RULE BOOK

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16+ Different Terrain Tiles of the Game World

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1 Battle Display (two-sided)

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1 x Player Aid Card (two-sided)

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1.0 Introduction

Heroes vs Warlords is a fantasy wargame set in the world of Pangea. Pangea is inhabited by clever Amazons, mighty Knights, wild Barbarians, and Neutrals. The Neutrals guard the treasures found in Pangea. The world of Pangea is largey unexplored. Vast lands, where no civilized soul has ever been before, are waiting for you.

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

Heroes vs Warlords is about the eternal struggle for supremacy. In this 2 or 3 player game you get the chance to see if you succeed. Will you be the ruler of Pangea?

1.1 Rules Note

The Basic Rules are printed in black regular script.
Examples are printed in Green.
Designer's Notes are printed in Italics.
Find a list of all counters and Markers at the end of this rule book.

2.0 Glossary and Abbreviations

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

Abilities:
The 4 base values of each Hero: Attack, Defense, Initiative, and Movement,
Attacker:
The active player or reacting guards / Heroes during Arena Combat

Camp:
"Home City" of the Barbarian player, may be moved (7.4). At start the Camp is placed onto the Barbarian start tile.

Defender:
Is a non-active player or guards or the active player if a reaction has occured during Arena combat
DV:
Defense Value

EP:
Experience Point (8.11)

Equipment Marker:
Equipment may be found in ruins (3.3.3). Place the acquired Equipment marker onto your Hero Display. It stays there until the Hero dies (8.13).

Guards:
Neutral armies, which protect a Resource, ruin or tower.

Home City:
The start location for the Knights and Amazons

LV = Level:

Depicts the cost of a unit. Heroes use their Level during sieges. On the City/ Camp Display buildings may be shown in different levels.

MP:
Movement point (used to move Heroes on the game world)

Round:
A Roundconsists of a number of player turns and an administration step, see 6.0.

SP:
Structure Points are used in sieges (8.7)

Terrain Objectives:
Resource hexes, ruins, towers, outposts, recruitment locations,

holy places, Cities , and other hexes surrounded by a golden edge.

Turn:

Each Roundconsists of a number of player turns in which a player can take his actions, like movement, combat, exploration, gathering Resources, etc.(6.0).

3.0 Game World

3.1 Terrain of the Game World

The game world is created by combining a number of terrain tiles. Each terrain tile consists of 7 hexes and has a North arrow on the backside. The reverse side terrain tiles of the players' start locations have a colored edge. Many of the tiles contain Resources (indicated by hexes with a golden edge) or other hexes where additional Equipment can be found.

| Home City Barbarian | Starting area Barbarian | Home City Knight | Home City Amazon |

Non-Home Cities /Camps are juste called Cities /Camps (for example captured ones). It costs one MP to enter any City or Camp. Use the City/Camp side of the Arena Display if a City or Camp is attacked (8.2.2).

Cities and Camps will produce a base income of one Gold during each Roundin Turn 4 (6.0).

The Barbarian Camp will be initially placed on its starting tile. Afterwards the Barbarian player may move his Camp (7.4).

3.3 Terrain Effects

3.3.1 Basic Resources:

| Wood | Stone |

| Crystal | Gold |

Wood, stone, Crystaland Gold are the basic Resources found in Pangea. In the game world of Pangea they are represented by hexes with a golden edge on the game tiles. They are <u>guarded</u> (by rolls on the Player Aid, Guards Table) <u>until the guards are totally defeated.</u> Place a Control marker on the hex after capture. At this point the owning player may guard the hex with his own units.

Exception: Basic Resources located on a player's Home City or at-start Camp hex tile will always be defended by 5 Level 1 guards.

If you own one or more Resources, add their value to the total on your City/Camp Display each Roundin Turn 4.

3.3.2 Recruitment Locations

| Amazons | Barbarians | Knights |

Each player has his/her own special hex containing a Recruitment Location. At start of the game these hexes are inactive. As soon as a player enters his specific hex with a Hero, the Recruitment Location is immediately activated for the rest of the game. Directly after activation, a Level 1 unit is created. It may be placed on the Hero Display immediately. Form a new stack, or place it with other Level 1 units if present.

Thereafter in Turn 5 of each Round(11.0) one additional Level 1 unit will be generated at each activated Recruitment Location. Each time a Hero enters this hex, he may pick up all available units.

Heroes may never enter active Recruitment Locations of their enemies, but see 8.13 if an enemy player was defeated.

Play Note: Place a Control marker in this hex when it was entered for the first time as a reminder that the hex has been activated.

3.3.3 Ruins

Ruins are always guarded (by a roll on the Guards Table). The   guards have to be defeated to gain their benefits. After their defeat a Hero may find some useful equipment. Draw one Equipment marker randomly.

Put all remaining Equipment markers in a cup. Draw one unseen and add it to your Hero Display. This can happen only once per explored ruin per game. The ruin becomes a regular hex without any capabilities thereafter. Indicate this .by placing an 'Explored' marker in the hex.

.3.4 Towers

There is 50% chance, that towers are guarded (see Guards Table). After defeating any guards, the Hero may improve one of his Skills by one point once per game. Every Hero may search every tower once per game.

After using its effects, place a "Hero 1" or "Hero 2" marker on the hex accordingly. This is a reminder, that this Hero may not use that tower again. Later in the game other Heroes may also visit the tower, having to check for guards again, improve their Skills and place appropriate "Hero" markers.

3.3.5 Outposts

Outposts are always unguarded. The first Hero who enters one in a turn, will receive a random Resource (roll on the Outpost Table). Place an "Outpost Visited" marker as a reminder that the Resource has been collected. Remove this marker in the clean-up phase (12.0). Outposts may be entered again with the above benefits.

3.4 Other Terrain

Other terrain like holy places (see 15.4), rivers, bridges, mountain ranges or lakes have no effect in the basic rules.

3.5 Guards

Guards (grey colour) will protect Resources, ruins and possibly towers. The benefits of these hexes can only be gained when all the guards have been defeated.

4.0 Heroes, Units and Hero / City Displays

4.1 Heroes and Hero Display

Each Hero is represented by a figure. He is either "Hero 1" or Hero "2". The Hero Display contains the army of a Hero. It also serves to record his 4 basic abilities: Attack (red), Defense (blue), Initiative (yellow) and Movement (green).
A Hero's abilities, his Level (grey) and his EP (see 8.11) may be increased during the game.
At the start of the game and each time a new Hero is created, place the starting army on the Hero Display.

A maximum of 20 units may be placed as a stack in each of the 6 sections. This results in a maximum total of 120 units. Only units of the same type and Level may be stacked together. Record the number by a marker which is placed beneath the unit.

Once placed, units may not be rearranged on the Hero Display.

Exceptions:
1. When the Hero occupies a City or
2. Two Heroes of the same player occupy the same hex or

In these cases units may be rearranged freely, new stacks may be formed, and units be dropped off or be picked up.
During movement in Resource hexes units may only be dropped off. In Recruitment Locations units may only be picked up. Units may be picked up from or placed into Resource hexes to serve as guards. Units without a Hero may not react (7.3) or be moved on their own.
Each player possesses two Heroes. The first Hero is placed at the start of the game in your Home City/Camp. There are three possibilities regarding the second Hero:
• the player receives him for free without an army after the tavern has been built and places him into your home City/Camp OR
• purchases him for 6 Gold if still available and places him without an army into your home City/Camp OR
• if the first Hero dies and the second Hero is still available, the player places him with an army worth of 10 Gold into the home City/Camp for free.

Exception: If the first Hero is killed at the same time as the Capitol of the Hero is conquered, place the second Hero plus his units with a value of 10 Gold within 4 hexes of the just conquered capital. He has time to reconquer the Home City/Camp until the conclusion of the current Round. If the actual Roundwill be finished beforehand, the player has one more turn for reconquest. If the player does not succeed in reconquering the Capitol, he is considered to have been defeated. You have lost the game.
If a player has both Heroes on the game world and one of them is killed you may purchase that Hero for 12 gold. Place the Hero into your Home City/Camp. There is no limited to the number of times that Heroes can be resurrected, as long as the player has enough Gold to do so. Each Hero is will cost an additional 6 Gold per further purchase. Please maintain a

record of this.

Example: The Amazon player had both Heroes on the game world. She suffered 3 Hero kills so far. Her next Hero costs 24 gold.
Remember if both Heroes are killed at the same time, you lose the game (12.1).
Heroes may execute reaction movement (7.3.2) and fight against other Heroes. The Heroes of a player may temporarily stack, but not <u>end</u> their movement in the same hex!

4.1.1 Siege Ability of Heroes
His Level and a d20 will be used during Sieges (8.7).

4.2 Units
An overview of all units is given at the end of the rules.
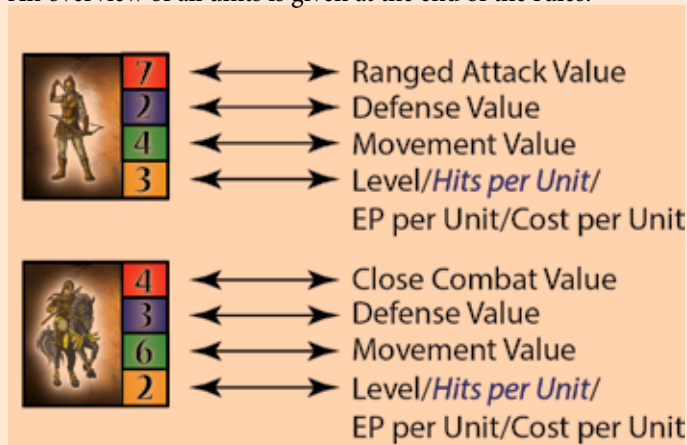
There are three unit types: 1) Ranged Attack units; 2) Close Combat units; 3) Cavalry units.
Ranged Attack units are always at Level 3, Cavalry units are at Level 5, except Amazons, which are at Level 2.
The values on the units are color coded:
Red = Attack Value
Blue = Defense Value
Green = Movement points

Yellow = Level (cost in Gold/Hit Points/Experience Points)

These units do not move in the game world, but are only used on the Combat Displays.

