</i>	Missed.

When a creature attacks or applies some ability, it rolls a pool of dice indicated in the attack box or next to the ability.

GAME SETUP

BASIC TWO-PLAYERS SETUP

Before the game starts, both players select a faction.

Opponents can select the same faction and even the same Heroes.

- Players make their Battle Decks. Each faction has its own personal roster of 20 common Battle Deck cards. They are listed on a special factional card.

HANSA OF VALLOR			
Tavern	x1	Melting Armor	x1
Library	x1	Magic net	x1
Shooting Range	x1	Strike Back	x1
Arena	x1	Dispel	x1
City Hall	x1	Bribery	x1
Gust of Wind	x1	Mask of Fortune	x1
Magic Swap	x1	Iron Cuirass	x1
Banshee's Scream	x1	Ring of Protection	x1
Secret Trails	x1	Lifewarden	x1
Summoning Spell	x1	Talisman	x1
Conscription	x1		

Additionally, 10 more faction cards are added, according to the list on the Hero card. Shuffle these cards to form a 30-card Battle Deck.

	
Tower of Prophets	x1
Dual pistols	x2
Bounty for the Head	x1
Breath of the Void	x1
Ring of Slipping Away	x2
Fog from the streets	x1
Watch Out, Sir!	x1
Summoned Guardian	x1
PRINCESS HARMONY	

- Place the Battlefield so that there is enough space around it for the other components.
- Place terrain hexes on the Battlefield according to the scenario (see page 76) or randomly.
- Place the players' tablets in a convenient place.
- Set the initial Income Value to 0.

- Determine the first player in any convenient way.
- Starting with the first player, place 1 Unique Terrain to one of the designated areas.
For the first few games, we recommend not using Unique terrains.
- The first player gains 2 .
- The second player gains 3 .
- Battle Decks are placed face-down so that the top card is not visible to either player.





- Select the characters of the players faction or Dogs of War, according to the leadership of the Hero and place them in the War Camp zone.
- Select Feats cards suitable for the game mode and form a Feats deck. Shuffle the Feats deck and place it face down in a place where both players can access it. (See page 24.)
- The first player sets their Hero miniature on the Battlefield in the deployment zone. Then the second player does the same.
- Each player draw seven cards from the top of their Battle Deck. Then return three cards from their Hand to the Battle Deck and shuffle. Starting Hand should total four cards.

After this, the preparation is completed and the first player starts their turn.





TURN PHASES AND GAME MECHANICS

The game consists of series of turns that the participants take one after another. A turn consists of three mandatory phases:

- Beginning Phase;
- Activation Phase;
- End of turn phase.

A player who is going through their turn is called the active player.

BEGINNING PHASE

This is the first phase of the active player's turn. The active player untaps all the tapped cards, if they have any.

All creatures can be activated again.

A player removes all temporary effects and their markers and tokens from the creatures if the effects expire before the start of the turn.

Examples

Example 1:

At the beginning of the turn, the blue marker (♣) is at 5.

The yellow marker (☀) is at 3.

You adjust ☀ to 5.

Example 2:

If the ☞ is 12 at the beginning of the turn, the ☞ would be capped at 10.





At the beginning of the turn, the Hero's Power value becomes equal to the Income Value. It doesn't matter how much Hero's Power the Player has left at that moment. If it is the first turn of the player the value of the Hero's Power does not change.



Hero's Power cannot exceed 10.
If the Income Value is 10 or higher - Hero's Power becomes 10.

The player refreshes an amount of 

The player draws one card from the Battle Deck and one card from the Feats deck.

A game is not over if one of the players runs out of cards in the Battle Deck. From here, the player just does not draw cards from the Deck.

ACTIVATION PHASE

This is the main phase of the turn, during which the player takes their actions.

During this phase the active player may:

- Activate creatures on the Battlefield;
- Apply the activated abilities of creatures, buildings, and relics;
- Summon no more than 1 character from the War Camp to the Battlefield;

- Play any number of Spells, Relics or Buildings cards from the Hand;

- Discard no more than 1 Support card from the Hand to the History without playing it;
- Play any number of Feat cards from the Hand if meet the conditions listed at the card itself;
- Discard no more than 1 Feat card from the Hand to activate its discarding effect.

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

Each Character card and card in the Battle Deck has its cost indicated in the top left corner. A player must pay the cost of the card at  to play it.

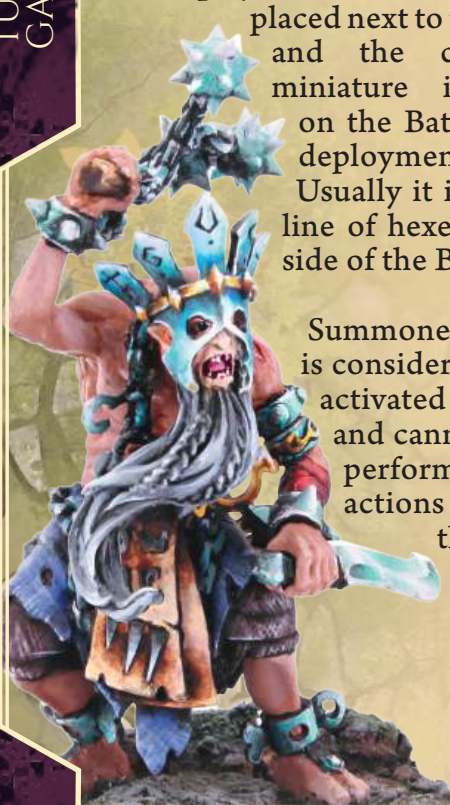


CHARACTER SUMMONING

When a player plays a Character card, they summon this character to the Battlefield.

The played Character card is placed next to the tablet, and the character's miniature is placed on the Battlefield in deployment zones. Usually it is the first line of hexes on your side of the Battlefield.

Summoned creature is considered activated and cannot perform any actions during this turn.



If the character has any abilities that do not require activation, these abilities become active immediately after the character is summoned to the Battlefield.

The creature remains in play until it is eliminated. After that the miniature is removed from the Battlefield. If it's a character, its card goes to History.

The player can no longer summon creatures to the Battlefield if they already controls 7 creature (including Hero and minions)

If a player loses control of their character and it is transferred to another player by some effect, the Character card still returns to its original owner's game zone when it leaves the Battlefield.

PLAYING SUPPORT CARDS



If a player plays a Spell card, it takes effect immediately and the card goes to the History.



Relic cards can only be applied to the player's Hero. Relics played in the current turn can be used by the Hero immediately. A relic remains in play until it is destroyed or replaced by another one and then it is discarded to the History.



