

## Introduction

Cring uvog na pocetku

Choose your class and dive right into the heart of the action, armed with a potent array of cards. Unleash your units on the battlefield and watch them break through the enemy lines, making the battlefield your own. Feel the power as you wield game-changing spells that can turn the tide of battle. They are your weapons, your shields, your last-ditch efforts and your cunning tricks. They can outsmart your opponent, tilt the scales, and reshape the battlefield.

As the battle unfolds, your hero gains experience. Level up, and use these newfound strengths to change and adapt. Each point is a step closer to unlocking more potent powers, shaping your strategy, and asserting your dominance.

The game grows with you. Watch as your resources become more than mere numbers. They're the lifeblood of your strategy. Manage them well, and the battlefield will bend to your will.

It's a battle of strategic wits. Every action counts, even the smallest decision matters. Master your class, control your resources, and seize the battlefield. This is not just a game, it's a challenge of your strategy and skill. The question remains: are you ready to take command?

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## Components

1. Cards
  - Paladin set (9 spells, 24 units)
  - Warlock set (9 spells, 21 units)
2. Class Power boards
  - Paladin
  - Warlock
3. Condition tokens (Haste, Stun, Turnover, Chill, Antimagic, Snare)
4. Mana tokens (white, red, purple, blue, summoning)
5. HP/Attack Dice
6. Life and Experience trackers
7. Power tokens
8. Enchantment tokens (for each player color, different shapes)

## Gameplay and Goal

Players begin by choosing a class, gaining a class board, and a hand of unit and spell cards. **Units** are **summoned** onto the **battlefield**, where they advance and engage in combat against enemy forces. **Spells** offer a range of offensive and defensive maneuvers. They can be prepared and cast to influence the course of the battle. Both of these actions consume various types of **mana orbs**, the players' resources. As your

As the game progresses, players gain experience through summoning and killing units and **level up**. This gives them power tokens which can be used to unlock class-specific powers on their **class board**. It also expands their mana orb pool. The powers mostly unlock new cards or strengthen the existing ones. It's necessary for players to develop their hero in a way to maintain pace and ideally outperform the enemy player.

The ultimate objective is to use your tools and all the information you have to bring the enemy player **life points to zero**.

## Setup

The setup consists of 4 steps.

1. Place the battlefield with 5 lanes on the table
2. Decide the player order and player color
3. Each player takes experience tracker, and life points tracker set to 20
4. Each player takes enchantment token piles of their player color
5. In player order, players choose a class (Paladin, Warlock...)
  - a. Take and place matching class board in your playing area
  - b. Mark Level 1 as current level and take its bonus (power token, starting cards and Mana orbs)

Then organize your play area, and set your life points to the starting amount (20).