4.3 City / Camp Display

The City/Camp Display contains an overview of all available facilities. Place Control markers on constructed facilities. Also use them for recording Resources.

In detail this Display:
–   is used to track the actual number of Resources by using a Control marker,
–   shows the sequence and prerequisites of building facilities or defense works and the specific Resources, which are needed for their construction,
–   shows the army facilities in their sequence of development,
–   depicts some special buildings and there meanings.

Note: Building costs may vary

4.3.1 Defensive Works
4.3.1.1 City Walls/Corrals

Each City/Camp possess intrinsic defensive works (Level 1), Cities have 10 SP and Camps 5 SP. Improvements are available in two steps. Add +1 DV to each unit in a City/Camp.

Step 1: The construction of a City wall (Amazons, Knights) or a corral (Barbarians) costs the specific Resources. The effect is to improve the number of SP from 10 to 20 for a City wall and from 5 to 10 for a corral (Level 2). Place a '2' marker as a reminder.
Add +2 DV to each unit in a City/Camp.

Step 2: If step 1 is completed, step 2 to improve the defensive works is available. The construction costs are shown on the respective Display. Its effect is to improve the defensive works to a maximum of 40 SP for a City or to a maximum of 20 SP for a Camp (Level 3). Place an amount 3 marker as reminder. Add +4 DV to each unit in a City/Camp.
If a City/Camp is conquered the values of the defensive works reverts to Level 1 immediately.

4.3.1.2 Towers

To add to the protection it is possible to construct towers. There is a maximum of two towers.
The construction costs are shown on the respective Display. The effect is used in siege combat (8.7, 19.17). Ranged Attack units may be placed in Towers in Siege Combats(8.7).
Units located in their own Resource hexes get a defensive bonus if towers are constructed. If one tower is constructed add +2 to the DV of every unit. If two towers are constructed add +4 to every unit. Towers give no bonus to units within Cities /camps.

4.3.2 Army Development / Army Facilities

The designation for the army facilities are the same for all 3 races. These facilities must be constructed in sequence.

4.3.2.1 Hamlet

Hamlets are completed in Home Cities and Camps at the start of the game. They also exist in captured Cities/Camps.
Effect: Recruit one Level 1 unit per 1 Gold.

4.3.2.2 Barracks

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

4.3.2.3 Shooting Range

Prerequisite: Barracks

Effect: Recruit one Level 3 unit per 3 Gold.

4.3.2.4 Academy

Prerequisite: Shooting Range

Effect: Recruit one Level 4 unit per 4 Gold.

4.3.2.5 Tiltyard

Prerequisite: Academy

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

4.3.2.6 Garde

Prerequisite: Tiltyard

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

4.3.3 Training Area
Prerequisite: None

Cost:
Amazons: 4 Stone/3 Wood/4 Gold
Barbarians: 3 Stone/5 Wood/3 Gold
Knights: 5 Stone/2 Wood/4 Gold
Effect: Each Hero may use the Traning Area once per game.
Place a Hero 1 or 2 marker as a reminder.
Raise one of the abilities of your Hero by one.

4.3.4 Tavern
Prerequisite: None
Cost:
Amazons: 3 Stone/3 Wood/3 Gold
Barbarians: 2 Stone/5 Wood/2 Gold
Knights: 2 Stone/4 Wood/3 Gold
Effect: Receive a second Hero, without an army.

for free.

4.3.5 City Improvement / Camp Improvement

City /Camp improvements are Town Halls, City Halls and Capitols, in that order.
The base income (see 3.2) of a City/Camp, the 3 City/Camp improvements and a Storehouse may generate a maximum of 5 Gold per turn. So a maximum of 15 Gold per turn is possible per City/Camp per Round.

4.3.5.1 Town Hall

Prerequisite:
None

Effect: Earns 1 Gold per turn

4.3.5.2 City Hall

Prerequisite:
Town Hall

Effect: Earns 1 Gold per turn

4.3.5.3 Palace

Prerequisite:
City Hall

Effect: Earns 1 Gold per turn

4.3.6 Trade
4.3.6.1 Trade Hall

Prerequisite:
None

Cost:
Amazons: 2 Stone/3 Wood/2 Gold
Barbarians: 2 Stone/2 Wood/3 Gold
Knights: 3 Stone/2 Wood/2 Gold
Effect: Trade 3 equal Resources (Gold, Crystal, Stone, Wood) for one other Resource of your choice

4.3.6.2 Storehouse

Prerequisite:
Trade Hall

Cost:
Amazons: 7 Stone/8 Wood/6 Gold
Barbarians: 6 Stone/9 Wood/6 Gold
Knights: 9 Stone/6 Wood/6 Gold
Effect: Trade 2 equal Resources (Gold, Crystal, Stone, Wood) for one other Resource of your choice. Earns 1 Gold per turn.

4.3.7 Resource Track

Use Control markers to record the current number of Resources. If you get more than 10, place a '1' marker into the 20/+ box in addition to the other marker. If you get more than 20, place a '2' marker, and so on. At the end of Turn 5 at each Round(11.0) the maximum of any one Resource may not exceed 20.

5.0 Set-Up

5.1 Heroes, Armies, Resources

Each player starts with one Hero and 20 Gold. This Gold will be used to buy the Hero's army. Any remaining Gold is lost. Choose from Level 1, Level 2 or Level 3 units. A maximum of 3 units of Level 3 may be purchased. The cost per unit depends on its level. The cost of a unit is printed in the lower right corner in the yellow box. Additionally, each player starts with 4 Gold, 2 Stone and 2 Woods.
Examples:
7 units of Level 1 cost 7 Gold .
2 units of Level 2 cost 4 Gold .
3 units of Level 3 cost 9 Gold .
and so on...

The purchased units will be placed on the Hero Display in vacant sections. Place different units into different sections and an number marker beneath them to represent the number of units.

Example of a unit with an number marker

5.2 Initiative

Initiative has to be determined for the preparation of the Game World (5.3.2) and at the start of each Round(6.0).
Each player rolls a d20, the player with the highest roll result becomes the first player. Reroll any ties. The next player(s) follow(s) in clockwise order.
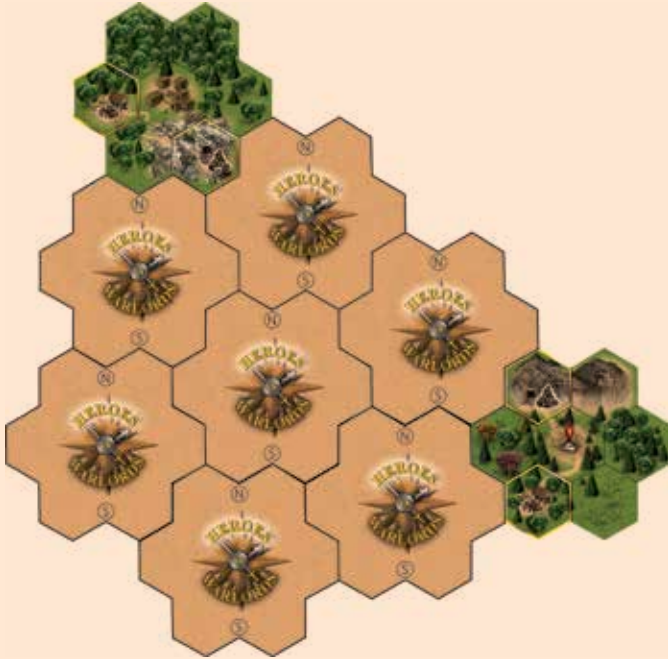
5.3 Game World

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

5.3.1 Number of Terrain Tiles

Before the game starts players should determine how many tiles they wish to use for their game. You must use at least 12 tiles.

5.3.2 Preparation of the Game World

Set aside the Home City/Camp start tiles from the other terrain tiles. Shuffle the chosen tiles (5.3.1). Place them face down in any reasonable arrangement on the table to form the game world. There is a compass on the reverse side of each tile. All tiles must have the same orientation. Then the Home City/Camp tiles are placed by the owning player anywhere at the edge of the game world. The Initiative player places his tile first. To place the tile legally (except for the first two tiles) it must have a link to at least 3 hexes from other tiles.
Place Heroes and Camps into the starting location on their respective tile.

5.3.3 Determination of Game Length (optional)

Before the game starts, players should agree to play a fixed maximum number of turns. If no other Victory Condition (12.1) will be fulfilled beforehand, the game ends at the determined time.

6.0 Sequence of Play

The game is played in Rounds and Turns. A Roundconsists of the determination of the Initiative, followed by a number of player turns (depending on the number of players), production, clean up and victory check. The games ends, if one player achieves the Victory Conditions or by agreement.