Tactic cards can be played at any moment even during the opponent's turn, if the activation conditions are met. The effects are applied and the card is discarded to the History. Tactics with the same name can't be activated by the same trigger.



The Building card is placed in the City zone and can be used immediately.

END OF TURN PHASE

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 or abilities that are only activated at the end of the turn are declared in the order chosen by the active player.

After that, the other player's turn begins.





CREATURE ACTIVATION

Every creature in «Legends of Signum» can perform one of the following options during its activation:

- Move up to the distance indicated on its card, if needed and then can declare an attack or use a special ability.
- Use the Run rule;
- Use an Activated ability with  indicated on its card.

Players must activate all of their creatures on the Battlefield during their turns.

A player might choose not to perform any actions for the creature, but this creature must be considered as activated anyway.

There can be only one active creature at any moment in the game.

The creature can begin its activation only after the previous one has completed all its actions. During the creature's activation, it's not allowed to declare Activated abilities  of other cards or play cards from the Hand.

However, the creature's activation can be interrupted by triggered abilities, including the playing of Tactic cards, if there is a situation on the Battlefield that causes them to trigger.

It is also impossible to activate the same creature twice in one turn (unless the cards or the creature's abilities say otherwise).

When a creature is activated, a player can mark it with a tap of a card. This means that the creature can no longer be activated that turn. Of course, this does not apply to minions, since all of them belong to a single card.

All tapped cards will be untapped at the beginning of their player's next turn.



MOVEMENT

Movement distance is indicated on the creature cards and is marked by 🏹

Players can move their creature miniatures across the Battlefield up to that distance.

Creatures cannot pass through each other, or through impassable terrain, or end their movement there.

Take note that some cards might use the word «replace» instead of «move». Unlike movement, the placement doesn't consider any obstacles in its way, so a creature can be placed exactly how the card states. However, the creature still cannot be placed on a hex occupied by another creature or impassable terrain.

If a creature enters a hex with **Difficult Terrain** (Forest, Hill, etc.) while moving or running, it must end its activation immediately.

THE «RUN» RULE

Before a creature moves, a player can declare that it will use Run in the current turn.

In this case, its Movement distance is increased by 1.

After a creature uses Run, its activation immediately ends.

No abilities, including attack, can be used after running.



ATTACKS

There are three types of attacks:

- Melee attack 
- Range Attack 
- Magical attack 

All of them follow the same rules. But some abilities or effects can affect only certain types of attacks. Also, Armour tokens cannot prevent the damage of Magical attacks.

- ♦ The attacking creature chooses an opponent within range of its attack  and in its **Line of Sight (LoS)**.

There cannot be more than 6 dice in an attack roll. If the attack pool of a creature contains more than 6 dice, a player decides which of them to roll.

A Line of Sight may be drawn from any point in the attacker's hex to any point in the attacked hex. It should not cross hexes occupied by other creatures or Terrains blocking the Line of Sight.



- ◆ The attacking creature rolls all dice in its attack block, with potential adjustments due to certain effects (*At this stage, abilities such as Warlord, Ambush, Difficult target etc. are activated.*)
- ◆ In this phase, dice can be rerolled or their values can be modified. Each player, starting with the attacker, may declare the activation of any number of effects that modify the values of the dice, or pass. If both players pass one after another, they move on to the next attack step. (*At this stage, abilities such as Master of Attack are activated.*)
- ◆ Check for a Critical effect. Apply abilities from the critical hit section. Regardless of the number of 🐉 rolled, the effect applies only once during the attack.
- ◆ Roll additional dice and add/remove corresponding values, such as those from Critical effects, terrains or card abilities. **Note that the value of this additional dice cannot be changed.** (*At this stage, abilities such as Shield, Brave etc. are activated.*)
- ◆ Each 🗡️ and each 🐉 in the roll inflicts 1 damage to the opponent. If at least 1 fist 🖐️ symbol is present, trigger the Push effect.
- ◆ Every effect that can reduce or decrease the damage directly should be applied at this stage. (*At this stage, abilities such as Fortitude, Hammerblow etc. are activated.*)
- ◆ Apply damage. (*At this stage, abilities such as Vampirism, Protector etc. are activated.*)
- ◆ The attack ends, and all subsequent effects are applied (*Such as Swap, Stun, Nimble etc.*)



PUSH

If an attacker's roll results in one or more  symbols, the attacker is considered to have pushed the defender away during combat. No matter how many  are rolled, the defender always moves one hex.

The attacker must choose where the defender's creature moves. If the creature cannot be moved, e.g. it's being surrounded, the creature takes one additional damage. If the attacker moves the creature into **Difficult terrain** (Forest, Hill, etc.), the creature takes one damage as well in addition to moving.



Every damage from the Push effect adds to the attack directly. Therefore, if it's a Magical Attack, this additional damage cannot be blocked with the Armour token.

WOUNDS

Damage is the number of Wounds that creature receives after an attack or by the effect of card abilities. The Wounds received by a creature must be indicated by special markers on its card.

If it has any Armour tokens, they should be removed first upon taking any damage (one Armour token for one point of damage). If there are no more Armour tokens left, the creature receives Wound tokens.

If the amount of Wounds is equal to the health stat, the creature is eliminated.

Its miniature is removed from the Battlefield and if it is a character - its card is discarded to the History.

ATTACK EXAMPLES



Kaitlynn declares an attack against Gil-Talas.
 The strength of its attack is ☹☹.
 Dayodor's Warlord ability adds ☹ to ☆☹ within radius of 1.
 Kaitlynn declares a Magic attack ⚡ with ☹☹☹.
 Its result is ☹☹☹.

Its critical effect adds 1 ☹. Total result ☹☹☹☹.
 The enemy creature takes 2 damage and is forced to move to any adjacent hex of the attacker's choosing. If it is moved into the Forest, it takes an additional 1 magic damage.

Gil-Talas has the Counterblow ☹☹ ability, however it cannot declare it since Kaitlynn's attack is magical ⚡.

Dayodor Order Mentor declares melee attack ⚔ against Gil-Talas.

The strength of its attack is ☹☹.

Its result is ☹☹.

The Forest may remove 1 ⚔ from the result of a roll. But there is no ⚔ on the roll. Gil-Talas takes 1 damage and is forced to move to any adjacent hex of the attacker's choosing.

Dayodor's Critical effect is Advance. It can advance 1 hex to occupy the space the Gil-Talas occupied at the time of the attack. However, if it does so, Gil-Talas can declare a Counterblow ☹☹, since Dayodor will be in range of its attack.