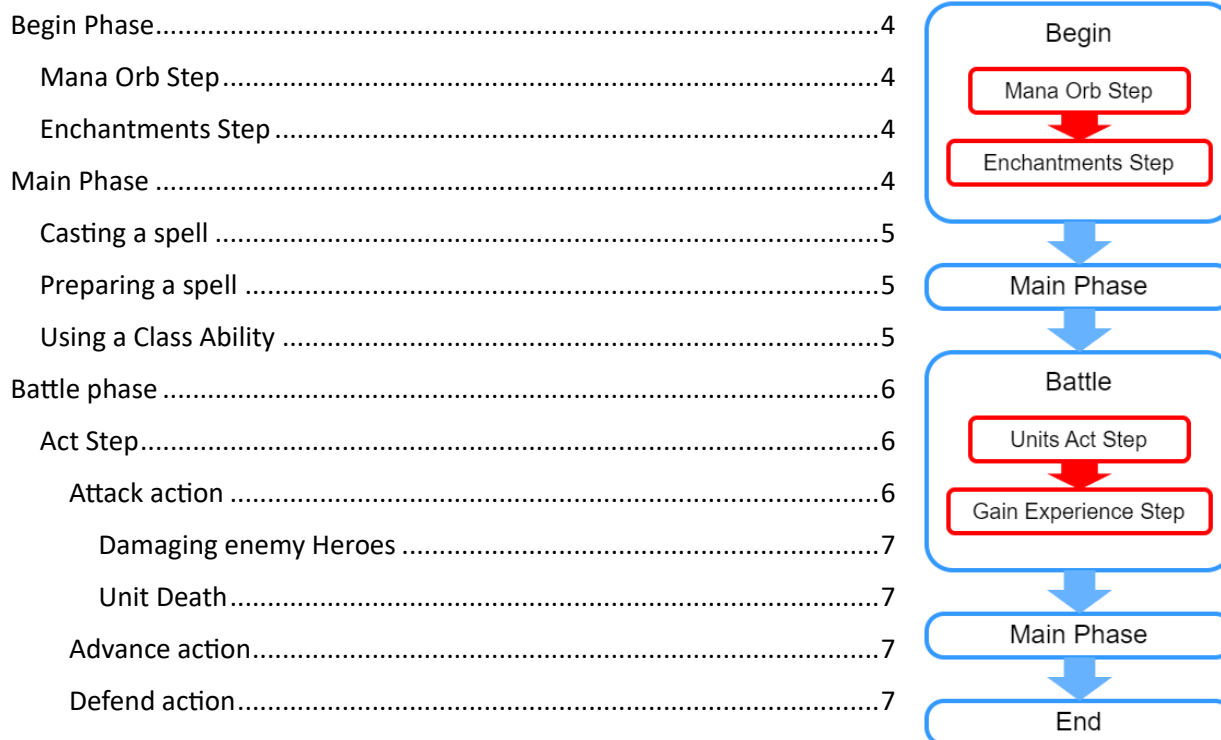
- 1- Available cards (hand)
- 2- Class Power board
- 3- Enchantment token piles
- 4- Mana Orb Pool/cooldown tracker
- 5- Experience trackers
- 6- HP and Attack dice supply piles
- 7- Mana token supply piles
- 8- Condition supply piles
- 9- Life Point trackers
- 10- The Nether
- 11- Class Upgrade deck
- 12- Mana Orb pool



## Gameplay

Players take turns in order, starting from the first player. There is no rounds or actions in between turns. On your turn, you play phase by phase as noted on the chart below.

If a certain card or ability effect triggers in a specific phase, you may resolve it before or after any step within that phase. You may also choose the order of resolution as you wish, for as long as you resolve one effect at a time.



### Begin Phase

In this phase, you regain your resources (mana orbs) and resolve active enchantments, over-time effects.

#### Mana Orb Step

To cast spells and use your class abilities, you will consume Mana Orbs, which means they will be taken from your *Mana Orb pool* and placed on the current *cooldown track*.

In this step, you advance the cooldown track. If your current cooldown track contains *previously consumed* Mana Orbs, they are refreshed; take and place them in your Mana Orb pool. They are immediately available for consumption. See example on page TODO.

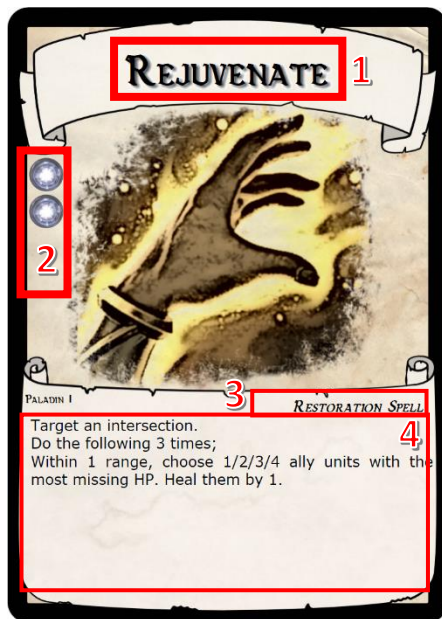
#### Enchantments Step

In this step, you *unleash* all active Enchantments on cards you own in your play area and on the battleground, in any order. Read more about enchantments on section Enchantments on page 14.

### Main Phase

In this phase, you can **cast** or **prepare** Spell cards from your hand and use **class power abilities** (text with an arrow ► on your class board, shortened to „class abilities“) to affect the battlefield and

prepare it for battle. Both spells and class abilities usually cost Mana to use. More about that on TODO Spells.



1 – Name - of the card

2 – Cost - of the spell. The example is showing two white mana

3 – Type - of the card. These are used for interactions. A card is a spell if its type contains the word „Spell“.

4 – Text – of the card. It is resolved upon casting the spell.