RoundSequence:

1. Determine Initiative (5.2)
2. Turn 1: First active player executes Hero movement and combat
3. Turn 2: Second player executes Hero movement and combat
4. Turn 3: (3-player game only, otherwise skipped) Third player executes Hero movement and combat
5. Turn 4: Every player collects and records income of their Resources simultaneously (9.2)
6. Turns 1 to 4 form one sequence. Repeat these turns two times to complete three sequences (namely every player has three movement & combat turns in each game round), then proceed to turn 5.
7. Turn 5: Production (11.0)
8. Clean Up / Reinforce Guards (12.0)
9. Check Victory Conditions (12.1)
10. If no player fulfills the Victory Conditions, the Round is finished. Start the next Round, unless you have played the maximum number of turns you have agreed to play (5.3.3)

7.0 Movement

7.1 Movement of Heroes

The active player moves his Heroes in the game world (together with his armies located on the Hero Display). A Hero must have at least one unit on his Display at start of his movement. Otherwise he may not move.

7.1.1 Movement points (MP)

Use the current number of Movement points for movement shown on the Hero Display. In the basic game each new hex entered will cost one Movement point. There are no terrain modifiers.

Current number of MP is 6

7.1.2 Resource Hexes

If a Hero enters a Resource hex for the first time (only), it will be activated. Roll a die (D6) to determine the strength of the guards (if any). Remember the exception of 3.3.1. If enemy units appear in the Resource hex, continue with the combat procedure (8.0). If a Resource was activated previously, and

there are guards remaining, a reaction is possible (7.3.1). Also in every hex where guards survive, they will be strengthened by one unit per Round(see 12.0).

7.1.3 Discovery / Exploration

Undiscovered terrain tiles may be entered during a move. Announce the exact hex into which the Hero will move. Flip over the terrain tile to its face side and ensure the orientation is correct (checking the backside). Then place the Hero in the appropriate hex of the newly explored tile. If the hex entered contains a ruin, a tower, or a Resource hex, the Hero must engage the guards in a combat or withdraw (see Combat 8.0).

7.2 Actions vs other Players

You are not permitted to Attack another player until all hex tiles have been discovered. Units of different players may never occupy the same hex without combat. Before combat between Heroes is allowed, the occupation of enemy controlled Resource hexes is forbidden.
The Restrictions of rule 7.2 end with the begining of the turn after the last tile has been discovered.

7.3 Reaction Movement

7.3.1 Reaction of Guards

If a Hero enters a hex adjacent to guard units already in the game world, a reaction occurs.

Exception: Guards may not react into Cities /Camps. One reaction attempt is made per stack of guards per turn (7.3.1.1). If more than one stack of guards may react, check for the stack with highest Level units first (in case of ties roll a die). Only one stack may react at a time, so if the first reaction succeeds no further check is made. If a reaction is successful, a battle is immediately resolved in the Hero's hex with the Hero as the defender. If not, game play resumes, but no more attempts can be made by the same stack of guards this turn. It is possible, that due to an action of another player, guards appear in a formerly unguarded hex. If they are not defeated

by that player, they immediately react versus already existing Heroes (if more than one: chose by a die roll) in their hex.

7.3.1.1 Check for Reaction

Determine the guard unit with the highest Level in the stack. Then roll a d20 and consult the following table. If the result is within the numbered range, the reaction is triggered. Otherwise the reaction fails. Only one attempt per guard stack per turn is possible.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
d 20	1 - 2	1 - 4	1 - 6	1 - 8	1 - 10	1 - 12

7.3.1.2 Triggered Reaction:

If the reaction is triggered, the guards always have the Initiative. Use the following procedure:
1.   Guards will be placed first and be moved by the player to the left of the active player.
2.   Guards will be set up in the defense area and get the Initiative. Follow the Combat Sequence (8.3).

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

7.3.2 Reaction of Heroes

If combat between Heroes is possible (7.2), the ability for a Hero to react also becomes possible. If a Hero enters a hex adjacent to an enemy Hero, that Hero may react. He may also decline to react in the first instant, but may react later, if the enemy Hero continues its movement and moves to another eligible hex.

Contrary to the reaction of guards, use the Initiative rating of the reacting Hero. The reacting player rolls a d 20. If the die roll is equal to, or lower than, the Initiative rating of the reacting Hero the reaction succeeds and a combat ensues. Otherwise there is no effect. A moving Hero can only be subject to one reaction attempt per turn per enemy Hero per movement.

A successful reaction cannot cause an additional reaction by a different Hero. If more than one Hero qualifies for a reaction in the same hex and at least 2 Heroes want to react, only the Hero with the highest Initiative rating may react. Use a die roll to resolve ties between Heroes with an equal Initiative ratings. In case of successful reaction the moving Hero stops his movement. He is considered the defender in the upcoming battle. He sets up like a defender and has the Initiative. The other Hero is considered the attacker.

After the battle, the reacting Hero moves back into his original hex. A successful defender resumes its movement, if he has MP available. Otherwise his movement is finished. If the Hero is allowed to continue its movement, reaction by other Heroes is possible.
If both a reaction of Heroes and guards is possible then the guards can only react if the Heroes do decline to react.

7.4 Movement of Camps

In the example above, the Camp has moved one hex. The Barbarian Hero has moved with the Camp and may now use his full Movement points

A Barbarian Camp may be moved a maximum of one hex at the start of a Barbarian turn, before any Barbarian Hero moves. It may not be moved into a terrain objective hex and can not be used to explore a new terrain tile.
It may not be moved adjacent to a hex with activated guards, which can possibly react into the just entered hex. It may not be moved adjacent to an enemy Hero.
Exception: It is possible to move a Camp adjacent to a Resource hex on the start tile of the Barbarians the presence of an active guard. These are not allowed to react in this case.

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

A Barbarian Hero located in a Camp may move with it, provided he has not moved earlier in this game turn. He keeps all his MP. Otherwise he may choose to stay in the original hex and not move with the Camp or stay with the Camp after movement.

A conquered Camp (8.12) may be moved by the new owner. It is considered like a Camp for all purposes.

7.5 Undefended enemy City/Camp

If a Hero enters a City/Camp which is undefended, it is immediately conquered, (8.12).

8.0 Combat

The Basic Game uses only Arena Combat (8.1).
The active player is considered the attacker, the other side is the defender.
Exception: If a Hero reaction (7.3.2) has occurred, the active player is the defender.

Generally there are two locations, where combat takes place. There are field battles and City/Camp battles. The fighting itself

will be by Ranged or Close Combat.

If there are Neutrals (guards) involved, the player on the left side of the active player takes control of them.
Determine their strength using the Guards Table (3.3.1).

8.1 Arena Combat

First determine the battlefield. Battles in Cities /Camps will use the City side of the Arena Display and be resolved by the Siege Combat procedure (8.7). All other battles are considered field battles. They use the open terrain side of the Arena Display. The fighting itself will be by Ranged or Close Combat.

8.2 Deployment in the Arena

Take the unit stacks from your Hero Display. For guards, form them into the fewest possible number of stacks. The defender always deploys first. After deployment units are fixed to their box until the end of combat. There is no movement.

8.2.1 Open Terrain

First the stack(s) of Ranged Combat units of the defender, if any, will be placed in one or both appropriate box(es). Then distribute the stack(s) of Cavalry and Close Combat units in the other 5 boxes on their side.
The attacker arranges his stacks likewise.

8.2.2 City / Camp Terrain

Defender: Place stack(s) of Ranged Combat units, if any, into constructed tower boxes. If both towers were constructed

use both. If one was constructed use that one. If none was constructed place the Ranged Combat units together with the Cavalry and Close Combat units in the other 5 boxes on their side. If there are more stacks than boxes use one of the unused tower boxes and consider it to be open terrain. Place a "Destroyed" marker as reminder.
Attacker: Arrange stacks like in open terrain (8.2.1).

8.3 Combat Sequence for the Arena
Combat will be resolved as following. Players determine a stack and attacks in the following order:

1.   Possible Breaching by a Hero (8.7)
2.   Attack of Ranged Combat units of the defender
3.   Attack of Ranged Combat units of the attacker
4.   Attack of Cavalry units of the defender
5.   Attack of Cavalry units of the attacker
6.   Attack of Close Combat units of the defender
7.   Attack of Close Combat units of the attacker
8.   Possible change of combat Initiative (8.8)
9.   End of Combat round: Hero withdraws (8.9) or continues combat.

Proceed with step 1 if both sides have units left on the Arena Display.

8.4 Units in the Arena

8.4.1 Ranged Combat Units in the Arena
Stacks of Ranged Combat units may Attack any opposing stack.

8.4.2 Cavalry/Close Combat units in the Arena
Stacks of Cavalry and Close Combat units may Attack any enemy stack of Cavalry or Close Combat units. Enemy Ranged Combat units may only be attacked, if the attacking player has at least one more stack of Cavalry/Close Combat units than the enemy player. Use the Close Combat Resolution procedure for combats between Cavalry/Close Combat units.

8.5 Combat Resolution: Easy Method

8.5.1 Ranged Combat Resolution
Roll a d20 for each stack of Ranged Combat units and add the Attack value of one unit (representing the entire stack) to get the first result. At the same time the other player rolls a d20 for his stack without modifiers to get a second result. Compare the second result with the first one. If the first result is greater the target is hit (8.6.). If the first result is equal or lower there is no effect.

