

Introduction

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, owning the battlefield. Wield game-changing spells that turn the tide of battle. Use them as your weapons, your shields, last-ditch efforts and cunning tricks to outsmart your opponent, tilt the scales, and reshape the battlefield.

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

Every action counts, even the smallest decision matters. Master your class, control your resources, and seize the battlefield. 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 followers)
 - Warlock set (9 spells, 18 demons, 3 horrors)
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. Cards are **summoned** as **units** onto the grid-based **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**, the players' resources.

As the game progresses, players gain **experience** through summoning, killing units and **level up**. This gives them power tokens which can be used to unlock class-specific powers on their **class board**. Leveling up also expands their mana 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 5 steps.

1. Place the battlefield with 5 lanes on the table (6 lanes in 2v2)
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)

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

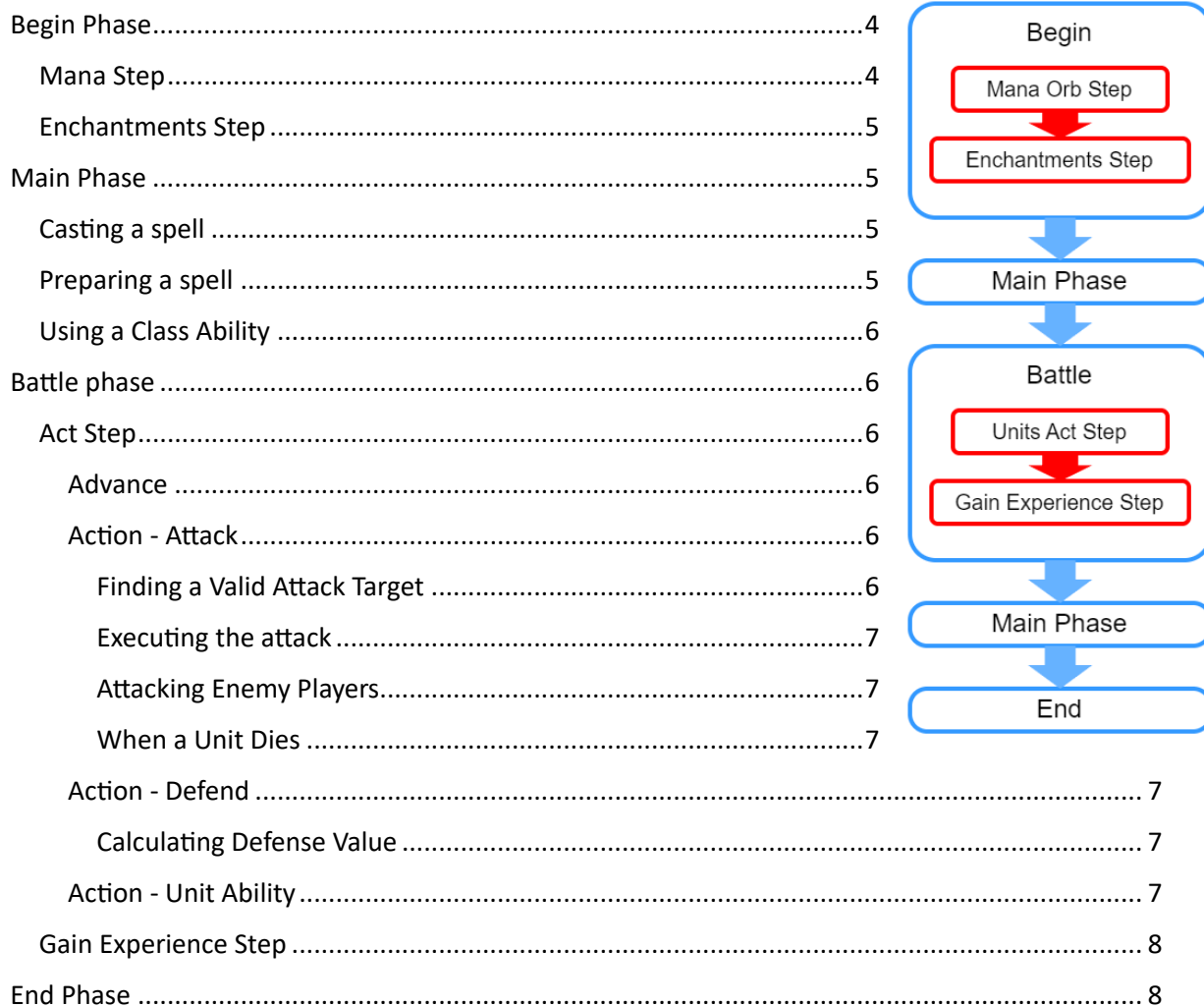
- 1- Available cards (hand)
- 2- Class Power board
- 3- Enchantment token piles
- 4- Mana Pool/cooldown tracker
- 5- Experience trackers
- 6- HP and Attack dice supply piles
- 7- Mana token supply piles
- 8- Condition supply piles
- 9- Life Point trackers
- 10- The Nether
- 11- Class Upgrade deck
- 12-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