### Casting a spell

You can only cast a spell that is either **prepared** or **in your hand**. To do so, you must first pay its **cost** [image, 2] in mana. You cannot cast a spell if you cannot pay its cost (Mana Orbs on page TODO). Then, place that spell in your play area and resolve its text. If it tells you to *summon* it, proceed to do so (How to summon on page 9). If its text creates an *Aura* or *Enchantment*, leave it in your play area

and follow specific rules (Auras on page 11, Enchantments on page 14). Otherwise, the Spell is moved into the **Nether** after being cast. It will remain in the Nether until it's regained in the End Phase. Spells in the Nether are not considered to be in your hand, so you normally cannot cast them again in the same turn.

### Preparing a spell


You can choose to prepare a spell instead by placing it face down in your play area and instead of paying its cost, place necessary Mana Orbs on top of that spell. A prepared spell may be cast at any time, even during opponent's turn.

*However, a prepared spell cannot be cast on the same turn it was prepared on, and it cannot be cast in the middle of resolving another effect, whether it's a spell, unit action or ability.*

You may only have one spell prepared at any time. You may choose to prepare a different spell by discarding the old one (moving it into the Nether), and *consuming* the Mana Orbs that were on top of it.



### Using a Class Ability


Another type of action available in Main Phase are class abilities. Class board contains Powers like „Call to Arms“ on the right. Each **power** can have one or more abilities.

| Call to Arms  | Innate  |
|---|---|
|  | <b>Summon</b> a Follower onto any free space on the first row of the battlefield. |

Each text containing an arrow ► is its own **ability**. The text on the left side contains requirements that need to be paid or fulfilled to receive the benefit on the right side. Sometimes an ability contains a clock icon ⌚ on the left side, which limits usage of that ability to once per player turn.

Sometimes, the power may require or accept power tokens to enable or advance its effects. Each square „slot“ can accept 1

| Beacon of Light  | Innate  |
|--|---|
| ⌚ ►  | Place 1 token on this power up to number of  on this power.                  |
| ⌚ ►  | For each token on this power, tick a  orb two steps down the Mana Orb track. |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |   |

such power token.  Power tokens are gained on level up (Experience, Levels and Power tokens on page TODO).

## Battle phase

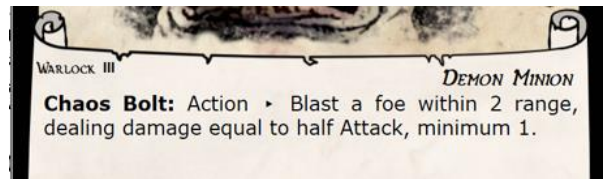
This is a phase where units on the battlefield act, followed by gaining experience from the battle.

### Act Step

In this step, every unit that you own acts, in the default order starting from top left to bottom right (Unit Order on page TODO). Each unit has **2 actions** to expend, and **must use them** if possible.

These actions can be used in two ways

- Unit abilities
- Basic actions (Attack, Defend, Advance)



unit ability

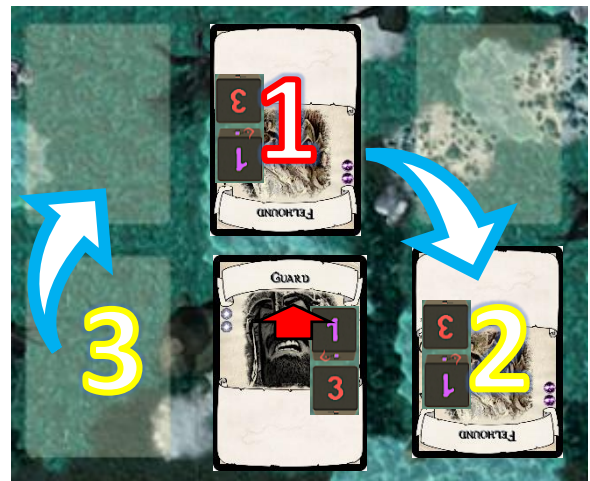
Just like class abilities, **unit abilities** ▶ work in the same way. Left side shows the cost of the ability while the right side is resolved as a benefit. The cost can also include „action“ as a cost, and even one of the basic actions, with all the limitations of those basic actions applied.