8.5.2 Close Combat Resolution
Both players roll a d 20.
The attacking player adds the Attack value of the attacking unit to the die roll and if applicable, the Attack value of the Hero for a combined total.
The defending player accordingly adds the Defense value of the defending unit to the die roll, and if applicable, the Defense value of a Hero for a combined total.
Compare the attackers total result with the defender's one.

The side with the higher total wins and the losing side will

receive a number of hits according to the number of enemy units. In case of ties nothing happens.
The number of units in a stack has no effect on the combat resolution, but on the hits that result from the combat.

Designer's note: Sometimes the die rolls are so obvious for experienced players to obtain a winner wihout using Math.

8.6 Basic Hit System and Casualties

8.6.1 Hits
Hits are treated in the same way for Ranged and Close Combat. If a hit is achieved, each unit in a stack scores one hit which results in one enemy kill.

8.6.2 Casualties

Both sides of the Arena Display contain a graveyard section. When an opponent unit is killed, place it in the graveyard section on your side.

Play Note: Take an unused enemy .unit counter and place it in your graveyard section, place an appropriate number marker beneath it to record the actual losses .

Collect Experience Points after combat has been resolved (8.11), and return the units to the appropriate player. Eliminated units may be acquired again during production.

Example1:
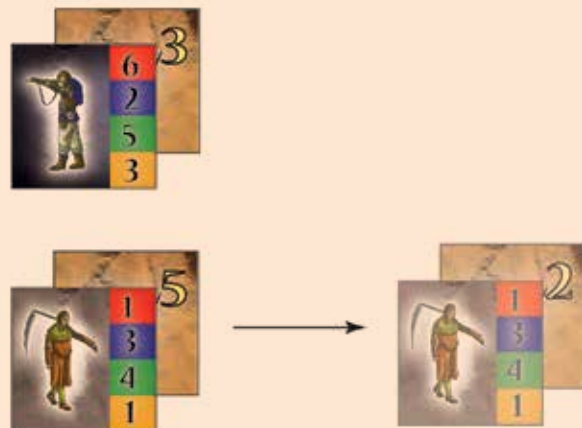
A stack of 3 Ranged Combat units with an Attack value of 6 executes a Ranged Combat vs a stack of 5 Close Combat units. The ranged unit rolls a 9, adding 6 (the value of the Ranged Combat units) for a first result of 15. The other player rolls a 10. This total achieves a hit and because 3 units are firing, 3 hits are applied. Therefore 3 of the 5 units are killed.

Example 2:
A stack of 2 Ranged Combat units with an Attack value of 7

executes a Ranged Combat vs a stack of 4 Close Combat units. The ranged units rolls a 9, adding 7 (the value of the Ranged Attack units) for a first result of 16. The other player rolls a 16. This total achieves a no result.

Example 3:

An attacking stack of 3 units with Attack value of 4 is added by a Hero with an Attack value of 5 which is added to the die roll of 8. Attacker's total is 17.
A defending stack of 5 units (Level 1) adds its value of 2 to its Hero's defense value of 4 the defender rolls a 9. Defender's total is 15.
The attacker wins by 2 points (it does not matter how big the difference is) and achieves as many hits as he has units in his attacking stack. So the 3 units will inflict 3 hits. Therefore 3 Level 1 units will be killed, and placed in the graveyard. Only 2 will remain. The appropriate number marker is changed accordingly.

8.7 Siege Combat for the Arena

Siege combat occurs in Cities or Camps only. Use the City/Camp side of the Arena Display. Towers may only be used if constructed. Place a Control marker as a reminder.
Defending Ranged Combat units may be placed in towers. If two towers are constructed and the defender has only one stack of Ranged Combat units, he may split this stack in two. Cavalry and Close Combat units are placed behind the towers.

Depending on the number of Ranged Combat units and the number of completed towers, there are three possibilities:

1. No defending Ranged Combat units or no towers are constructed:
All defenders, including any Ranged Combat units if no towers are built, are placed behind the wall. Until the attacking Hero has breached the wall, no combat is possible.

2. One stack of defending Ranged Combat units and one tower is constructed:
One stack of Ranged Combat units is placed in the tower. All other units, including a second stack of Ranged Combat units, are placed behind the wall. Until the wall is breached, only attacking Ranged Combat units and those in the tower may attack. Possible targets are all attacking units and the defending units in the tower. After the wall is breached, units behind the wall may Attack and be attacked. If the wall is damaged, the tower is also damaged. Half of the units in the tower are eliminated. If the wall is destroyed, the tower is also destroyed. All remaining units in the tower are eliminated.

3. Two stacks (or a split stack) of defending Ranged Combat units and both towers are constructed:
Two stacks of Ranged Combat units are placed in the towers. All other units are placed behind the wall. Until the wall is breached, only attacking Ranged Combat units and those in the towers may attack. Possible targets are all attacking units and both defending units in the towers. After the wall is breached, units behind the wall may Attack and be attacked.
If the wall is damaged, one of the towers (attackers choice) is also damaged. Half of the units in that tower are eliminated.
If the wall is destroyed, the chosen tower is also destroyed. All remaining units in that tower are eliminated.

The other tower remains intact. The defending Ranged Combat unit stays there until it is eliminated or the combat ends.

If the defender has only one stack of Ranged Combat units but both towers are constructed, ignore the second tower.

Ranged Combat units inside unbreached towers will receive only the half of the dealt damage achieved by the attacker (Roundup).

8.7.1 Breaching Walls
In phase 7 of the battle sequence an attacking Hero may select to breach the wall. He rolls one d20 and adds his Level to the die roll.
If the total is equal to or greater than the current Structure Points (SP) of the City/Camp, the wall is destroyed; place a red Destroyed marker on the wall. If only one tower is constructed, it is destroyed too. If there are two towers, the attacker choses one. That tower is destroyed. Units in a destroyed tower are immediately eliminated.
If the total is at least equal to half the SP of the City/Camp, the wall is damaged. Place a yellow Damaged marker on the wall. If there is only one tower, that one is damaged. If there are two towers, the attacker choses. The chosen tower is damaged. Future siege attempts will destroy the damaged tower instead of the intact one. Defending units in a damaged tower lose half of their strength (Roundfractions up). Eliminate half (round fractions down) of the defending units immediately.
If the total is less than half of the SP, there is no effect.

A second damaged results leads to the destruction of the wall. If the Hero is unable to breach a wall at all or likes to stop siege combat, he may withdraw (8.9).

If there is a second tower, this tower may be breached if the wall and the first tower are already destroyed.

8.7.2 Defensive Modifiers

8.7.2.1 Defensive Modifiers in Resource Hexes:
Defending units in a Resource hex receive a defensive bonus which is added to the Defensive value :

1. +2 to the DV of every unit if one tower is constructed
1. +4 to the DV of every unit if two towers are constructed

8.7.2.2 Defensive Modifiers in Siege Combat for units in Cities / camps:
Defending units in siege combat receive a defensive bonus which is added to the defensive value :

1. +1 if Level 1 of defensive works is in effect (at start situation)
2. +2 if Level 2 of defensive works is in effect
3. +4 if Level 3 of defensive works is in effect

8.7.2.3 Defensive Modifiers in Siege Combat for Ranged Combat units in towers:

1. +2 if 1 tower is constructed
2. +4 if 2 towers are constructed

8.8 Change of Initiative

Non-Initiative players with a Hero may try to change the Initiative at the end of each combat round. Roll a D20, if the result is equal or lower his Initiative value, he immediately gets the Initiative. So he is considered the defender from now on during the Combat Sequence.
This is allowed only once per combat per Hero.

8.9 End of a Combat Roundand Withdraw

Once all possible units of both players have attacked and all hits have been distributed, the combat Roundends. Players with Heroes may withdraw, the attacker decides first. If both stay, another Roundof combat is performed. To perform a successful withdrawal, a Hero has to roll below or equal to his/her Initiative value.

The defender is not allowed to withdraw from a City/Camp under siege. If at any point there are no units of one side on the Arena Display, combat ends and the other side is the winner.

If a side with a Hero wins a combat, he receives Experience Points (8.11) . He may resume movement, if he has MPs left (7.1.1).

If a Hero withdraws:
1.   return surviving units back to the Hero Display
2.   his turn ends immediately
3.   he and his army must retreat to the hex from which they entered combat, or if he was the original defender, into any adjacent hex except the one the attacker came from
4.   Neutral defenders (guards) will be moved to their original hex and stay active
5.   he receives no EP

8.10 End of Combat

Combat ends, when there are units of only one side remaining, or one or both Heroes have successfully withdrawn. Distribute EP for Heroes if applicable. Return units back to the Hero Display.

8.11 Experience Points

Experience Points (EP) are calculated depending on the number of defeated units. Record these points on your Hero Display. The Hero receives one EP per kill of a unit achieved and 10 EP if an enemy Hero is killed.

A Hero can spend 10 EP to advance to the next level, (see Hero Level Table on the player aid). It is possible to advance more than one Level in a turn.
Additionally, for each Level the player may raise one of his 4 basic values (Attack, Defense, Movement, Initiative) by one Level permanently.
Mark all changes accordingly. If the Hero loses or withdraws, he does not lose or gain any EP.

8.12 Conquest of Cities /Camps or Resources

If a City or Camp is conquered, there is a possibility of capturing Resources. Roll for each Resource on the Conquest Table (see player aid). Use the column of the appropriate Resource and the number of Resources at the start of combat. Round fractions up in all cases (i.e. 2.1 rounds up to 3). Captured Resources are immediately transferred to your own City/Camp Display. Remaining Resources will be left in the captured City/Camp. The City/Camp Display is transfered to its new owner. All facilities except the military buildings (Hamlet to Garde) and the basic defensive works (5 SP in case of a camp/ 10 SP in case of a city) are destroyed. The one basic Gold income is immediately available.
All facilities except military buildings may be constructed in a conquered City/Camp.
If a Resource hex is conquered see 9.1.