Gameplay

Players take turns in order, starting from the first player. There are no rounds or actions in between player 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, as long as you resolve one effect at a time.



Begin Phase

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

Mana Step

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

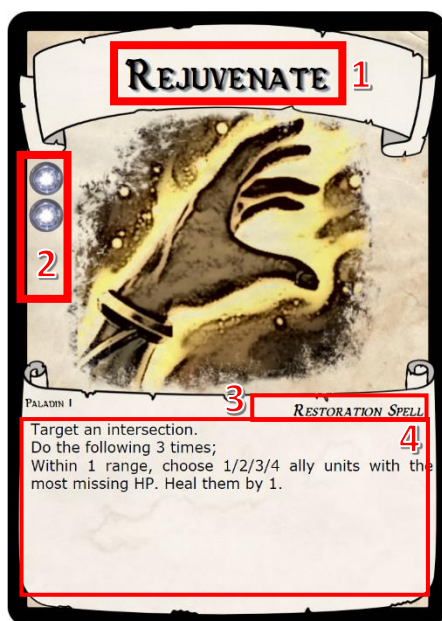
In this step, you advance the cooldown track. If your current cooldown track contains *previously consumed* Mana, they are refreshed; take and place that mana in your Mana pool. They are immediately available for consumption.

Enchantments Step

In this step, you *unleash* all Enchantments on cards you own in your **play area** and on the **battleground**, in **any order** you wish. Unleashing an enchantment means resolving its effect. Enchantments are explained in more detail on section Enchantments on page 13.

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 page 11.



1 – Name - of the card

2 – Cost - of a 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 on page 11). 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 contains an *Aura* or *Enchantment* text, leave it in your play area and follow specific rules (Auras on page 10, Enchantments on

page 13). 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 during the same turn.

Preparing a spell


You can choose to prepare a spell instead by placing it face up or down in your play area. Instead of paying its cost, place necessary Mana 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 that was on top of it.








Using a Class Ability

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

Call to Arms		Innate
	Summon 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 such power token.  Power tokens are gained on level up (Experience, Levels and Power tokens on page 11).

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.	
		

Battle phase

This is a phase where units on the battlefield act, and heroes gain experience from the battle.

Act Step

During this step, all units belonging to the current player will take their turn. The turns will go from the top left unit to the bottom right unit, as detailed in the Unit Acting Order (page 9). Each unit will move (Advance) and perform one action. The unit can choose to advance before or after taking an action. This means a unit can either perform an action first and then advance, or advance before taking an action.

There are 3 types of actions a unit can perform while acting:

- Attack
- Defend
- Unit Ability

Advance

Units *do not change lanes*. When a unit advances, it attempts to move into the field in front of it. A unit does not move if it has a valid target for Attack and it only moves if the field in front of the unit is unoccupied. Unit can *advance* even if it would not move.

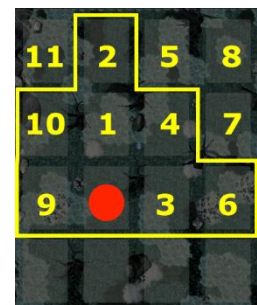
Action - Attack

A unit can only attack if it has an Attack value or Attack dice. It also needs a valid target within its range. Units cannot attack enemies behind them.

Finding a Valid Attack Target

Start searching for the closest enemy in the same lane as the attacking unit. If none are found within range, expand the search to the adjacent lanes, first to the right and then to the left, until a target is found.

The example on the right shows order of attacking at range 2.



Executing the attack

1. Apply Modifiers – adjust the attacking unit's Attack value by applying any active effects and modifiers.
2. Calculate Damage – determine the damage by subtracting the defending unit's defense value (if applicable) from the attacking unit's modified Attack value.
3. Deal Damage – deduct the damage from the attacked unit's HP.
4. Check for Defeat – if the attacked unit's HP drops to 0 or below, it dies.