*You cannot use both actions to perform the same basic action. E.g. you cannot perform Advance twice in the same turn. That includes unit abilities – if a unit ability costs an „Attack“, then you cannot perform basic Attack action before or after it.*

### Attack action

A unit cannot perform Attack and Defend in the same turn. It also cannot perform an attack if it has no base Attack value or Attack dice. When a unit performs an Attack action, it is resolved through the following steps:

1. Determine a target – Search for a **foe** in a clockwise direction, starting from its **front**, prioritizing foes that are at a lower range from the attacker. In the example, Guard would first attack a unit on #1, then #2, then #3. **A unit does not attack units behind it.**
2. If there is no available target, the unit does not execute the attack.
3. If the attacker has a valid target, it executes the attack. Deal damage by subtracting the attacker's „Attack“ value (purple die) from the defender's „HP“ value (red die), reduced by defense value (more on Defend) or otherwise modified by other effects.
4. After the attack action, if the attacked unit's HP is equal or less than 0, it dies.



Determining an attack target



### Damaging enemy Heroes

Player heroes count as a valid attack target. When a unit performs an attack action against the far edge of its lane, this attack is executed against heroes on that side of the battlefield. Perform damage calculation for each player hero separately. On the image, both the Archer (with range 2) and Guard are attacking enemy player.



### Unit Death

After a unit dies, in Battle phase, due to suffering damage, spell effect or in other ways, it is sent to its owner's *Nether*.

Owner of the attacking unit that has dealt the killing blow gains 1 exp, but only if the attacked unit is owned by the enemy player (**auto-kills or denials do not reward exp**).

### Advance action

Units cannot change lanes. When a unit would advance, first, check if the unit has a valid attack target. If such is the case, end the advance action.

If unit has no valid target to attack, first check if the field in front of the unit is occupied. If it's not occupied, move the unit onto that field.

### Defend action

When a unit performs Defend action, rotate the card sideways. It is considered to be „defending“ until its first action during its next Battle phase. When a unit that is defending would be attacked, its defense value is subtracted from the attacker's Attack value before applying the damage. If defense value is 0 or less, the unit is not considered to be defending.

Base defense value is equal to 1. Each showing  on the unit adds 1 defense value.

Defense value can also be reduced. A unit is considered to threaten a foe if following conditions are met:

- The unit is adjacent to the defending foe
- The unit has an attack value (which means it is able to perform an attack, even if it's 0)
- The unit is not defending
- The unit is not the attacker for this check

A unit that is being attacked is considered to be in a flank if there is at least one unit that threatens it. A unit in flank loses 1 defense value for every unit that threatens it.

### Gain Experience Step

Experience and Power Boards on page TODO.

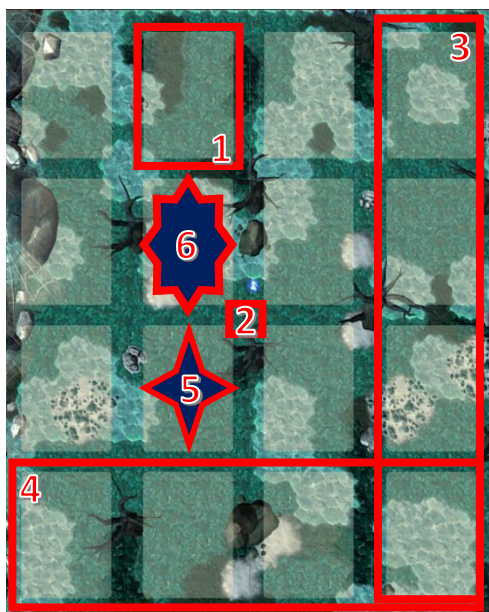
### End Phase

In this phase, you regain all cards from the Nether. Spells you have cast and units that were killed between your turns. You will be able to use them on your next turn.

## Mechanics

### The Battleground

The place where most things happen, the battleground is the focus of the game.



1 – **Field**: it can contain only one unit.

2 – **Intersection**: where corners of two or more fields meet. Not a field.

3 – **Lane**: a chain of fields connected by their shorter edge (vertical).

4 – **Row**: a chain of fields connected by their longer edge (horizontal).

5 – **Adjacent**: two fields are adjacent only if they share an edge. Two units are adjacent if their fields are adjacent. Player heroes are never considered adjacent.

6 – **Neighbouring**: two fields are neighboring if they share an edge or a corner. Two units are neighboring if their fields are neighboring.