8.13 Defeat of a Hero / Player

If an enemy Hero was defeated, his Equipment may be captured by the winner. Chose a piece of Equipment, next roll a die. On an even roll the Equipment is captured and can be picked up by the new owner. On an odd roll the Equipment is unusable and removed from play.

If an enemy player was defeated, his/her Cities /Camps become neutral if not conquered already. Enemy Heroes may occupy empty Cities /camps. Use the procedure from 8.12 in this case. Additionally his Resource hexes revert to neutral (if these are attacked in the future, roll on the Guards Table as usual). Also his Recruitment Locations revert to or stay (if never activated) neutral. Remove any Level 1 units of the player and place an amount 1 marker in that hex. This place from now on collects Level 2 Mercenary units unlike the other recruitment points. On a first come first served base other Heroes may collect the number marker in that place and transform them into Level 2 Mercenary units.

Play Note: This is the only possibility that Mercenaries are used in the Basic Game. See 17.1 for more information.

8.14 Movement after Combat

If a Hero still has MP available after a successful combat (i.e. no withdrawal), he may use the remaining MP for further actions. As a reminder, you may place an number marker on near the Hero as a reminder of the remaining MPs.

9.0 Conquest/Control and Collecting Resources

9.1 Conquest/Control of Resouce Hexes

If a Resource hex is conquered, place an appropriate Control marker.

If another player enters a Resource hex which already has a Control marker, there will be no neutral guards. The owner can chose to garrison the hex with his own units.

If there are no defending units or after a successful combat, the new owner places his Control marker on the Resource hex.

The latter is only possible after the conditions of 7.2 are fulfilled.

9.2 Collecting Resources

During Turn 4 of the Sequence of Play (6.0) players receive Resources from Resource hexes they control and record this accordingly on one of their City/Camp Displays. Each Resource

hex generates one Resource point. Also players collect 1per City/Camp as a basic income (3.2), plus (3.2) plus one Gold for each Town Hall, City Hall, Palace, Trade Hall or Storehouse.

10.0 End of Operations

If all players have executed Turns 1 to 4 for three times, (i.e. 3 sequences have been played), proceed with production.

11.0 Production

11.1 City/Camp Improvements:

All players simultaneously decide what improvements they wish to make in each City/Camp (4.3).
See the City/Camp Display for what Resources are required

for each facility. Certain facilities may only be built if certain prerequisites are fulfilled.

To improve a facility, pay the cost and place a Control marker in the appropriate space. The player does not need to use all of his Resources, he may save some for later use (4.3.7).

11.2 Acquiring Units:

You can also acquire new units. They MUST be placed in the appropriate City/Camp hex in the game world . There they may be picked up by a Hero and then placed on his Hero Display. They may not be moved by themselves. In captured Cities / Camps only original units may be acquired. These MUST stay in their City/Camp for the rest of the game and may not be moved!

New Heroes may arrive in City/Camp hexes (4.1).

11.2.1 Unit Acquirement Cost:

The Level of the unit (yellow value) is the amount of Gold you have to pay for that unit.

Exception:

Level 5 units cost one additional Crystal and
Level 6 units cost two additional Crystals.
For the cost of and arrival of Heroes see 4.1.

12.0 Clean Up and End of Round

Clean Up the game world:
- remove all Outpost Visited markers (A)
- increase the number of units in Recruitment Locations by adding one Level 1 unit at each active Recruitment Location or one Level 2 Mercenary in the ones of eliminated players (B)
- Guards in the game world will be reinforced. Place an additional unit corresponding to the unit with the lowest Level. Each appropriate stack is enhanced by one guards unit (C).

Victory /Game End Check:
Check if a game end condition has been met (12.1). Otherwise

proceed to the next Round.

12.1 Victory Conditions

There are different possibilities to win or lose the game:

- 1. You lose immediately, if your Capitol is conquered and occupied until the end of the current Round. This is also the case, if your second Hero fails to reconquer your home City/Camp within the current Round(4.1)
- 2. You lose immediately when you have no Hero left in the game world and both of your Heroes were eliminated at any time during the game.
- 3. Players fixed the number of turns at the start (5.3.3). After that goal is achieved check the following three categories:

- I: Number of controlled Resources
  II: Sum of both Hero levels
  III: Total Strength of army (including Mercenaries)
     (Count: Level x number of units).
  The player who wins the most number of categories wins the game. If more players have the same maximum , its a draw.

Example:
Amazons control 5 Resources, her Heros have Level 6 and 2, the army consist of 7 Level 1, 3 Level 2 and 4 Level 3 units for a total value of 25.
Knights control 6 Resources, his Heros have Level 4 and 1, the army consist of 6 Level 1, 4 Level 2 and 5 Level 3 units for a total value of 29.
Barbarians control 3 Resources his Heros have Level 5 and 0 (not appeared in this game), the army consist of 3 Level 1, 6 Level 2 and 1 Level 3 units for a total value of 18.
Barbarians win no category, Amazons win catgeory II, Knights win category I and III and the game.

STOP! Before reading and playing the Advanced Rules, it is suggested that players should play the Basic Game at least once to become familiar with the system. If You feel confident with the Basic Game cou may proceed further.

Advanced Rules:

Advanced Rules

13.0 Advanced Rules Note

Advanced Rules are printed in blue script.
Players may agree before the game starts to add any of the Advanced Rule(s). All of these rules are optional.

14.0 Advanced Glossary and Abbreviations

Here you will find the most important terms and abbreviations of the Advanced Game:

Attacker: The active player or reaction player of a step during combat
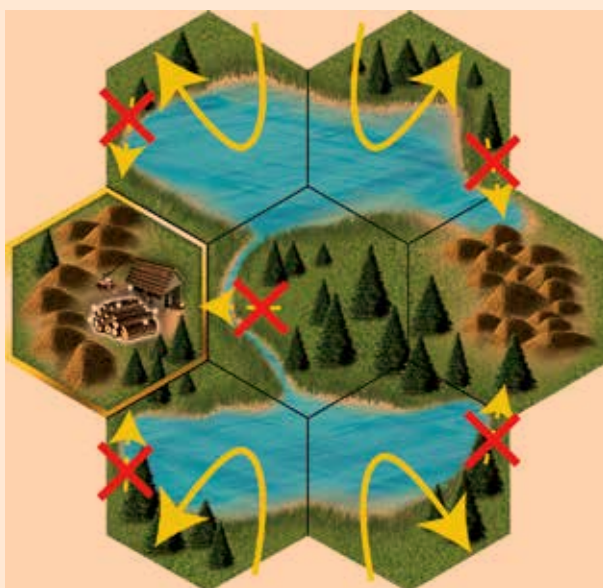Defender: The non-active player or the non-reaction player or the guards of a step during combat

HP: Honor Point (19.21)

Line of Sight (LOS): A LOS is a straight line from the firing hex to the target hex. Only stones (19.4.1.3) are affected by LOS rules.

Quest: Mission or Adventure (17.2)

15.0 Additional Terrain Rules

15.1 Impassable Terrain

Certain hexes have impassable terrain on some of their hex sides and passable terrain on other sides. These hexes can only be entered via passable hex side connections.
It is also forbidden to cross hexes with an impassable border. Impassable borders are water borders of lakes, unbridged rivers and mountain ranges with white peaks. A rule of thumb is, if at least 50% of the border consists of passable terrain, movement is possible. If not, these hexes are impassable and must be circumvented. That means either moving back to the former hex or another eligible hex on a different hextile.

In the above examples a yellow arrow reprensents an allowed move, a yellow arrow with a red cross means not allowed. 'A yellow curved arrow means allowed to enter the hex (for example by moving into an unexplored hex tile), but not allowed to proceed further into the other hexes of that tile.

15.2 Rivers and Bridges
Rivers may be crossed only at intact bridges. Repairing destroyed bridges will be covered in a future Heroes-vs-Warlords expansion.

15.3 Mountain Ranges, Lakes:
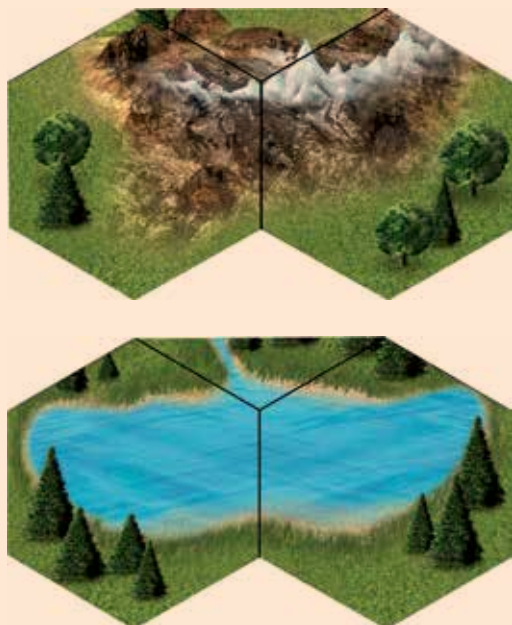
There is a distinction between mountain (brown/grey) and mountain ranges (white peaks). Mountain ranges and lakes may not be crossed and are Impassable Terrain (15.1).