When a Unit Dies

Whenever a unit is defeated — whether from combat, damage, spells, or other effects — it is removed from the battlefield and placed in the owning player's *Nether*.

If the unit was destroyed by an enemy attack, the player whose unit or spell dealt the fatal blow earns 1 experience point (exp). However, experience is only awarded if the destroyed unit belonged to the opposing player (**auto-kills or denials do not reward exp**).

Attacking Enemy Players

If a unit attacks the far edge of its lane (the end closest to the enemy player), the attack targets the enemy player directly.


In the example, both an Archer with a range of 2 and a Guard positioned at the far edge can attack the enemy player. This means their attack reduces the enemy player's life points instead of targeting another unit.



Action - Defend

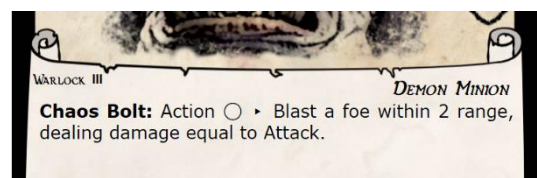
To have a unit defend, rotate its card sideways to indicate it's in "defense" mode. This status lasts until the unit's first action in the following Battle phase. A defending unit reduces incoming damage from attacks by its defense value.

Calculating Defense Value

1. Base Defense – Each unit has a base defense value of 1.
2. Additional Defense – Each  (shield icon) on the unit's card adds +1 to its defense value.
3. Defense Reduction – Defense value is reduced by 1 for each foe that is *flanking* the defending unit, to a minimum of 0. An foe is considered to flank if it meets all these criteria:
 - It is adjacent to the defending unit
 - It has an attack value of 0 or more
 - It is not defending itself
 - It is not the current attacker (An attacking unit cannot normally flank its own target)

Action - 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. In the example to the right, Chaos Bolt ability costs one mana of any kind to perform. You cannot use an ability if you cannot pay its cost.



unit ability

Gain Experience Step

At the end of Battle, the player gains +1 experience, marking their progress.

Experience and Class Boards will be explained on page 11.

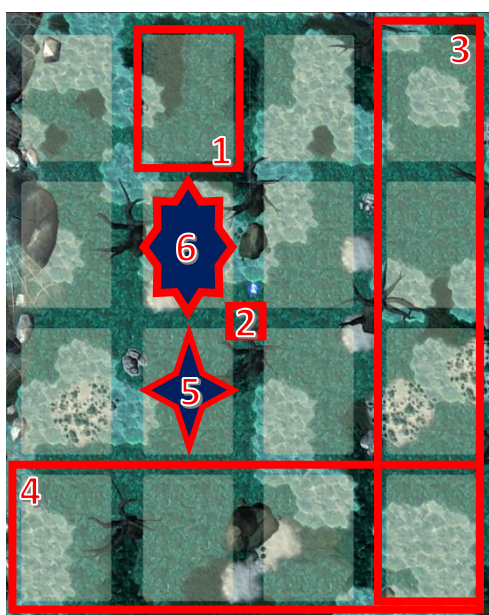
End Phase

In this phase, you regain all cards from the Nether. Spells you have cast and units that were defeated 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.

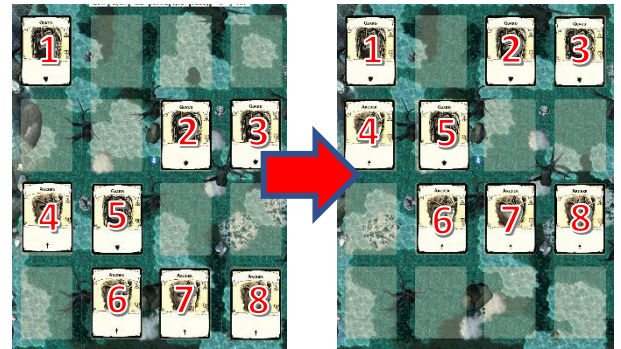
After you determine the fields at range 1, just keep counting adjacent fields. On example on the right, red dot is the origin, yellow numbers note range of that field, and the yellow border shows which all fields are within the specified range.