ABILITIES

The abilities of the cards are indicated in the text box.

Sometimes abilities have a negative effect. If an ability on a card contradicts the general game rules, the card text prevails.

Standard abilities that are frequently encountered are indicated by a keyword in bold. For example, **Master of attack 2**. Such abilities are described in the Glossary.

Some abilities are unique. In this case, they are fully described on the card itself.

Affiliations

Sometimes there are keywords on the cards that have no description in the glossary, but allow the cards to synergize. Such keywords are marked in italics. Affiliation can also be by race or standard ability.



There are different types of abilities:

Passive abilities, which work always. For example, **Slow** always forbids a creature to run.

Triggered abilities which should be triggered by a specific event.

Such a condition can be met as «dealing damage», «eliminating an opponent's character», etc. For example, the First word **α** triggers when a card is played before all of its other effects.

Special ability - can replace a creature's attack.

For example, **Healer** **+** allows healing allies. And **Long Shot** gives a chance to deal damage, although it is not an attack.

In this case, the critical effect is not activated and a player can't get the bonuses that would normally be added to attacks.

Crit Effect - These abilities are always described in the Critical Hit box and always should be activated if the creature's attack has at least one **⚡**. They only can be triggered once per attack.

Activated abilities that a player activates at will. For example, **Contract** or some unique abilities.

Some abilities allow creatures to reroll dice or change its value. No dice can be rerolled or modified more than once by one player.



PAYING FOR ABILITIES

Activation of some effects requires a condition or surcharge.

These are separated by a colon «:». If a player cannot fulfill the condition on the left of it they cannot get the effect on the right.

For example:

Pay 1 : Your selected character is healed by 1.

Abilities with the same name are not cumulative, therefore the game uses a replacement principle: the highest parameter replaces the lower one. Take note that if the ability value has a «+» in its name, the number that its ability provides can be added to the same parameter of the target, if the target creature has such ability.

If an ability requires to choose the target of its effects, the choice is made by the player who controls the card with this ability.

RANDOM DAMAGE

Some abilities which are not an attack can deal a random amount of damage.

For example:

The creature takes   damage.

In this case, a player rolls the specified number of dice and deals damage equal to the number of  + .

If the roll includes any , after taking damage, an owner of the affected creature may move the affected creature by 1. However, this is not required.

ACTIVATED ABILITIES

Some abilities are marked with a  icon.

This ability can only be used between creature activations.

If players apply such ability they must tap this card (turn it clockwise to mark it).

This ability cannot be activated again until the beginning of their next turn.

A tapped character cannot be activated. An activated character is considered tapped and can't use that ability.

All of the player's cards are untapped at the beginning of their turn.

Furthermore, abilities that require  can also be found on the Relic cards. In this case, it means that the specific Relic must be tapped, but not the Hero who's carrying it.

If the Relic requires the Hero's tap, it is specified by two icons:  

Either way, unlike characters, the Relic and Buildings with such ability can be activated in the same turn in which they were played.

MULTIPLE USE

Some cards have a . When a player puts such a card into play, they should put on it a number of tokens that corresponds to its . Each time a player applies an effect described under the  icon, remove one token.

When the last token is removed, the card is discarded to the History right after the last time the effect was applied.

An effect under Multiple use is applied no more than once per creature activation.

For example, if a card allows you to add 1 die to a creature's attack three times, a player cannot add three dice to a single attack.

And if a card allows a player to reduce damage by 1 twice, the player can't reduce the damage of one attack on a creature by 2.

If an effect under Multiple Use can be declared outside of a creature's activation and is not restricted by  it can be declared any number of times in a row.

For example, 
Heal a creature by 1.
Allows you to heal 4 creatures in a row. Or even a single creature 4 times in a row.

TERRAINS



BASIC TERRAIN



UNIQUE TERRAIN

Terrain can affect the attack and defense parameters of creatures, as well as their speed, or have other abilities.

There are Basic and Unique terrain types. Basic terrains are set according to scenario conditions. They form the core of Battlefield.

Unique terrains are placed on zones marked with special symbols in the scenario. Each player places one Unique terrain at their discretion. Unique terrains are optional. Players may choose not to use unique terrains or to use more terrains than the basic rules allow.

Terrain cards are placed in an available space next to the Battlefield and remain there until the end of the game. Any player can see these cards to check the abilities of the terrains.



UNIQUE
TERRAINS

BASIC
TERRAINS

BASIC ABILITIES OF TERRAINS

Difficult Terrain

If a creature enters the terrain with this ability by 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.

Impassable

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

Blocks Line of Sight

If a terrain has the Blocks line of sight ability, it means that line of sight (LoS) cannot pass through it.

Aura

All creatures in a hex with the source of the Aura and in X hex from it have Text as long as they are in an Aura. If any creatures affected by the Aura has a unique effect, it is specified in its Text.

BASIC TERRAIN



FOREST

Difficult terrain. Blocks the Line of Sight.

A creature in the Forest ignores 1  in its attack rolls and damaging abilities from other creatures.

HILL

Difficult terrain. Blocks the Line of Sight.

The creature on the Hill ignores 1  in its attack rolls and damaging abilities from other creatures.



RIVER

Impassable.

FORD

Allows to cross the River.

When a creature on the Ford is attacked, the attacker adds  to its attack



BRIDGE

Allows to cross the River.

Fords and Bridges are not unique terrains. However, if there is a river on the Battlefield, players may agree to place the Bridge or the Ford as an alternative to Unique terrain anywhere on the river.

Ancient Ruins, Spire, Catacombs and Altar are the unique terrains. For beginner players, we recommend using these four terrains.

A creature in a hex with a terrain or in an adjacent hex is considered to be in contact with that terrain.

UNIQUE TERRAIN



ANCIENT RUINS

Difficult terrain.

At the end of the activation roll :

- draw a card from your Battle Deck.
- draw a card from the Feats deck.
- place this creature on your Deployment zone.

CATACOMBS

Difficult terrain.

At the end of the activation roll :

- Place this creature on any terrain.
- Place this creature on your Deployment zone



SPIRE

Impassable.

Blocks the Line of Sight.

Creatures within 1 hex at the end of the activation roll :

- gain a Stun token.
- receive 1 wound.

ALTAR

Creatures within 1 hex at the end of the activation roll :

- healed by 1.

A creature in the same hex as Altar always rolls





SPHERICAL PORTAL

This hex is considered adjacent to all other Spherical Portals on the Battlefield.

ANCIENT TELEPORT

At the end of the activation, roll :

  - Replace this creature on another Ancient Teleport.