15.4 Holy Places (Wells)

If a Hero stops movement in a Holy Place, all remaining MPs are lost. If the Hero passes through, nothing happens.
If he stops, he may now roll a d20:
1-5: Receive 1 Gold

6-10: Gain a number of HPs according to the number of stacks of that Hero
11-15: Gain 4 MPs, which can be used immediately
16-19: Gain 1 additional Resource per mine in possession of the Tribe*
20: Gain EPs according to a D20
* Example: The Barbarians control 1 gold mine, 2 wood mines, and 1 stone mine. They visit a holy place, roll 16-19 and get 1 gold, 2 wood, and 1 stone.

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

15.5 Roads

If a road connects 2 hexes, road movement is possible, even through otherwise forbidden terrain. Use the road movement cost.

15.6 Terrain Movement Cost

Clear:	1 MP
City:	1 MP
Desert:	1 MP
Holy Place:	1 MP
Road:	1 MP
Hills:	2 MP
Woods:	2 MP
Mountain:	3 MP
Hex with Camp inside:	Other Terrain in hex
Lakes inside Hex:	Other Terrain in hex / Impassable*
Mountain Range:	Impassable*
Rivers:	Impassable except across intact bridges, then Other Terrain in Hex * Impassable, if restrictions of 15.1 are in effect

16.0 Advanced Heroes and Hero Display
In addition to the basic values, Heroes now possess 3 Skills: Trade, Diplomacy, and a scpecial Skill for each teibe, which may also be increased.

Also Honor Points may be collected and used (19.21).

16.1 Skills of Heroes
At the start of the game, the values of all Skills are always 0. Each time a Hero achieves a new level, one Skill Point is received and distributed to one of the three Skills. This Skill is permanently raised by one Level.

16.1.1 Trade
Each time a Hero collects a Resource at an Outpost, the amount will be increased by the Level of his Trade Skill.

16.1.2 Diplomacy
A Hero may execute diplomacy in a combat where neutral units are involved. At the start of a combat chose one stack of neutral units. A Barbarian Hero may chose a stack of Level 2, 4 or 6 units. A Knight or Amazon Hero may chose a stack of Level 1, 3 or 5 units. According to his skill Level appoint that number as hits (kills) to the stack. Eliminated units award EPs, whether the Hero wins the ensuing combat or not.

Designer's Note: The way the influence of diplomacy has been determined is due to the relationship between the neutrals and the races.

16.1.3 Military Experience (Knights only)
<u>Once</u> per combat a Hero may reduce the number of hits before they will be applied. He selects one stack of units that has suffered hits. The hits will be reduced according to his Skill Level. This may immediately be done after seeing the result. If there are fewer hits the remaining Skill points are forfeited.

16.1.4 Fury (Barbarians only)
<u>Once</u> per combat a Hero may increase the number of hits before they will be applied. He selects one stack of units that has suffered hits. The hits will be increased according to his Skill Level. This may immediately be done after seeing the result. If there are more hits than can be taken by the enemy stack the remaining points are forfeited. It is not possible to apply additional hits on other units stacks.

16.1.5 Cleverness (Amazons only)
<u>Once</u> per combat a Hero may increase one value (attack or defense) of a unit stack before they will be applied. She selects one stack of units that has conducted combat after the results have been calculated. The chosen value will be increased according to her Skill Level. This may immediately be done after seeing the result. If her skill is sufficient she may win a lost combat that way, or make her Ranged Combat units hit, when they missed.

17.0 Advanced City / Camp Display
The use of Skills, gaining quests, acquiring Mercenaries, and the construction of special buildings, enhances the game play experience for the players.

17.1 Hiring Mercenaries

Mercenaries are Level 2 Close Combat units that can be recruited in a tavern or in eligible hexes in the game world. Each Hero may have only one stack of Mercenaries in his army at any time. Mercenaries can not be used to guard any Resource hex.

17.1.1 Hiring Mercenaries in a
Tavern
One Mercenariy units costs 1 Gold.

17.1.2 Receiving Mercenaries in the Game World
Mercenaries may be picked up at Recruitment Locations of defeated enemy players (8.13).

17.1.3 Limit of Mercenaries
A Hero may have only one stack with a maximum of 20 mercenary units.

17.2 Gaining Quests in a Tavern (optional rule)

The Heroes vs Warlords Quest card deck is a free Kickstarter expansion. Any time a hero visits his home city with a tavern he can draw a quest card. Follow the instructions on the quest card. When the hero fulfils the condition of the quest he obtains the listed reward and becomes egligible for a new quest. The fulfilled quest card is discarded.

17.3 Special Buildings
Each Hero may store his HP in the special building for his race. Use an number marker to track this. These points may be used in case a City/Camp is attacked and no Hero is present. If a Hero is present a player can chose to use the stored points and/or points from the Hero. Stored HP may not be picked up. Special buildings may not be reconstructed, if the City/Camp was conquered at any time, any stored HP are lost.

17.3.1 Blacksmith (Knights only)

Prerequisite: None

Effect: In case of the defense of a City, it is possible to strengthen your units. After the first completed combat Round(8.9) the Knights player may expend stored HP to improve the Attack value of one or more stacks for the duration of this combat. He may distribute these points as he wishes except no stack may get more points than its level. Each stack may get this benefit only once per combat. Place an appropriate number markers above the stacks which represent the number of points as a reminder.

17.3.2 Shaman Tent (Barbarians only)

Prerequisite: None

Effect: In case of the defense of a camp, it possible to revive some of your units. Reviving means restoring hits or kills. Each unit will cost its Level in HP. After every complete combat

Round(see 8.9) the Barbarians player may expend stored HP to revive one or more stacks. He may distribute these points as he wishes. Exception: A stack may not be revived if it has been completely eliminated. Also each stack can be revived only once per combat. Place a Control marker below the stack as a reminder.

17.3.3 Temple (Amazons only)

Prerequisite: None

Effect: When defending the city, it is possible to strengthen your units. After the first complete combat Round(8.9) the Amazons player may expend stored HP to improve the Defense value of one or more stacks. She may distribute these points as she wishes except no stack may get more points than its level. Each stack may get this benefit only once per combat. Place appropriate number markers above the stacks which represent the number of points as a reminder.

18.0 Advanced Movement

Heroes must obey all terrain rules of 15.0. If a Hero has at least one MP remaining, he may always enter one final passable hex, and then stop. He may enter terrain objectives or Attack enemies in that hex.

18.1 Advanced Movement of Camps

Camps must obey all terrain rules of 15.0, but may move at least one hex. Furthermore they may not enter terrain objectives at any time.

19.0 Advanced Combat

There are four different ways to perform Combat:

1.	Arena Combat with the Basic Hit System (8.1)
2.	Combat with Movement and Basic Hit System (19.1)
3.	Arena Combat with the Advanced Hit System (19.2)
4.	Combat with Movement and Advanced Hit System (19.3)

At the start of a game, players should agree which method will be used. The methods are Displayed in order of ddifficulty. The first option is the easiest.

General rule of thumb for combat, do all Movements and then all Combats!

Designers Note: During the game, if all players agree, the system may be changed any number of times.

If players can not agree on a method, the majority decides. In case of ties, roll a die.

19.1 Combat with Movement and Basic Hit System

This method uses the following combat rules from the Basic Game: 8.5, 8.6, 8.8 – 8.14.
In addition rules 19.4 – 19.11, 19.13, 19.17, 19.18, 19.20 and 19.21, except 19.17.1.2 will be used.

19.2 Arena Combat with Advanced Hit System

This method uses the following Arena rules from the Basic Game: 8.1 – 8.4, 8.7 – 8.14.
In addition rules 19.8, 19.14 – 19.16, 19.18 – 19.21 will be used.

This is recommended for experienced players who want to save time in combats.

19.3 Combat with Movement and Advanced Hit System

This method uses the following combat rules from the Basic Game: 8.8 – 8.14.
In addition rules 19.4 – 19.21 will be used.
This is recommended for experienced players.

19.4 Determination of the Battle Display

All combats will be executed on a two-sided Battle Display. Usually combats are executed in open terrain, except if it happens in a City or Camp. In that case use the side with the wall depiction.

19.4.1 Terrain Feautures on Battle Displays:
There are some terrain features on the Battle Display. In the Basic version ignore all terrain except Tents, Graveyards and Walls (including the drawbridge). Generally it costs one MP to enter a new hex. Note that half hexes are never playable.

19.4.1.1 Tents:
Tent hexes (Open: H5, G6, H6, I6, I7, I8; City: A2, B2, A3, B3, I5, I6) are used to deploy the attacking units. They cost 1 MP to enter.

19.4.1.2 Graveyards:
Graveyard hexes are used to place the losses in combat. Each player places the enemy losses on his side of the Display. Graveyard hexes may not be entered otherwise.
The following are Graveyard hexes:
Open: C2, D3, E3, F4, G4, C12, D13, E13, F14, G14;
City: C2, D3, E3, F4, G4, C12, D13, E13, F14, G14.

19.4.1.3 Stones:

A stone hex may block the LOS. Units adjacent to a stone hex receive a bonus, if the LOS is blocked. The LOS is blocked, if a Ranged Combat attacker is in a straight line to the target. If there is no LOS, no combat is possible.

Example above:
A defending Knights unit is located behind a stone. If the attacking Ranged Combat Amazon unit is in one of the shaded hexes there is no LOS to the target. From every other hex in range, Ranged Combat is possible.