### Range

Range measures how far a field is from an origin position. It is used both in finding target for an attack, and when casting spells. It is counted by adjacent fields, orthogonally. Depending on the origin, the range is counted differently:

- When the origin is an **intersection**, all fields whose corners are part of that intersection count as being at range 1.
- When the origin is a **field**, only its adjacent fields count as being at range 1.

After you determine the fields at range 1, just keep counting adjacent fields.

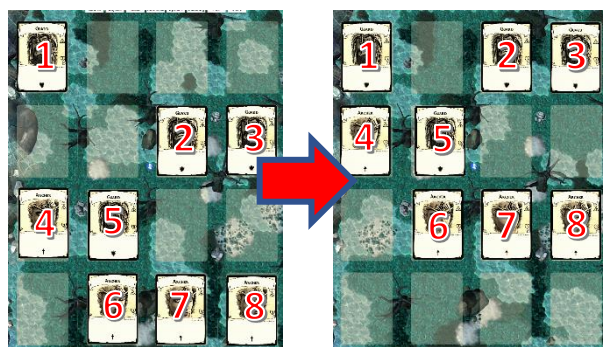
On example on the right, red dot is the origin, yellow numbers note range of that field, and the yellow border shows which all fields are within the specified range.

|         | Intersection | Field |
|---------|--------------|-------|
| Range 1 |              |       |
| Range 2 |              |       |

### Unit Order

Unless otherwise specified, whenever an a text affects multiple units on the battleground, always resolve them **row by row, left to right**, starting from the row that is most further from you.

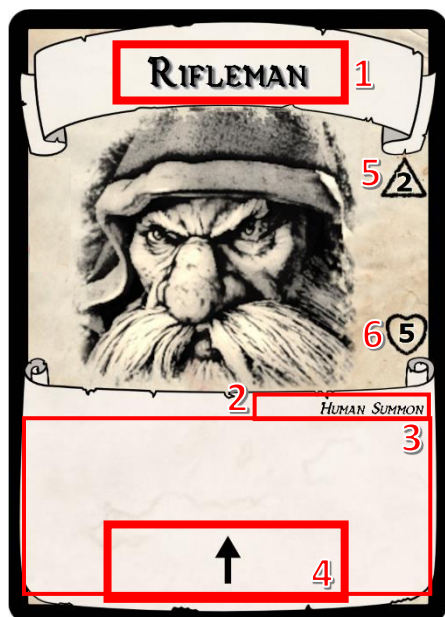
Do this from your player perspective, which means opposing players will resolve it in completely opposite orders.





## Summoning

When a card text or a power tells you to „*summon*“ a card, it must be placed onto the battleground.



- 1 – Name - of the card
- 2 – Type - of the card. These are used for interactions.
- 3 – Text – of the card. May contain additional effects.
- 4 – Modifiers – Example unit has 1 additional attack range.
- 5 – Base Attack – value of the unit.
- 6 – Base HP – of the unit.

## How to summon

You place the card onto the battlefield. If the effect does not specify how or where to summon, you perform a *basic summon* by placing the card on one of the empty fields in the row closest to you. Every card that was summoned on the battlefield is considered a „*unit*“ until it leaves the battlefield.

If the card has a *base HP value*, place HP dice set to that value, otherwise place one HP die and set it to 1. If the card has a specified *base Attack* value, place Attack dice set to that value, but if not, do not place any Attack dice. A unit must have HP, but it does not need to have an Attack. A unit without Attack value cannot perform attacks.

Alternatively, you may only place dice if the unit's HP and Attack values do not match the base values printed on the card, e.g. due to damage or buff.



In this example, Guard has a base attack value of 1 and a base HP value of 3.



## Unit Modifiers

Modifiers add special abilities to the unit. Each modifier changes the way it acts during battle phase or it adds additional bonuses to actions it already has.



Attack range – When a unit would attack, include targets at +1 range from the attacker. Base attack range is 1, and each Range modifier showing increases the attack range by 1.



Shield – For each shield modifier showing on a unit, add +1 to its Defense value while it is defending.



Ferocious – A unit with Ferocious threatens even while it is defending, and even while being the attacker.



Grounded – A unit with Grounded stays within its field during all of its Advance actions.



Momentum – A unit with Momentum gains +1 Attack for each field moved during that Battle phase.



Ethereal - Attacks targeting an Ethereal unit gain -1 Attack value to a minimum of 1.