	Intersection	Field
Range 1		
Range 2		

Unit Acting Order

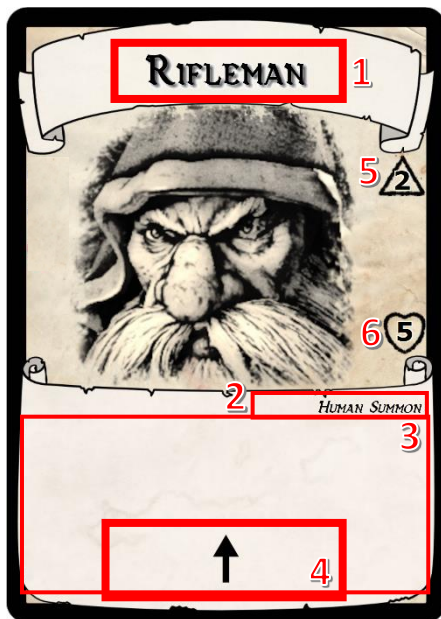
Unless otherwise specified, whenever an a text affects multiple units on the battleground, always resolve them **row by row, left to right**, starting from the row that is most further from you.

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



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.

Summoning Units

To summon a unit, unless specified otherwise, place its card on an empty spot in the front row on your side of the battlefield. This card is now considered a "unit" for the duration of its time on the battlefield.

Setting Up Unit Stats

- **Health Points (HP)** – If the card specifies HP, place dice on it with the numbers adding up to match the card's HP value. If no HP is specified, set a single die set to 1.
- **Attack Value** – If the card has an Attack value, place an Attack die set to that number. If not, no Attack die is placed. A unit needs an HP to be on the battlefield but it does not need an Attack value. Units without an Attack cannot perform *Attack* actions and cannot *flank*.

Adjusting for Effects – Only use dice to represent HP and Attack values when they different from the card's base values (due to effects, damage, or buffs).








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 – Increases unit's attack range by 1.

 Shield – Increase unit's Defense value by 1.

 Ferocious – A unit with Ferocious flanks even while defending, and while attacking (it flanks target of its attack).

 Grounded – A unit with Grounded does not move when Advancing.

 Momentum – A unit with Momentum gains +1 Attack each time it moves, for as long as it is still acting.

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

Mana

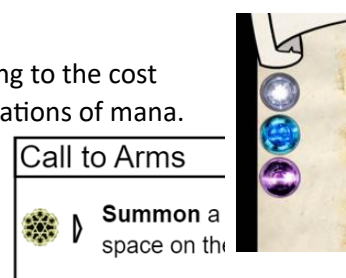
In the game, mana is a vital resource used to cast spells, summon units, and activate special abilities. Each player has a mana pool with different colored mana representing various types of energy. Managing your mana efficiently is key to executing your strategy and outmaneuvering your opponent.



Different types of mana shown above in order are: **White, Red, Blue, Purple, Summoning**. There is also a symbol for **wild mana** ○. It counts as any type of mana.

Spending Mana

- **Casting Spells** – To cast a spell, spend mana from your pool according to the cost indicated on the card. Different spells may require different combinations of mana.
- **Activating Abilities** – Some class or unit abilities may also require mana. Check the ability's requirements and spend mana accordingly.



Mana Cooldown Tracker

- **Usage** – The tracker has 3 slots, each representing a turn in the game. Each time you spend mana, it goes to the current slot on the cooldown tracker.
- **Cooldown Process** – At the beginning of each of your turns (in Begin Phase - Mana Step), advance the cooldown track. Mana in the slot for the current turn returns to your available pool, ready to be used again.
- **Planning Ahead** – Since spent mana is not immediately available, plan your moves by anticipating when you'll need certain mana types back from cooldown.

Expanding Mana Pool

- **Gaining More Mana** - As you progress through the game and level up, your mana pool will be increased. More on leveling up in the next chapter.

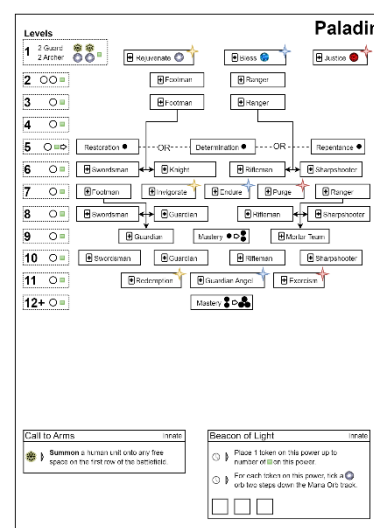
Experience and Power Boards

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
- After you summon a card, you gain 1 exp.
- You gain +1 exp for every unit killed by your cards.