Spherical Portal and Ancient Teleport are paired terrains. Some scenarios have already them preset. In the Core box, these hexes are double-sided.

Therefore, players can use only Portals or only Teleporters. However, if multiple sets are used, players can place more teletransportation locations at their discretion.



FORWARD CAMP

When the player summons the creature, they can place it on this hex, if possible.

Players can use any camps or each their own.

Forward Camp hexes come in four colors. Thus, each player can have their own camp to which only they can summon their creatures. However, players may use Forward Camp as a Deployment Zone available to each player. In this case, camps can be placed according to the basic rules for placing Unique terrains.





END OF THE GAME AND VICTORY CONDITIONS

THE GAME ENDS:

- **when the last card is taken from the Feats deck;**

When a player draws the last card from the **Feats deck**, the game is finished at the end of the current turn. A player does not receive additional Victory Points if they were unable to draw a card from the **Feats deck**.

- **when one of the Heroes is destroyed;**

In this case, the game ends and the scoring begins immediately. **It doesn't matter what effect destroys the Hero. The opponent of the player whose Hero was defeated gains 6 Victory Points anyway.**

No one can play extra cards, such as Support cards or Feat cards.

- **one of the players scores 10 or 12 Victory Points.**

For a quick duel, we suggest playing up to 10 points. For more experienced players, it's better to set winning condition at 12 points.

However, players can agree to play for a certain amount of time or finish when someone scores a certain number of points. Players get a number of points that are indicated on Feat cards and extra points for advancing the Income tracker.



No matter which way the game ends. A player with the most Victory Points wins the game. If both have the same Victory Points, a player with more played Feat cards wins. If that's also tied, compare Feat cards from destroyed characters (face down). If all are equal, the game ends in a draw.



VICTORY POINTS



Victory Points (VP) are used to determine the winner in the game, players track their earned Victory Points on the Victory Point (VP) trackers. Players earn VP as follows:

- 1 VP for each star in the rank of an opponent's destroyed character.
- The number of VP indicated on played Feat cards from the Hand.
- 6 VP for eliminating an opponent's Hero.
- Additionally, the player can get Victory Points when their Income tracker reaches certain milestones 
- In some game modes, victory points can additionally be earned for different objectives.



EXTRA MODES



ALLIANCE CLASH

In Alliance Clash, players can fight in two-versus-two battles. Every participant picks a Hero, holding their own game components. On the Battlefield, two players stand as allies, with their own Battle Decks each and Income Value. Also, players can't summon characters from the ally's War Camp.

The rulebook includes some scenarios specifically designed for the Alliance Clash gameplay, marked by special zones for character deployment on the Battlefield. While this match might demand a bit more time, it guarantees a deeply immersive skirmish, as the available space for characters is halved.

Allies share a deployment zone if there are only two zones on the map.

Players take turns, alternating between participants from different teams.



Your partner's creatures are considered allied, but they are still not «your creatures» for all effects on your cards.

along with player's characters. Enchantment cards on the opponent and allied characters remain until the end of the game. The opposite team receives 4 Victory Points for every eliminated opponent's Hero.

Creatures cannot attack allied creatures.

45

45-card Feats deck is used in this mode. Players can reduce the deck size if they want to reduce the game time.



First players start with 2 ; others begin with 3 each.

None of the players can have more than 5 creatures on the Battlefield.

When the Hero is eliminated, its miniature should be removed from the Battlefield,



THE GAME ENDS:

- When the last card is taken from the Feats deck;

If a player draws the last card from the **Feats deck**, the game is finished at the end of the current turn. A player does not receive additional Victory Points if they were unable to draw a card from the **Feats deck**.

- When both Heroes of any team are eliminated, the game ends, and the scoring begins. In this mode, the team earns an additional 4 VP for each destroyed enemy's Hero. It doesn't matter what effect destroys the Hero. The opposing Team gets VP anyway.

- When one of the teams gets 24 Victory Points.

The game also ends when the Victory Points of two allies combined reach a specified amount. We recommend **20, or 24 Victory Points**.

No matter how the game ends. The Team with the most number of Victory Points wins. If the number of Victory Points of two teams equal, the Team with the most Feat cards played wins. Then compare the number of feat cards for destroyed characters (face down).

If the number of Victory Points, VP cards played and cards received for destroyed characters are equal, the game is considered a draw.

Players can agree to play for a certain amount of time or finish when any of them scores a certain number of points. Also, players can agree to end the game and begin the scoring begins after one of the Heroes is eliminated.



FREE-FOR-ALL

In the «Free-for-All» mode, designed for 3-4 players, all participants compete individually, without alliances. Each player selects a Hero and manages their own game components.

45

45-card Feats deck is used in this mode. Players can reduce the deck size if they want to reduce the game time.





Each player has their own deployment zone.

The first and the second players start with 2 🏰; others begin with 3 🏰 each.

If there are 3 players in the game, each player cannot have more than 6 creatures on the Battlefield.

If there are 4 players in the game, - no more than 5 creatures on the Battlefield for each.

When any of the Heroes are eliminated, its miniature should be removed from the Battlefield, along with players characters. Enchantment cards and other effects remain on the creatures.

The player whose Hero is eliminated loses 4 Victory Points. But the player cannot have less than 0 Victory Points.

THE GAME ENDS:

- When the last card is taken from the Feats deck;

If a player draws the last card from the **Feats deck**, the game is finished at the end of the current turn. A player does not receive additional Victory Points if they were unable to draw a card from the **Feats deck**.

- The game ends when there is only one Hero left on the Battlefield.

- One of the players scores 10 or 12 Victory Points.

For a quick duel, we suggest playing up to 10 points. For more experienced players, it's better to consider winning with 12 points.

Players can agree to play for a certain amount of time or finish when someone scores a certain number of points. Also, players can agree to end the game and begin the scoring begins after any Hero is eliminated.

No matter how the game ends, a player with the most number of Victory Points wins.

If the number of victory points is equal, the player with the most Feat cards played wins.

Then compare the number of Feat cards for destroyed characters (face down).

If the number of Victory Points, VP cards played and cards received for destroyed characters are equal, the game is considered a draw.

TOURNAMENT MODE

Tournament Mode involves a series of matches between two players. Each match has its own additional rules. We strongly recommend trying this mode after playing a few games in other mods and becoming familiar with the basic rules of *Signum 2: Warseer*.

Keep in mind that Tournament is not a one-day event because of its series of matches. It involves multiple crucial decision and multiple encounters with your opponent. After each meeting, Players can save their progress by recording the results.