Mana Orbs

## Experience and Power Boards

Depending on the class you choose to play, you will have a different **class power board**. It contains multiple choices for building your hero during the game.

Each box on the board with a full line (which excludes the level tracking boxes) is considered to be a **power**. Powers in line with the level tracker are level dependent, they become available to unlock after hero advances to that specific level. Innate powers are unlocked from the start.

To unlock a non-innate power, you need to spend a **power token**. You gain a power token every time you level up. You can gain an experience point in several different ways.

- In the Gain Experience step of your Battle phase, you gain 1 exp + 1 for every card in your opponent's Nether.
- After you summon a card, you gain 1 exp.

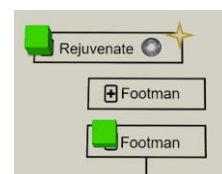
After reaching maximum experience, you **level up**. Reset your experience tracker, advance your level on your *class power board* and gain the bonus noted on that level. You must instantly take the bonus.



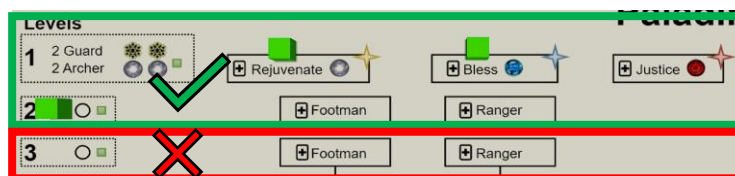
There are two types of bonuses:

○ Mana Orb – Gain one colored Mana Orb (any except Summoning) or replace a colored mana orb *from your Mana Orb pool* with a Summoning orb ☼. If you are gaining 2 orbs in a single level up event, you may replace the colored mana you just gained for a Summoning orb.

■ Power Token – Immediately take a new power token from the supply pile and use it on your class power board. Example on the right shows two power tokens used. The first token lets the player take Rejuvenate spell from the upgrade deck and add it to his hand, along with a white Mana Orb. The second power token only gives him a Footman card. The ★ star only notes that the card is a spell.



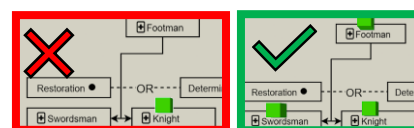
When using power tokens, you may use it to unlock any power *in line with your current level, or the levels below your current level*.



You may also use it on any power that is defined outside the level tree.



You cannot unlock a power with a dependency before placing a power token in the talent.



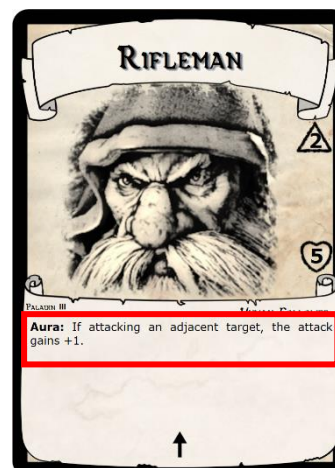


## Auras

Some cards have an „Aura“ clause in their text. It is a persistent ongoing rule that is always active for as long as the card is in play, and whose effect usually depends on some condition or situation.

When a *spell* that you cast creates an Aura, leave it in your *play area* until it is explicitly removed. That aura is active while the spell is in your play area.

If a *summoned unit* has an Aura, it is active for as long as that unit is on the battleground.



## Enchantments

Some spells, when cast, create an Enchantment (image, 2).

Enchantment clause is **not** resolved immediately, but only when an effect calls to **unleash** that enchantment.

Enchantments are unleashed on player's *Enchantments Step* of Begin Phase, and by design, they are usually *delayed effects* or *effects-over-time*.



## Enchantment tokens

They serve three purposes (image, 3).

First usage is to give this enchantment an **identity**. When an enchantment enters play, place an enchantment token of your player color on it, making sure that its shape isn't already used for another one of your active enchantments. So for example, you first cast the spell "Invigorate" and place a *heart shaped red token* on it (because you are a red player). If you would cast another spell with an enchantment while Invigorate was *still in play and active*, you would need to use a different shape, such as a red heart token instead.

As a **duration**, second usage limits how many times the enchantment will resolve. This number is shown near the "Enchantment" keyword on the clause (spell in example image has a duration of 3, "Enchantment 3"). When the enchantment with a specified duration enters play, make sure that enchantment starts with an amount of tokens equal to this number. Every time the enchantment is *unleashed*, one of those tokens will be removed, to keep track of how many more times will it be unleashed.

Third usage, and the most complex one is to **establish a relationship** from an active Enchantment to the units that it affects. This relationship is described by the keyword **enchanted**. Normally, the card will specify *what units it enchants* as part of its text. When an effect tells you to *enchant* a unit, place an enchantment token of matching shape onto that unit. This unit is considered to be **enchanted** in context of that enchantment. If an effect asks you to **disenchant** a unit, remove all tokens with matching shape from that unit. On example image, Archer is enchanted, but the Guard is not.



### Unleashing an enchantment

When an effect asks you to unleash an enchantment, read and resolve its clause. This will happen on *Enchantments* step of Begin player phase, but a card may also specify to unleash its enchantment as part of its effect. After resolving the effect, check if the enchantment has a duration. If it does, remove one token from it to track how many times it was unleashed. If an enchantment with a specified duration has its last token removed from the card, proceed to **end the enchantment**.

### Ending an enchantment

An enchantment will end after its last enchantment token is removed (normally after being **unleashed**). A **card effect** may also tell you explicitly to *end an enchantment*. When this happens, remove all matching enchantment tokens from units, battleground and play area. If the card with the enchantment was in a player's play area and it has no enchantment tokens on it, move it into that player's **Nether**.

## Conditions

Some spells apply one or more conditions to their targets. Each condition has its own rules, no matter what applied them or when they were applied.

### Haste (not used)



Each haste token causes a unit to perform an additional Advance or Attack at the end of its next Battle phase.

### Stun



Causes a unit to skip both actions in its next Battle phase. After skipping its second action, discard all its Stun tokens.

### Chill (not used)



When a unit with Chill tokens deals damage with an Attack, reduce damage taken by 1 for each Chill token it has, then discard a number of Chill tokens equal to damage reduced (any extra Chill tokens remain on that unit).

### Turnover



A unit with a Turnover is considered a foe to its owner and an ally to its owner's opponents. When performing Advance action, it moves towards its owner. Its owner does not change, only its behavior is changed.

### Antimagic



A unit with Antimagic cannot be targeted or enchanted by cards, any damage dealt by Spells becomes 0 and cannot be modified. Spells that are cast cannot place any conditions onto them. Antimagic is discarded during that unit's owner's next Enchantments phase.

### Snare (not used)



A unit with Snare skips its next Advance that it would execute, then discards one Snare token.

## Keywords

**Return (a card)** – Owner of the card takes it into their hand immediately.

**To attack** – perform an attack as specified in the section “Attack action” on page 6.

**To defend** – rotate the unit sideways. Attacks against it are reduced by its defense value base 1.

**To heal** – A unit that is healed gains the listed amount of HP, but only up to its base HP. Healing a unit that has equal or more HP than its base HP value has no effect.

**To enchant** – Place a new enchantment token on the entity that is being enchanted, matching the enchantment's token shape. Only place one token, unless specified otherwise.

**To unenchant** – Remove all enchantment tokens matching this enchantment's token shape from the specified entity.

**enchanted (conditional)** – Whether the entity in question has one or more enchantment tokens matching the enchantment token shape of that enchantment.

**To end (an enchantment)** – Remove all enchantment tokens, with matching shape, from the card.

**To summon** – To summon a card as specified in the section „How to summon“ on page 9.

**To target** – Choose a target entity. The following text will refer to this entity.

**Gain (mana)** – Take a mana token of the listed color. You can spend it until the end of this turn.

**Gain (Attack or HP)** – Increase the value on the appropriate die without limit. If necessary, add more dice.

**Deal damage (to a unit)** – Reduce its HP die by the listed amount. If unable to do so, that unit is killed.

**Dies (a unit)** – A unit dies when its HP would be reduced below 1 HP. It is returned.

**Alive (a unit)** – a unit is alive as long as it's on the battleground and has 1 or more HP.

**HP** – A unit's current HP value, sum of values shown on its HP dice.

**Attack** – A unit's current Attack value, sum of values shown on its Attack dice.

**Base HP** – An HP value shown on the unit's card.

**Base Attack** – An Attack value shown on the unit's card.

**Kill (a unit)** – Reduce its HP to 0. Take credit for its death.

**Own/owned (a card)** – A card is owned by a player that cast or summoned it.

[Index \(TODO generate\)](#)