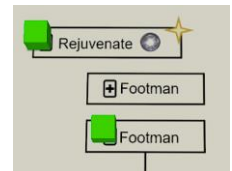
After reaching maximum experience, you **level up**. Reset your experience tracker, advance your level on your *class power board* and gain the bonus noted on that level. You must instantly take the bonus.



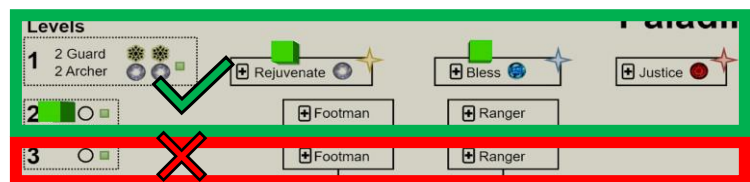
There are two types of bonuses:

○ Mana – **Gain** one colored Mana (any except Summoning) **or replace** a colored mana *from your Mana 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.

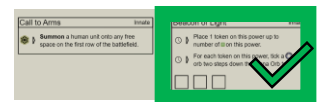
■ Power Token – Immediately take a new power token from the supply pile and use it on your class power board. Example on the right shows two power tokens used. The first token lets the player take Rejuvenate spell from the upgrade deck and add it to his hand, along with a white Mana. The second power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



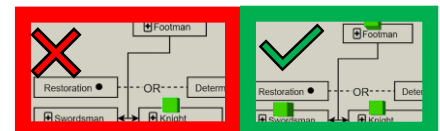
When using power tokens, you may use it to unlock any power *in line with your current level, or the levels below your current level*.



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 (battleground for units and play area for spells), 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*. How unleash works is explained a bit further in this chapter.

Enchantment tokens

They serve three purposes (image, 3).

Enchantment Identity

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 "Dark Trade" and place a *pentagon shaped red token* on it (because you are a red player). If you would cast another spell with an enchantment while Dark Trade was *still in play*, you would need to use a different shape, such as a red triangle token instead.

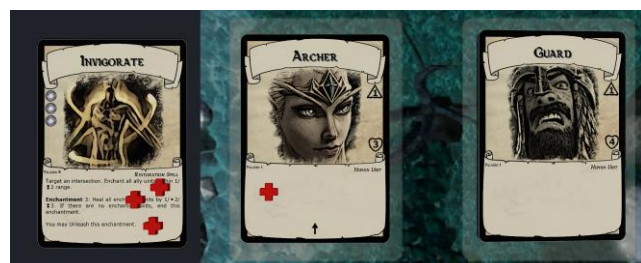
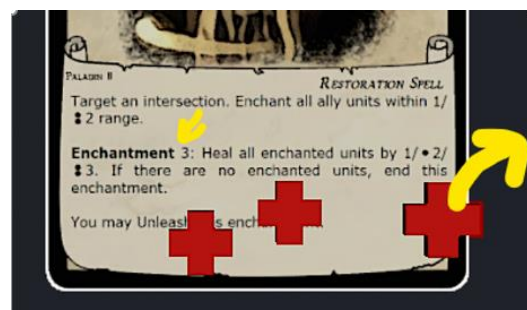
Enchantment Duration

As a **duration**, second usage limits how many times the enchantment will resolve (unleash). This number is shown near the "Enchantment" keyword on the clause. 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.

In the example, the card has an Enchantment with duration of 3. This means it starts with 3 tokens. When it is first unleashed, one token will be removed.

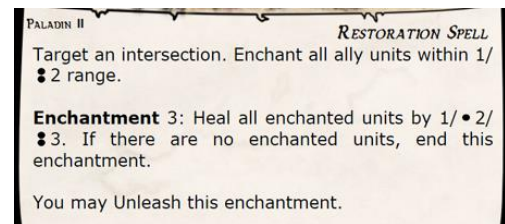
Enchantment-Unit relationship

Third usage 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**. Sometimes, a card will not have a duration specified. In those cases, it lasts until it leaves the play area or the battleground by other means.



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



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 its next action, then 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

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) – Expand your mana pool with a mana of the listed color.

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 defeated. Direct damage does not count as an attack and is not reduced by defense value.

Dies (a unit) – A unit dies when its HP would be reduced below 1 HP. Move it to its owner's Nether.

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)