After each match, players write up earned Victory Points and receive special currency - Dragon Coins. With Dragon Coins, players can purchase various improvements and new characters for their warband.

The winner is a player with the highest score of Victory Points throughout the entire Tournament.

In this section, we detail only the rules that differ from the basic Warseer rules.

ADDITIONAL COMPONENTS



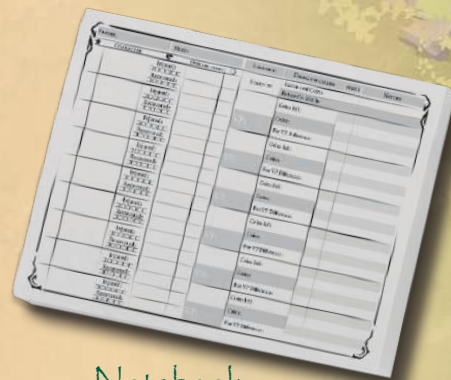
Scenario deck



Landmarks
Tokens



Improvement deck



Notebook

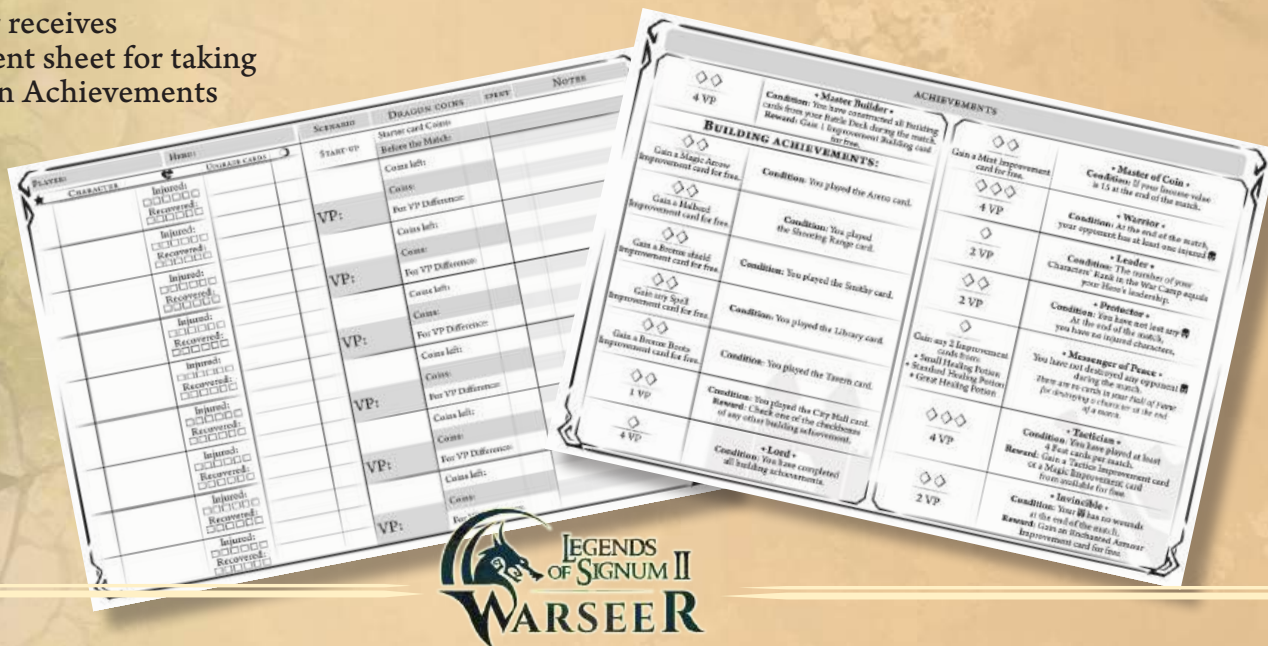


PREPARATION FOR A TOURNAMENT

- Before the Tournament begins, each player chooses a Hero and receives a corresponding Battle Deck. Players can't change Heroes at a tournament. However, characters will be added to their warband at their discretion during the Tournament.

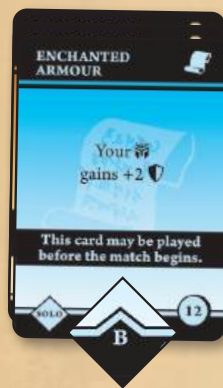
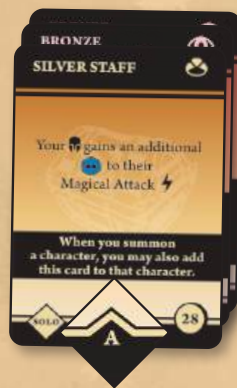


- Each player receives a Tournament sheet for taking notes and an Achievements sheet.



3. The Improvement deck needs to be separated into two parts. One player receives all the cards marked with the letter A, and the other Player receives all the cards marked with the letter B. Cards without letters do not participate in this mode.

4. Each Player also receives a reference card with the characters costs.



5. Prepare the Scenario deck. Players may add all 10 Scenario cards to the deck. Or choose specific cards.

In this case, the number of cards must not be less than the number of matches in the current Tournament.



6. Before starting the Tournament, players must decide which type of the Tournament they're playing. There are two options:

- The Champion Tournament includes five matches (Players skip matches number 2 and 6).
- The Royal Tournament includes seven matches.

In this mode, you start with no characters. All of them can be bought with Dragon Coins in the resource phase.

TOURNAMENT PHASES:

Each match of the Tournament is divided into the following phases:

I. RESOURCE PHASE

- Players receive a number of Dragon Coins according to the match's position in the Tournament table.
 - A player with fewer Victory Points receives 3 Coins for each point of difference.
 - Any player can also convert 1 Victory Point into 3 Coins.
 - Players can spend these Coins on purchasing Improvement cards, acquire or restore characters.
- Purchased Improvement cards, like characters, are located in the War Camp.



II. SETUP PHASE

Players prepare the Battlefield and the Feats deck according to the Match Conditions in the Tournament table. They also choose a Scenario card according to Match Conditions rules.

III. PREPARATION PHASE

Players use purchased Spells and Buildings Improvement cards located in their War Camp.

IV. BATTLE PHASE

Players play the main game on the Battlefield using the Scenario rules.

V. RESULTS PHASE

Players get their rewards for Achievements, receive the earned Victory Points, and note the result of the Scenario on their Tournament sheets.



TOURNAMENT TABLE

Feats deck	Dragon Coins	Match Conditions
		Select a random map for 2 players and a random Scenario card. Recommended: Scenario 1: Mercy of Gods Objective: 8 Victory Points (VP)
		A player with the most Victory Points (VP) chooses the map. A player with the fewest Victory Points (VP) chooses: 1. The Scenario card 2. Who will be the first Player 3. The deployment zone Objective: 10 Victory Points (VP) 
		A player with the most Victory Points (VP) chooses the map. A player with the fewest Victory Points (VP) chooses: 1. The Scenario card 2. Who will be the first Player 3. The deployment zone Objective: 10 Victory Points (VP)
		A player with the most Victory Points (VP) chooses the map. A player with the fewest Victory Points (VP) chooses: 1. The Scenario card 2. Who will be the first Player 3. The deployment zone Objective: 12 Victory Points (VP)

Feats deck	Dragon Coins	Match Conditions
		A player with the most Victory Points (VP) chooses the map. A player with the fewest Victory Points (VP) chooses: 1. The Scenario card 2. Who will be the first Player 3. The deployment zone Objective: 12 Victory Points (VP)
		A player with the most Victory Points (VP) chooses the map. A player with the fewest Victory Points (VP) chooses: 1. The Scenario card 2. Who will be the first Player 3. The deployment zone Objective: 12 Victory Points (VP) 
		A player with the fewest Victory Points (VP) chooses the map. Scenarios are not used. In this scenario, you do not receive Victory Points from the Income tracker. Only Feats cards in your Hall of Fame count. Objective: 12 Victory Points (VP)

SCENARIO DECK

The Scenario deck contains 10 cards. Every time when one of the scenarios is played, its card should be removed from the deck. Any scenario can be played on any of the maps available in the rulebook on page 76.

RULES

NAME

SET UP

SCENARIO 4: DEADLY INVENTIONS

SCENARIO RULES:

During a Player's turn, they may choose to move one of their Landmark tokens up to 2 hexes in any direction, unless there's an opponent's creature on the token hex. Two tokens cannot be in the same hex or pass through each other, Impassable terrain, or creatures. If they enter Difficult terrain, they must stop.



If a Player successfully moves a Landmark token into their opponent's Deployment Zone, they receive 1 Victory Point (VP).

The mines are the newest invention of Dwarves from the Bronze Kingdom. These small but lethal mechanisms can be buried in the middle of the road, in the grove, or on the battlefield, and they will tirelessly wait for the enemy's coming. It takes only one crafty device to make dozens of enemy soldiers go to the hospital or graveyard. Mine three sites on the road of your opponent. Lock the enemy inside their lair!

OBJECTIVE

If a Player successfully moves all three Landmark tokens into the opponent's Deployment Zone, they win the game immediately, gaining maximum Victory Points for current Match.

OBJECTIVE

SET UP EXAMPLE



Each Player places 3 Landmark tokens on the Battlefield, each within 1 hex of their Deployment Zone, but not inside it. Tokens are placed one at a time, starting with the first Player and alternating turns.

These tokens are double-sided, with one side indicating ownership by Player A and the other side indicating ownership by Player B.



Tokens can be placed on free hexes or terrain hexes except Impassable terrain.

SET UP RULES

SCENARIO CARD INFORMATION

The Scenario card contains the following information:

- One side of the card lists the rules for initial setup.
- The other side provides information needed during the game.

The order and rules for setup are detailed on the Scenario card. They are also duplicated as infographics in the Set Up Example:



- Player's deployment zone.



- Indicates that Landmark Tokens cannot be placed on adjacent hexes in this Scenario.



- Indicates that each player can not place more than 1 Landmark Token on a single line of hexes.



- Indicates the zones available for players' setup.



- Landmark Tokens for both players.

Rules - Additional rules that apply in the current scenario.

Objective - Contains the conditions for an early victory, if any, in scenario.

Some Scenario cards involve gaining Victory Points from the Feat deck.

In this case, draw a card and add it to your Hall of Fame as if you destroyed the character. We recommend stacking these cards separately you must keep track of the number of opponent characters destroyed to get some achievements.

Scenario cards aren't just for tournaments; they can also add variety to your standard player-versus-player game.

FEAT DECK

The content of the Feat deck for every game can differ. All cards with a mark from the Match Conditions and below it should be added to the Feat deck.

For example, in match 3, a deck of 24 cards is required. Therefore, players add to the deck all cards numbered  24+ and below.



 20	60	Select a random map for 2 players and a random scenario. Recommended: Scenario 1: Mercy.
 20	70	The Player who eliminated 3 or more opponents' creatures this turn.
 24	80	PLAY THIS CARD, IF: You eliminated 3 or more opponents' creatures this turn. THEN DISCARDED EITHER: 1/1



TOURNAMENT TABLE

NAME OF THE
CHARACTERNAME OF
A PLAYERNAME OF
A HEROSCENARIO
NAMEThe name of the
scenario being
played in this matchSCENARIO
VICTORY POINTSVictory Points
earned in this
match

DRAGON COINS

are received before the first match.
In tournament mode, these coins are listed
in the tournament table.
In solo mode, they are listed on the
starting card

COINS LEFT

Coins remaining after previous
purchases before the Scenario

SCENARIO REWARD

Additional coins according to the
Scenario

COINS ACQUIRED FOR VP DIFFERENCE

Additional coins for the difference
in Victory Points between players

COINS SPENT

Dragon Coins spent after the Scenario

IMPROVEMENT CARDS

The name of the purchased
Improvement card

CARD COST

The cost of the purchased card

NOTES

Notes on spending Dragon Coins

PLAYER:	HERO:	SCENARIO	DRAGON COIN	SPENT	NOTES
CHARACTER	UPGRADE CARDS	START-UP	Starter card Coins:		
	Injured: □□□□□ Recovered: □□□□□		Before the Match:		
	Injured: □□□□□ Recovered: □□□□□	VP:	Coins left:		
	Injured: □□□□□ Recovered: □□□□□		Coins:		
	Injured: □□□□□ Recovered: □□□□□		For VP Difference:		
	Injured: □□□□□ Recovered: □□□□□	VP:	Coins left:		
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	Injured: □□□□□ Recovered: □□□□□		For VP Difference:		

RANK OF THE
CHARACTERMark on the character
injured during the ScenarioMark on the character restored with
a card or according to rules

Within each Tournament, players have Achievements Sheets. When players meet a condition listed on the sheet, they check off one of the checkboxes next to that condition. In the Results Phase, players receive the reward indicated for that condition.

Additionally, if the condition is met the number of times corresponding to the number of checkboxes next to it, a player receives the reward listed below the checkboxes. After this, a player no longer receives any rewards for completing that condition.

ACHIEVEMENTS SHEET

ACHIEVEMENTS			
◆◆ 4 VP	• Master Builder • Condition: You have constructed all Building cards from your Battle Deck during the match. Reward: Gain 1 Improvement Building card for free.	◆◆ Gain a Mint Improvement card for free.	• Master of Coin • Condition: If your Income value is 15 at the end of the match.
BUILDING ACHIEVEMENTS:			
◆◆ Gain a Magic Arrow Improvement card for free.	Condition: You played the Arena card.	◆◆◆ 4 VP	• Warrior • Condition: At the end of the match, your opponent has at least one injured ♀
◆◆ Gain a Halberd Improvement card for free.	Condition: You played the Shooting Range card.	◆ 2 VP	• Leader • Condition: The number of your Characters' Rank in the War Camp equals your Hero's leadership.
◆◆ Gain a Bronze shield Improvement card for free.	Condition: You played the Smithy card.	◆◆ 2 VP	• Protector • Condition: You have not lost any ♀ At the end of the match, you have no injured characters.
◆◆ Gain any Spell Improvement card for free.	Condition: You played the Library card.	◆ Gain any 2 Improvement cards from: • Small Healing Potion • Standard Healing Potion • Great Healing Potion	• Messenger of Peace • You have not destroyed any opponent ♀ during the match. <i>There are no cards in your Hall of Fame for destroying a character at the end of a match.</i>
◆◆ Gain a Bronze Boots Improvement card for free.	Condition: You played the Tavern card.	◆◆◆ 4 VP	• Tactician • Condition: You have played at least 4 Feat cards per match. Reward: Gain a Tactics Improvement card or a Magic Improvement card from available for free.
◆◆ 1 VP	• Lord • Condition: You played the City Hall card. Reward: Check one of the checkboxes of any other building achievement.	◆◆ 2 VP	• Invincible • Condition: Your ♀ has no wounds at the end of the match. Reward: Gain an Enchanted Armour Improvement card for free.
◆ 4 VP	Condition: You have completed all building achievements.		

For example, in the achievement «Tactician», the player receives a Tactic or Magic Improvement card if they have played at least 4 Feat cards from the Hand. If the player has no Tactic or Magic cards in their Improvement deck at that moment, they will not receive this rewards. This applies to any rewards from the Improvement deck. If the Player achieves this a second time, they receive another Improvement card. At the third time the additionally gains 4 Victory Points. After this, the player will no longer receive rewards for this condition.



Every player gets their own Improvement deck.

To do so, they need to sort cards into three piles: A, B and cards without tournament marks.

One player has all A cards, another one has all B.

Cards without tournament marks are available in solo mode only.



- ◆ indicates how many copies of that card are available to a player in Tournament mode.
- ◇ indicates how many additional copies of this card are available in Solo mode.

IMPROVEMENT CARDS

Before every match during the Resource Phase, a player can purchase any number of Improvement cards from their deck and add them to the Character cards in their War Camp. Purchased cards are recorded in the Tournament Table.

IMPROVEMENT CARDS TYPES

Improvement cards are divided into 4 types:

-  Buildings
-  Spell
-  Relics
-  Tactics

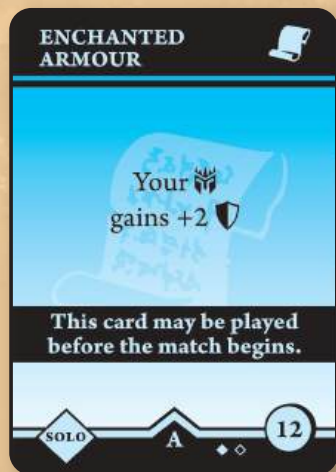
BUILDINGS



Buildings are permanent improvements. Once purchased, they are available until the end of the Tournament. During the Preparation Phase, a player can apply an effect from each purchased Building card, but only once per phase.

SPELL

Spell cards are single-use cards that can be played before the game begins during the Preparation Phase. A Spell card provides a one-time effect, after which it is returned to the Improvement deck and can be purchased again in the next Resource Phase.



RELICS



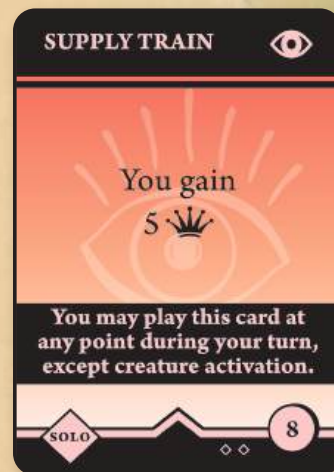
Relic cards are permanent improvements. Once purchased, they are available until the end of the Tournament.

When a player summons a character from their War Camp, they can also equip a character with 1 Relic card.

The character gains all the benefits listed on the Relic card. When the character is destroyed, the Relic returns to the War Camp and cannot be equipped again in that game. In the next match, they can be equipped to any character again.

TACTICS

Tactic cards are single-use cards that can be played at any moment during the game from War Camp. A Tactic card provides a one-time effect, after which it is returned to the deck and can be purchased again during the next Resource Phase.



CHARACTER ACQUISITION



In the Tournament mode a Hero cannot freely recruit characters into their War Camp by its leadership. Players must purchase every character individually, paying its price in Dragon Coins.

Among improvement cards, players can find a guide with prices of characters available for purchase. Before every match no more than 1 character of every rank can be recruited to the warband.

A character, a player has purchased, stays in the War Camp until the end of a Tournament. It can be exiled from War Camp only if you want it to. But it won't bring any advantages except for the vacated leadership slot. A number of characters in the War Camp and their rank should comply with the leadership stat of the Hero.

CHARACTER INJURY

PLAYER:		HERO:
CHARACTER		UPGRA
	Injured: □□□□□	
	Recovered: □□□□□	
	Injured: □□□□□	

If a player's character is eliminated during a match, a player must mark this character as injured in their Tournament sheet.

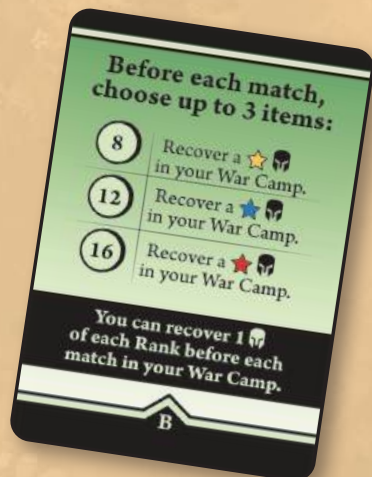
If an injured character enters the Battlefield in the next match, they immediately receive enough Wounds to leave them with only 1 Health point. Regardless of whether the characters entered the Battlefield or not, they will fully recover by the next match if they were not destroyed again on the Battlefield.

Players can also purchase a special Improvement card, which can be used to avoid this penalty.

A character is considered injured only if, at the end of the match, their card is NOT in your War Camp or your City.



You can restore injured characters during the Resource Phase by paying the corresponding cost listed on the reference card. Additionally, during the Preparation Phase, you can use restoring Spell cards that were previously purchased or earned through specific achievements.



VICTORY POINTS AND THE WINNER OF THE TOURNAMENT

The winner of a Tournament is a player who accumulates the most Victory Points (VP) after all matches. If both players have an equal number of VP, the winner is a player with the most matches won.

SKIRMISH MODE

In Skirmish mode, players can immerse themselves directly in the heat of battle by setting aside the economic management and the strategic completion of feats and objectives. This mode strips the game down to its core combat mechanics, allowing players to focus exclusively on defeating their opponent. Without the need to balance resources or fulfill tactical goals, every decision revolves around outmaneuvering and overpowering the enemy on the Battlefield. It's a fast-paced, no-holds-barred experience where only the strongest will emerge victorious.



Not all characters and Heroes are equally suited for this mode. For instance, abilities that allow you to draw cards or play them at a reduced cost will not be as effective. Players should choose their warband wisely, considering the specific challenges of this mode.

GAME SETUP

1. Each player selects a Hero following the standard rules. From their Battle Deck, players choose 3 Building cards and 3 Relic cards. These can be either faction-specific or universal cards. The remaining Battle Deck is not used in this mode.
2. Players also add a Minion card according to their faction.
3. Each player assembles their warband according to their Hero's Leadership, as per the standard rules.
4. Prepare the Battlefield as usual, based on the number of players involved.
5. Each player places their Hero on the Battlefield in the designated deployment zone.
6. Each player places their 3 Building cards in their City.
7. Similarly, each player equips their Hero with 3 Relic cards. Armour tokens and Multiple use markers are added according to the specifics of each Relic.
8. Set the Hero's Power tracker to 5 for each player.
9. The Victory Points tracker used as a timer; set it to 6. We recommend ending the game at the conclusion of the sixth round. However, players are free to decide how long they wish to continue playing.

Afterward, they may deploy as many characters as their deployment zone allows.

10. Players can use an additional marker to keep track of their current number of unactivated creatures on the Battlefield.

11. Players determine the first player by rolling a die.



ACTIVATION

The game consists of rounds, during which the players take turns activating their creatures. After all activations, the end of the turn is declared for all players.

1. On their activation turn, a player activates one of their creatures following the standard rules. A player must place a marker on the creature, indicating that it has already been activated during this round. After that, the turn to activate a creature passes to the next player.
2. When it is a player's turn to activate a creature, they may choose to skip their turn if they have fewer unactivated creatures on the Battlefield than any other player.
3. Players can still use buildings and relics even if they chose to skip creature activation.

However, a player may not grant more than one building advantage to the same character during a single activation turn.

In games with 3-4 players, you can use an additional tracker to keep count of your unactivated creatures.

This can be especially helpful if players frequently use the rule that allows them to skip their turn to activate a creature. This way, it's easier to manage and ensure that all players are aware of how many unactivated creatures they have left.

4. The round ends when no creatures on the Battlefield are left without activation markers.

A player who activated their creature last in the current round becomes the last player in the next round. The first player in the next round will be a player to their left, assuming players are activating creatures in a clockwise order.

END OF ROUND

1. When the round ends, remove all Markers from the Battlefield. All effects that are supposed to last until the **end of a player's turn** also expire at this point for all players.
2. Starting with the first player, each player may deploy any number of characters from their War Camp into their deployment zone, as long as it does not exceed the current character limit on the Battlefield. These characters can be activated immediately during this round, and their First Word **α** ability can be triggered at this moment.
3. The Hero's Power tracker for all players is reset to 5.
4. Move the turn tracker by 1.
5. A new round begins. The new first player activates a creature first.

THE GAME ENDS WHEN:

1. Only one Hero remains on the Battlefield.
2. The turn counter reaches 0. In this case, the player who has destroyed the most opponents' character wins. Characters are considered destroyed if they are in the History at the end of the game. If both players have destroyed the same number of characters, the winner is determined by who has destroyed the most ★ If that count is also tied, the number of ★ characters is compared next, by ☆ characters.

ADDITIONAL RULES

Character Limit: In this mode, a character limit is used instead of a creature limit. Since summoning minions is more difficult in this mode, there is no limit on the number of minions on the Battlefield.

- 2 players: 6 characters
- 3 players: 5 characters
- 4 players: 4 characters

Activation: Creatures that enter the Battlefield during the round with any effect cannot be activated unless they have the **Rush** ability. Players must immediately put markers on them to mark it.

Destroyed Characters:

Destroyed characters and cards are sent to the History but do not affect the Income Value, which is always set at 5.

Building Effects: A player may not grant more than one building advantage to the same character during a single activation turn. However, when it's the player's turn to activate a new character, they may trigger a building to apply its effect to a character that has already been activated even if it already gained a benefit from the building this round.

Optional Rule: Summoning Minions

If players have a limited number of miniatures, they may agree to use this optional rule. During their turn, a player may pay 2 🏰 to summon a minion 🧛 adjacent to their Hero 🧛. This minion 🧛 cannot be activated on the same turn it is summoned unless it has the **Rush** ability.

In this case, use the Creature Limit rule instead of Character Limit rule for this mode.



SCENARIO MAP I: OLD SANCTUARY

FOR 2
PLAYERS



SCENARIO MAP 2: SILENT RIVER VALLEY

FOR 2
PLAYERS



**FOR 2
PLAYERS**



SCENARIO MAP 4: WHISPER FOREST

FOR 2
PLAYERS



SCENARIO MAP 5: BLOOD BARON'S LEGACY

FOR 2
PLAYERS



SCENARIO MAP 6: LANDS OF LAWLESSNESS

FOR 2
PLAYERS



**FOR 3
PLAYERS**



SCENARIO MAP 8: LONELY LANDS

**FOR 3
PLAYERS**



SCENARIO MAP 9: GREAT TRADE ROUTE

FOR 3
PLAYERS



SCENARIO MAP 10: FOREST OF EVERSHADE



SCENARIO MAP II: HUNGRY RIVER

FOR 4
PLAYERS



SCENARIO MAP 12: LANDS OF PLENTY

FOR 4
PLAYERS





GLOSSARY

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.