Ranged Combat units in a stone hex have an extended range of 1 hex. It cost 2 MP to enter a stone hex. It cost no extra MP to leave a stone hex.
Only the 2 or 3 big gray stones have an effect. The smaller stones have no effect.

19.4.1.4 Woods:

If a unit in a woods hex is attacked by Close Combat units it receives a defensive bonus of 1. If a unit in a woods hex is attacked by Ranged Combat units the Ranged Combat value is reduced by 1.
It cost 1 MP to enter a woods hex.

19.4.1.5 Fords:

Ford hexes cost 2 MP to enter. They do not block the LOS.

19.4.1.6 Walls:

No unit may be placed in or enter a wall hex until it is destroyed. An attacking Hero may try to damage/destroy wall hexes according to 19.17.2. After a wall is destroyed it may be entered.

19.4.1.7 The Drawbridge:

It cost 1 MP to enter the drawbridge. A unit may not end its movement on the drawbridge hex until it is destroyed. Defending units may sally through the drawbridge hex and enter a hex outside the city. They immediately loose their City defensive bonus (19.4.1.9) as long as they are outside the walls. The attacker may never enter an undestroyed drawbridge. The drawbridge hex is considered a wall hex for all other purposes.

19.4.1.8 Towers:

Only defending Ranged Combat units may be deployed in a tower hex. No unit may enter it later, but the units inside may leave. Towers give some advantages in combat (19.17.1). Ranged Combat units inside towers may fire at any target outside the City wall. Towers may be breached like wall hexes, after the adjacent wall hex is destroyed (19.17.2).

19.4.1.9 Cities :

All hexes between the wall and the defenders map edge except graveyards are considered City hexes. They give some combat advantages for the defender only:

              +1 DV (Level 1 = Basic Defensive Works)
              +2 DV (Level 2 of Defensive Works)
              +4 DV (Level 3 of Defensive Works).

Units in a City may not be targets of Ranged Combat. Ranged Combat units of the attacker may not enter City hexes.

19.5 Advanced Deployment

Both sides take their stacks from the Hero Display or place the guard stacks.
The defender deploys first. The area between the map edge and the red line or the wall (for the city) identifies the set-up area. Then the attacker deploys in the 6 tent hexes on the opposite side.

19.6 Advanced Combat Sequence

At the start of a non-Arena combat the defender has the combat Initiative, the attacker starts as the non-Initiative player. The Initiative may be changed during battle and the attacker becomes the defender (8.8). Each unit must always take an offensive action (19.7).

Conduct the following steps in combat:

1.   Possible Breaching of Walls or Towers (19.17.2) by a Hero
2.   Movement or Ranged Combat of Ranged Attack units of the defender
3.   Movement or Ranged Combat of Ranged Attack units of the attacker
4.   Movement and/or Close Combat of Cavalry units of the defender
5.   Movement and/or Close Combat of Cavalry units of the attacker
6.   Movement and/or Close Combat of any remaining units of the defender
7.   Movement and/or Close Combat of any remaining units of the attacker
8.   Possible change of combat Initiative (8.8)

9.   End of Combat Round: Hero withdraws (8.9,19.16.2) or continues combat.

Proceed with step 1 if both sides have units left.

Important:
At the start of a combat, except in reaction movement situations, the active player is called the attacker. The other player is called the defender. These may change at certain steps.

19.7 Offensive Action
In each combat all stacks of units <u>must always perform an offensive action if possible</u>.
An offensive action is:

1. A unit may not end its movement further away from the nearest enemy unit. Count the number of hexes before and after movement. The first number may not be smaller than the second number.

2. A Close or Ranged Combat attack.

3. The attempt of a Hero to breach a wall.

19.7.1 Exceptions for Offensive Actions

Exception 1 : In Siege Combat, the original defender is not obliged to execute an offensive action.

Exception 2 : A unit starts its movement at any point during a combat adjacent to an enemy. This unit it is no longer obliged to execute an offensive action for the rest of this combat.

Exception 3 : Guard units are not obliged to execute an offensive action.

19.8 Mercenaries in Combat
At any time during a combat a Hero may try to persuade one stack of enemy Mercenaries to defect. The Hero needs HP to do so.
Procedure:
Count the number of enemy Mercenaries. Decide how many HPs will be used and deduct them from the Heroes total. This is the number of Mercenaries which may be affected.

Both players roll a d20 and add the Initiative value of their Hero to the result. If the total of the subverting Hero is higher than the owning Hero's total, the number of Mercenaries equal to the HPs spent, defect to the subverting Hero's army.
If the total of the subverting Hero is lower or equal, the Mercenaries run away and count as eliminated. In other words there is no way that the owning Hero can keep this Mercenaries.

Note that the other Hero may use the same procedure to cause Mercenaries to defect in the same combat including those that just defected to the other side. That procedure can be continued until the combat is over, or no more HPs can be spent or all Mercenaries are gone.

If both sides have Mercenaries in combat, pay attention through orientation of the counter or place a Control marker.

Defecting Mercenaries are placed with the Mercenaries that are already part of the owning player's army. If the defection results in more than 20 Mercenaries in a stack (there is a limit of 20 Mercenary units) the surplus units are eliminated. They did not award any EP.

Example:
At the start of a combat the enemy Hero has one stack of 10 Mercenaries. Your Hero has 5 HPs. An Attack value of 5. You decide to use all 5 HPs, so 5 Mercenaries will be affected. Your Initiative is 6 plus a d20 roll of 8 is a total of 14. The enemy Hero has an Initiative of 9, but rolls a 3 for a total of 12. So you have successfully subverted the 5 Mercenaries which will join your side immediately for the upcoming combat.

19.9 Movement during Combat
If a unit is not involved in Close Combat or did not execute Ranged Combat, it is forced to move at least one hex (19.7). It may move up to the number of Movement Points printed on its counter (green value). Stacks may never enter a hex with other enemy stacks or certain Terrain features (19.4.1). It is possible to move through a friendly stack, but movement may not end there.
Clarification: It cost 1 MP to enter the friendly occupied hex.

If a unit enters a hex adjacent to an enemy unit it must stop and may execute Close Combat.

If a unit starts in a hex adjacent to an enemy unit, it must move away or attack. If the unit moves away, the <u>first hex</u> may not be adjacent to this or another enemy unit. After the first hex, it may enter another hex adjacent to the same or a different unit. Then it can choose whether to execute Close Combat or not. In other words, it is not allowed to move from one hex adjacent to an enemy unit directly to another one of the same or different enemy unit. There must be at least one intervening which is not adjacent.

If a unit starts adjacent to an enemy unit and does not move away it must execute Close Combat immediately.
If the unit is adjacent to more than one unit, chose only one unit as target of the attack.

Exception; units defending in a City/Camp are not obliged to Attack or move away.

Important: First do all movements and then execute all combats!!

19.10 Ranged Combat

Ranged Combat units may fire <u>or</u> move.

If a Ranged Combat units wishes to execute Close Combat they will be moved in phase 1 or 2 of the combat sequence, but they get never support from a Hero (19.13).

Designer's Note: For interest, it is not practical for any group of archers to move with bows drawn and ready to fire.

If Ranged Combat units wish to fire, determine if the target is within range. The maximum range of the unit is half its Attack value (Round fractions up). The effect of the fire will be the Attack value of the unit. See towers (19.17.1) for a slightly different calculation.

Example:

A Ranged Combat unit of the Barbarians faction has an Attack value of 5. This results in a fire range of 3 hexes but is increased to 4 hexes doe to the stone hex.

Enemy or friendly units do not block the LOS. Obey the terrain features (19.4.1) concering the LOS.

Roll a d20 for each stack of Ranged Combat units and add their Attack value to get the first result. At the same time the other player rolls a d20 without modifiers to get a second result. Subtract the second result from first one to produce a total. If the total is greater than 0 the target is hit. If the result is 0 or negative there is no effect.
The number of hits depends on the number of firing Ranged Combat units in a stack. Each hit results in one kill (basic) or a number of hits according to the Level of the Ranged Combat units (advanced).

Example: A stack of 2 Level 3 Ranged Combat units inflicts up to 6 hits...

19.11 Close Combat

Close Combat starts if enemy units are adjacent to each other and takes place in steps 3 to 6 of the combat sequence. Step 3 and 4 deal with Cavalry and steps 5 and 6 with other units. Depending on the step the appropriate player states, which stack of units will Attack which enemy stack. He announces the sequence before any dice are rolled.

19.12 Modifiers in Close Combat

If more than one attacking stack attacks a defending stack during a step, the following modifier applies to the Defense value (DV) of the defender only:

vs the 1st attacker:	0
vs the 2nd attacker:	-1 DV
vs the 3rd attacker:	-2 DV
vs the 4th attacker:	-3 DV
vs the 5th attacker:	-4 DV
vs the 6th attacker:	-5 DV (maximum)

A single stack can only Attack one enemy stack at one time. Resolve each Attack separately and in the order determined by the active player.

19.13 Ranged Combat Units in Close Combat

Ranged Combat units have major disadvantage in Close Combat situations. Their Defensive value remains unaltered but their Attack value is halved, <u>rounded down</u>. Neither the Attack nor the Defense value may be altered by a Hero.

19.14 Advanced Close Combat Resolution

Follow the same procedure as in the Basic Game rules (8.5). The difference to the Basic Games system is that hits are NOT equal to kills.

Both sides roll a d20. The attacker adds all applicable modifiers (also ones from the basic method). The defender has to roll equal to or higher to prevent a hit. If he fails, he receives a number of hits corresponding to the number and Level of units in the attacking stack.

If the defender rolls higher than the attacker, the attacker is hit. In this case the attacker receives a number of hits according to the number and Level of units in the defending stack.

In case the final result is 0, nothing happens.

Each unit infliucts as many hits as its Level.
Level 1 may inflict 1 hit,
Level 2 may inflict up to 2 hits,
Level 3 may inflict up to 3 hits,
and so on...

Example: A stack of 3 Level 5 units of 3 inflictss up to 15 hits.

See 19.15 for resolving the damage.

19.15 Advanced Hit System and Casualties

19.15.1 Advanced Hit System

Each unit may receive as many hits as its Level.
Level 1 may receive 1 hit,
Level 2 may receive up to 2 hits,
Level 3 may receive up to 3 hits,
and so on...

If maximum hit points are inflicted the unit is eliminated.
Always eliminate as many units as possible.
If a unit is not eliminated, place a Hit Point marker with the achieved number of points.
If there are more hits than units remaining, the surplus hits are lost.

Hits will not alter the combat values of a unit, these will be retained until a stack of units is eliminated.

Example:

The attacker has 5 units of Level 1, the defender has 3 units of Level 2.
To determine the Attack factor, use the Attack value of the Level 1 units (3) and the Attack value of the Hero (3). This results in an Attack total of 6.

The defender has a defense value of 3 and because no Hero is present it remains at 3.

Subtract the defender's total from the attacker's total to receive a modifier (which can be negative if the defender's total is higher). In this example the result +3.

Both sides roll a d20. The attacker rolls a 9 and adds the modifier of +3 for a total of 12. The defender rolls an 11. So the defender loses by 1 and gets 5 hits (= number of attackers).

The defender has to distribute the 5 hits among his units. To fulfill the first 4 points, two Level 2 unit are eliminated. The fifth hit will be applied to the remaining unit, which is marked by a Hit 1 marker. This has no effect on its values. If the units survives the combat, it will automatically be healed (19.19).

Each player places defeated enemy units in his graveyard. The winner of the battle will collect EPs from these kills (19.20).

19.15.2 Casualties in Combats (Graveyeard)
Both sides of the Battle Display contain a graveyard section. When an opponent unit is killed, place it in one of the 6 graveyard squares. Collect EPs after combat and return the units to the appropriate player. These units may be acquired again during production.

19.16 Attrition and Advanced Withdraw

19.16.1 Attrition/ Hits in Return
If a stack receives four or more hits in Close Combat (never in Ranged Combat), the other side will automatically take hits in return due to attrition. This simulates losses (damage) to the winner.

1-3 Hits: No effect
4-7 Hits: Winner receives one Hit in return
8-11 Hits: Winner receives two Hits in return
12-15 Hits: Winner receives three Hits in return
16-19 Hits: and so on...

Example:
6 stacks of Level 1 units Attack one stack of Level 6 units and win the combat. This results in 6 hits, but they receive one hit in return. So one Level 1 unit is killed too.

19.16.2 Advanced Withdraw
If a Hero likes to withdraw in step 9 of a Combat Round he has to roll lower or equal than his Initiative value. This is modified by the difference between the two Initiative values of both Heroes.

A die roll of 1 is always a success.

19.16.3 Advanced Withdraw in Resource Hexes
A Hero may immediately withdraw before combat, if he rolls equal or less his Initiative Value. The guards remain activated.

19.17 Advanced Siege Combat
Siege Combat occurs in Cities or Camps only. Use the City side of the Battle Display. It works the same way as other combats, including the deployment, except for the following:

–   no unit may be placed or move onto a wall hex until it is destroyed (but wall hexes count for the determination of ranges in Ranged Combat)
–   the original defender gets a modifier in a City hex (including towers) in Ranged or Close Combat (19.4.1.9)
–   the original defender do not need to execute an offensive action (19.7)
–   see more details for Walls (19.4.1.6), the Drawbridge (19.4.1.7), Towers (19.4.1.8) and Cities 19.4.1.9)

19.17.1 Towers in Siege Combat
Only Ranged Combat units may be placed in constructed towers. A Ranged Combat unit in a tower receive only half of the damage (Rounddown) it would otherwise receive.

Ranged Combat units within towers may only be attacked by enemy Ranged Combat until an adjacent wall piece is destroyed or an adjacent hex from within the City is available.

Ranged Combat units in a tower may use Range Combat into the adjacent hexes and are never forced to execute Close Combat. Units in towers have no effect on enemy movement.

Units in towers receive the defensive bonus of Cities /Camps (19.4.1.9).
If no tower was built, these hexes are treated like City hexes.

19.17.1.1 Fire of Ranged Combat units from Towers (Basic Combat System)
If a Ranged Combat unit fires from a tower it uses the values from the Basic Game system.

19.17.1.2 Fire of Ranged Combat units from Towers (Advanced Combat System)
In addition to 19.17.1.1 each Ranged Combat unit can inflict exactly one point of damage to stacks of units beyond its printed maximum range anywhere on the map.

Example:
4 Level 3 Ranged Combat units in a tower with an Attack value of 5 may chose between 3 different stacks of two Level 6 units as targets. If they fire and hit at range 9, they will inflict 4 Hit Points. If they fire at range 5 they will inflict 6 Hit Points(which is one kill). If they fire at range 3 they will inflict 12 Hit Points (which result in two kills).

19.17.2 Breaching Walls and Towers
Each Hero possesses some catapults which are assumed to be positioned outside the Battle Display. In step 1 of the Battle Sequence, the attacking Hero selects one wall hex and places a Control marker there. A LOS to all Walls, the Drawbridge and the Tower is always existing.

Proceed with the to hit procedure. Check for accuracy of catapult fire and roll a d20. If the result is equal to or lower than the Initiative value of the attacking Hero, the designated hex will be hit. If the result is higher than the Initiative value, the enemy player may adjust the marker and determines a new target as following:
City/Camp defensive structure of Level 1: 0 hex
City/Camp defensive structure of Level 2: up to 1 hex
City/Camp defensive structure of Level 3: up to 2 hexes

Note that already breached wall hexes may not be chosen!

Then check the result for the target. The Hero rolls a d20 and adds his level.
If the total is equal to or greater than the SP of the City/Camp, the wall in the target hex is destroyed; place a red Destroyed marker.
If the total is at least equal to half the SP of the City/Camp, the wall is damaged in the target hex. Place a yellow Damaged marker.
If the total is less than half of the SP of the City/Camp, there is no effect.

If a wall is already damaged another damage result will destroy the wall.
A destroyed wall may not be attacked again by breaching. Furthermore it does not count as a City hex and has no Defensive value.

Breach attempts vs towers may only be made, if the adjacent wall hex is already destroyed.
If the tower is destroyed, eliminate the defending units. If the tower is damaged, eliminate half (Rounddown) of the defending units.

19.18 Advanced Combat with Neutrals
If in a combat with Neutrals, there is no combat action initiated after 3 Rounds, the combat ends and the attacker must retreat.
Combat Action means any unit has executed a Ranged or Close Combat.

19.19 Advanced End of Combat
Surviving units remove their hit markers. They are considered healed.

19.20 Advanced Experience Points (EP)
Experience Points (EP) are calculated depending on the number of defeated units. Record these points on your Hero Display. The Hero receives one EP per kill achieved, if he wins the combat. In contradiction to the Basic Game it costs Level x 10 EPs to promote one Level (see Hero Level Table on the player aid).

Each eliminated unit generates as many EP as the Level value of the unit.

A Hero can exchange EPs to advance to the next level, (see Hero Level Table). It is possible to advance more than one Level in a turn.

Additionally, for each Level the player may raise one of his 4 basic values (Attack, Defense, Movement, Initiative) by one Level permanently. Also one of his Skills (Trade, Diplomacy, or Race Specific Skill) is raised by one Level permanently.
Mark all changes accordingly.

If the Hero loses or withdraws, he does not lose, or gain, any EP.

19.21 Honor Points (HP)
Each defeated enemy stack also generates HP for the winner. See Honor Table on the Player Aid.

HP can be used to lead Mercenaries to defect in combat (19.8) or to use with special buildings (17.3).

20.0 Advanced Clean Up and End of Round

In addition to the Basic Game in the Clean-Up Phase:
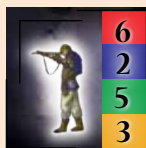- remove Hero Visit Markers from Holy Places (15.4)

Credits

Unit and Marker Overview

Knights:

Knights Close Combat Units:

Knights Range Combat Unit:

Knights Mounted Unit (Cavalry):

Barbarians:

Barbarians Close Comabt Units:

Barbarians Range Comabt Unit:

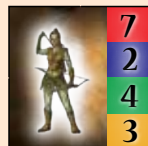### Barbarians Mounted Unit (Cavalry):

Amazones:

Amazones Close Combat Units:

Amazones Range Combat Unit:

Amazones Mounted Units (Cavalry):

Neutrals:

Neutrals Close Combat Units:

Neutrals Range Combat Unit:

Neutrals Mounted Unit (Cavalry):

Mercanries (Close Combat Units):

Markers:

Number Marker:

Hit Marker:

Control Marker:

Barbarians, Amazons, Knights
Control Marker.

Outpost Visited Marker:

Damaged Marker:

Destroyed Marker:

Equipment Markers:

Attack +1   Movement +2

Explored Marker:

Hero Marker: