



Hamlet

Heroes

Produced by Mezzanine Games

Concept and design by Brandon Balderas
Art, Graphic Design and Visuals by Connor Taylor

Credits/Contact Info

As dark clouds gather on the horizon, the Corrupted Champion summons his forces of vile and blood-starved beasts. Monsters have been sighted throughout the dark caves, flooded bogs, arid steppe and frigid woodlands and now they turn their insatiable wrath towards the Hamlet. The world needs heroes! Brave, self-less, and daring heroes. But these drunkards, toothless gabs and greedy bastards are the best you're going to find.

Table Of Contents

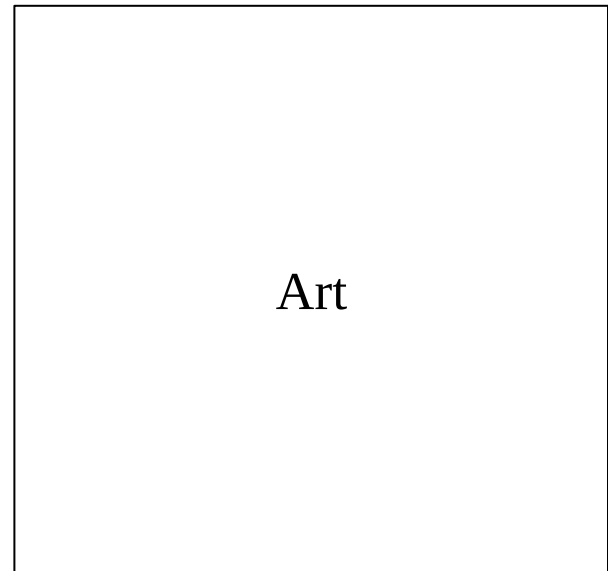
Page 2 – Game Set-Up and Box Contents
Page 3 – Card Examples and Explanation
Page 4 – Hamlet Phase Board Explanation
Page 5 – Gameplay: Wilderness and Combat Phase
Page 6 – Gameplay: Corrupted Champion & Hero's Favor
Page 7 – Items: Artifacts, Sigils, Backpack and Equip Slots
Page 8 – Items: Gear, Consumables and Merchant's Stock
Page 9 – Status Effects and Baron's Decree
Page 10 – Fatigue and Miscellaneous Topics

Flavor Art

In Hamlet Heroes, take on the role of self-proclaimed "Heroes" as players brave the dangers of the Wilderness, slay monsters, and collect powerful loot in a quest to defeat the corrupted Champion and save the Hamlet. The fate of the Hamlet, and your coin purse, lies in the balance!

Game Box Contents

- 1 Game board
- 4 Health Bars
- 8 Health counter tokens
- 17 Hero Cards
- 45 Monster Cards
- 58 Mutagen Power cards
- 71 Item/Gear Cards (Includes 15 Artifact cards)
- 20 Baron's Decree cards
- 2 Defense Dice and 3 Attack Dice
- 6 Status effect tokens (Poison, Bleed, Burn)
- 5 Sigil Tokens
- 1 Moon token
- 3 Fatigue Tokens

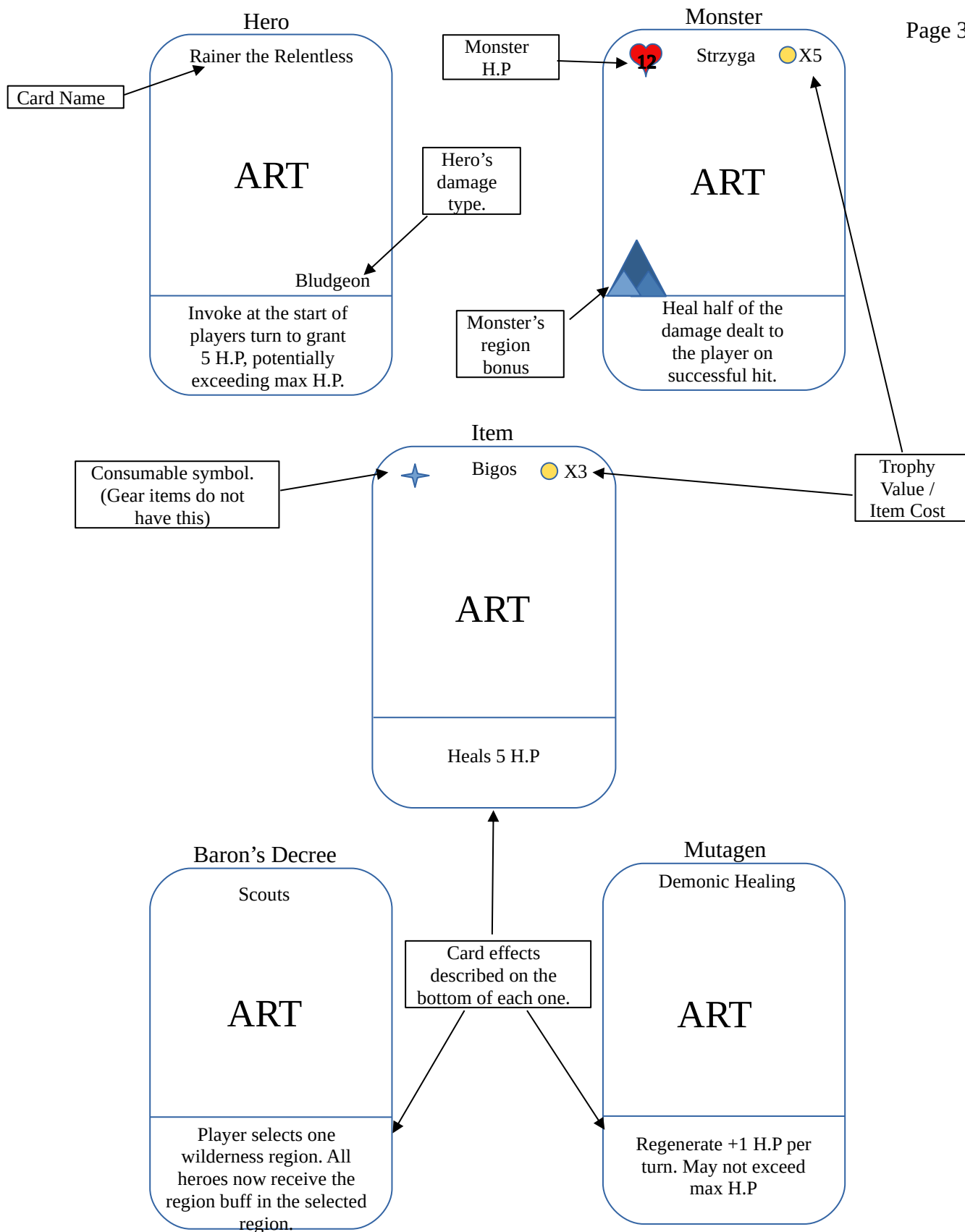


Game Set-Up

Step 1: Unpack all contents from the box and place the board in the center of the play space. Begin by separating cards based on their type. (Monster cards, Genetic Mutation cards. Etc.) Shuffle all like-type cards and place them on their respective spots on the game board. The Moon token is placed on the far left spot of the Moon Phase Bar (New Moon) and all tokens, Health, status effects, Artifact tokens and Artifact cards are placed aside in a pile for later use.

Step 2: One player draws 3 Mutation cards and 1 Hero card and places them all face down on the spot marked "Corrupted Champion", with the hero card placed first and the mutations placed in their respective spots below. This is the final Boss of the game.

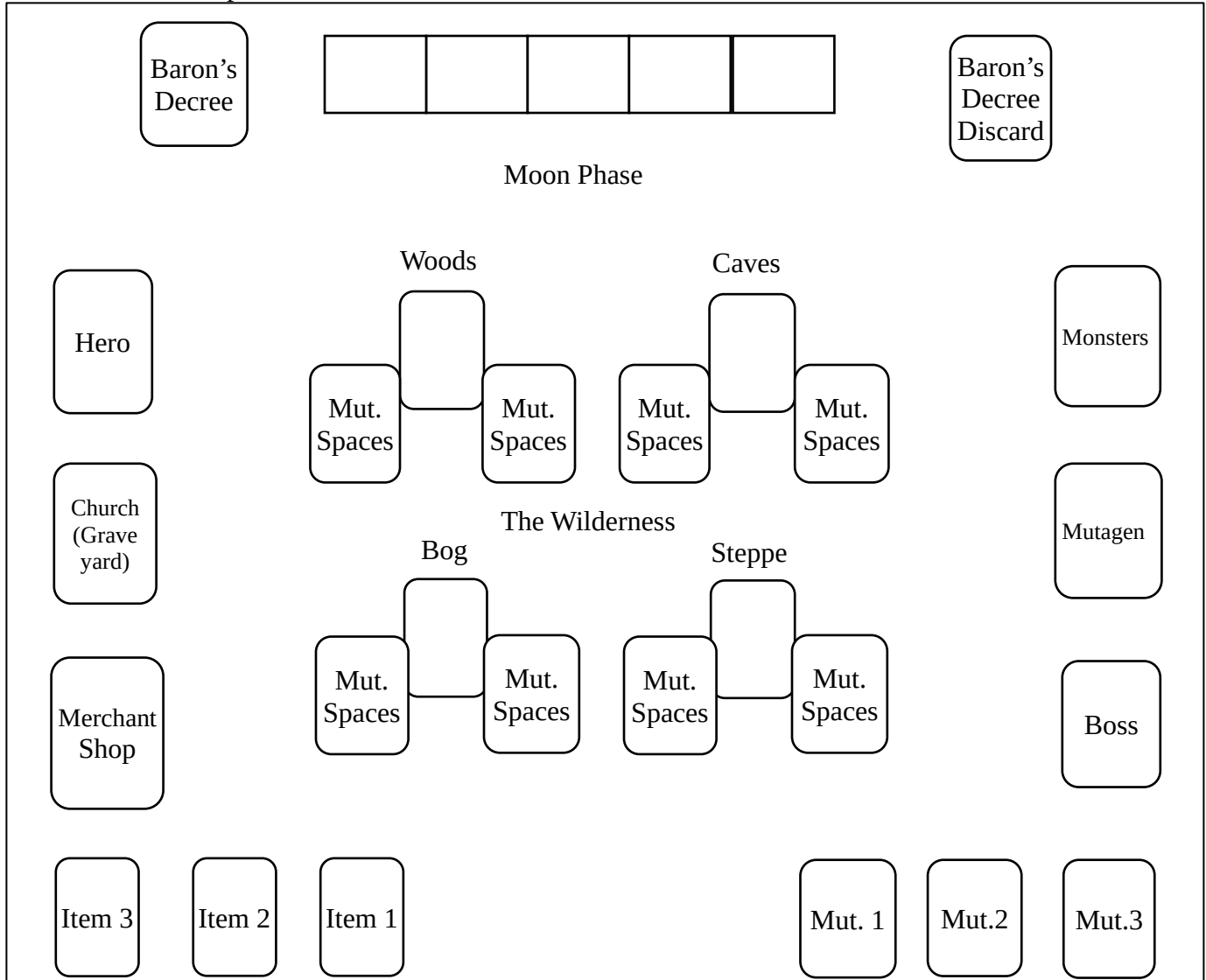
Step 3: All players role a D-6 to determine turn order, proceeding clockwise from the highest role, or conversely players may decide based on who has the funniest insult at the table. Tied players re-roll until a tie is broken, in turn order. Players then draw their Hero card from the Hero deck and then 2 free items, known as the Heirloom draw. Players may reveal or hide their items if they so choose. Lastly players take a Hero sheet with spaces for all items and trophies as well as health counters. All Heroes begin with 20 health but may be increase to a max of 24.



Gameplay: The Hamlet

Page 4

After all components are fully separated and the board is setup, player 1 begins their turn. Each player turn consists of two phases: **Hamlet** and **Wilderness**.



Step 1: Players start in the Hamlet on the beginning of every turn. On the start of their turn, players always slide the moon token ahead by 1 space. Players then may take several actions in any order they wish but each only once. They are as follows:

- **Item equip and re-arrange** – Equip or unequip items freely. (See Page 10)
- **Heal**– Roll 2D6 and recover the dice total as Health. Cure any status ailments (Bleed, Poison etc)
- **Oblation**- A monster trophy may be offered to the Church (graveyard) for either a permanent health increase or a “Recharge” of a hero’s Favor, but not both on the same turn. To increase H.P players place 1 monster card in the graveyard and increase their max H.P by 1 point. This increased H.P is lost upon drawing a new hero. To “Recharge” a Favor, the same steps are taken, and the Favor may be reused. Multiple Favor’s cannot be stored at once. (See Page 8)
- **Shop**- Player may spend gold (trophy value on monster card) for 1 or more items in the merchants shop. (See section titled Merchant’s Stock for mechanics on the shop.)
- **Sell**- Player may return 1 item to the item discard pile for up to 2 items currently in stock (on the board) whose value is less than the traded card.

Step 2: After completing the Hamlet Phase, players then proceed to the **Wilderness Phase**. While the Wilderness Phase has many possible actions like the Hamlet Phase, unlike the Hamlet actions the Wilderness actions can be repeated if the player chooses to continue fighting monsters. The cycle is as follows:

- 1) **Select a region-** Players start by declaring a desired region to venture into.

- 1) **Reveal a monster-** After selecting a region, the player draws 1 monster card from the deck and places it face-up on the declared region. If a monster's preferred region symbol matches its current region, apply a +1 bonus to the monster's Attack and Health.

- 2) **Fight-** The player then has an immediate choice to fight the beast or attempt a retreat, ending their turn immediately. Fight mechanics are covered below first.
 - a) **Apply Consumable items-** Players may use any consumable items prior to attacking, including healing, attack, or defense buffs. Only equipped consumable items may be used during this step. (See Page 9)
 - b) **Attack Roll-** The player takes the 3 Attack dice and 2 Defense dice and rolls all 5.
 - c) **Damage/Defense Calculations-** Players total their attack value, which is the total of the dice, any items (consumables or gear) and any Barons Decree board modifiers. The player then also calculates the monster's Defense value, which is the total of the dice roll, the monster's natural ability, if applicable, and any Barons Decree board modifiers if applicable. If a Player's attack value is equal or less than a monster's defense value, the round is a tie and no damage is dealt. Certain Hero Favors or items may alter this. Otherwise, the difference is applied to the monster as damage. The player slides the monster Health token on the Monster Health Bar to the appropriate health after applying the damage. Reaching Zero or beyond kills the monster.
 - d) **On the Defense-** Should the monster survive, it is now the monster's turn to attack the hero. The same player rolls all 5 dice and the exact same process is used as before, however the hero now uses the defense dice and the monster uses the attack dice. Any damage to the Hero is applied to their health bar just as the monster. As stated above, Monster attack value less than or equal to a Hero's defense value results in a tie with no damage being dealt. Combat repeats, Steps B through D, until either the hero dies, is victorious or attempts to flee.

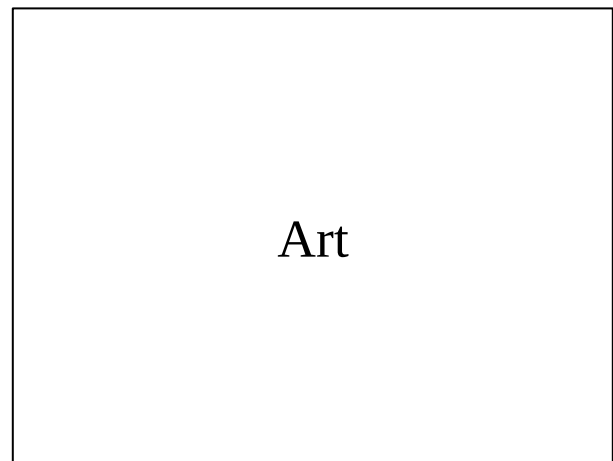
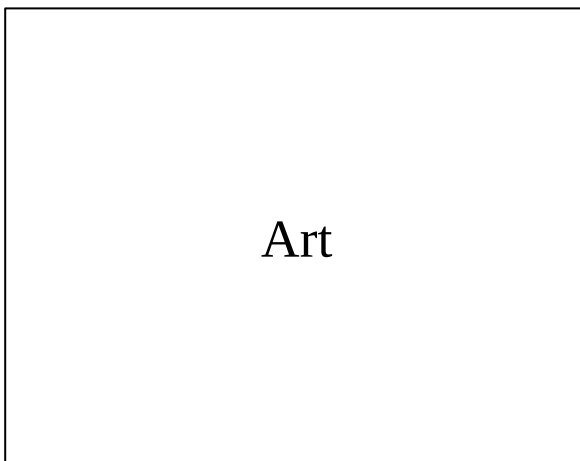
- 3) **Victory!** – Should the Hero defeat the beast, they immediately collect the monster card and place it in their backpack. Players may then choose to fight another monster, either in the current region or by selecting a new region or may choose to safely leave the Wilderness and return to the Hamlet. After 2 successive encounters, the **Fatigue Penalty** takes effect. (See Misc. section on **Fatigue**) If the monster deck is empty, the monster discard pile is re-shuffled to form a new monster deck.

- 4) **Defeat-** Should a player fall in combat to a monster, several events occur.
 - a) **Discard-** The player discards their hero to the graveyard and places any trophies into the monster discard pile. The player's entire inventory is placed underneath the monster card that defeated them.
 - b) **Regeneration and Mutation-** The defeated player draws 1 card from the Mutation deck and places it on an open mutation space to the left or right of the victorious monster. The effects of this card are immediately applied to the monster. The monster also regains all lost Health and is cured of any status effects. Monsters may have a max of 2 mutations. The player's turn ends immediately upon defeat.

- 5) **Flee!** –During combat, players may choose to flee and return to the Hamlet. Several events occur:
 - a) **Escape Roll Success-** The player rolls a single D6. On a 4, 5 or 6 the hero escapes unscathed. Any damage taken during their turn remains until healed. The monster then receives a mutation card and heals fully just as though they were victorious.
 - b) **Escape Roll Failure-** On a 3, 2 or 1 the monster attacks. The player rolls all 5 dice, 3 attack and 2 defense, as per a usual attack. However, while the monster may use any applicable bonuses, the hero must rely solely on the dice roll for defense. The defense is subtracted from the attack and the potential difference is applied to the hero as damage, which can kill the hero. The hero then returns to the Hamlet with any damage persisting until healed. The monster then receives a mutation and heals fully just as though they were victorious.

The Corrupted Champion is the source of all the beasts in the Wilderness and as such its defeat marks victory for the lone Hero who is successful.

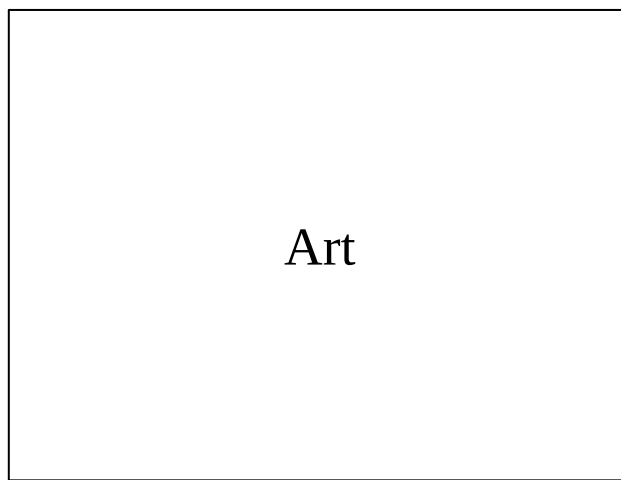
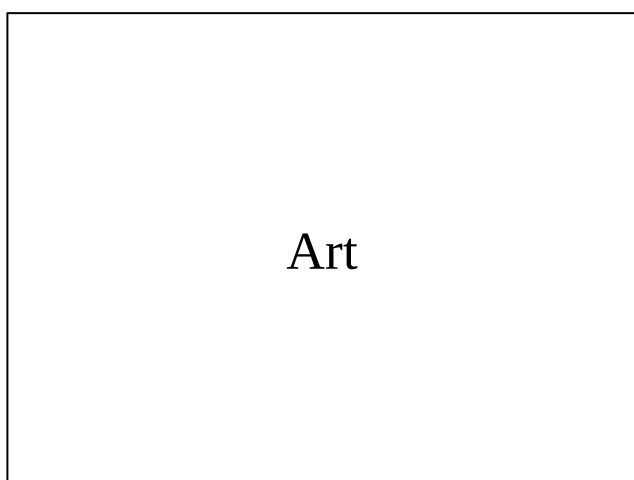
- See Step 2 under “Game Set-Up” on Page 3 for rules on placing the Corrupted Champion.
- The Corrupted Champion functions more like a Monster than a Hero. It does not use the Hero Favors on its attack phase but instead uses the 3 Genetic Mutation abilities it receives at the start of the game.
- Players must have at least **1 Sigil** token before challenging the Corrupted Champion. Sigil tokens are obtained by collecting 3 like-items of a single build set. (See Page 8)
- At the start of the fight, the player collects all dead Heroes and Monsters from the graveyard space. **Each hero or monster from the graveyard gives the Corrupted Champion +1 to both health and attack.** Any hero or monster cards added to the graveyard after the Champions reveal are added to the Champion’s bonus on top of the previous bonus.
- Combat with the Corrupted Champion uses the same rules as combat with a normal monster.
- The Corrupted Champions base starting health is 25. Killing the boss ends the game.
- Players may attempt an escape from the Champion under the same rules as a typical monster fight (See page 5). However, after fleeing the Corrupted Champions the 3 mutations are discarded and 3 new mutation cards are drawn and placed face down on their respective spots.



Hero's Favor (Ability)

Despite their drunken hubris something does set these heroes apart from the rabble. Each hero has an ability known as a **Favor**, that can assist in their quest to rid the world of monsters and evil. Hero's Favors can include abilities such as damage bonuses, healing, spying and even attack re-rolls. Each Favor plays a unique role in the adventure and allows each hero to have a specific purpose. Hero Favors are generally much looser in their application than items. For example, a Favor that allows a player to look at facedown cards may be done before or even after combat. The utility of each Favor is described on each its relevant Hero card at the bottom. After a single use, a Hero's Favor must be “recharged” by offering a monster trophy to the church. (See Page 4 - Oblation)

In addition to being a house of the Light and study, the Abbey was also a great reliquary for items deemed to have great religious significance to the faith of the Light. These trace their histories across lives and generations and each one tells but a piece of a greater tale. Telling stories of selflessness, wrath, revenge and redemption, the undeniable power of these items grants, to any hero able to find a complete set, a powerful new ability. To even attempt to challenge the Corrupted Champion in the Abbey, players must first collect a complete set of **Artifacts**. These Artifacts fall into 5 categories and each contain 3 items. However, these items cannot be purchased and must instead be obtained by **killing specific monsters** to which they attached, denoted by a specific symbol. Upon collecting the third artifact of the set the player takes the **Saints Sigil** token that applies to the set. This Sigil grants a unique ability to the wielder. This is similar to a Favor but requires no recharging and may be used infinitely when allowed. Should a Hero die with a Sigil it may be collected by another Hero, even if they have another Sigil. Both sigils may be used by this player as well as any additional sigils.



Items and Inventory

All player items are kept in their inventory which is divided into 2 separate categories, **Backpack** and **Equipped Slots**. The items contained within each of these categories are further divided into 3 type, **Consumables**, **Gear** and **Artifacts**. Upon death, a player discards all items to the monster that killed them, and all trophies are discarded to the monster discard pile.

Equipped Slots and Backpack

When an item is equipped from the backpack, it is placed in a players **Equipped Slot**. Players have a max of 3 slots. Equipping an item allows the player to apply that item's effects. For example, equipped armor immediately applies the effects to the hero while equipped consumables allow the item to be consumed at a player's discretion or when permitted. Any item not currently equipped to a players equip slots is placed in the **Backpack**. All consumables, gear, artifacts, and trophies are placed in the backpack when not being used or equipped and the backpack has unlimited storage. When in the Hamlet or prior to combat in the Wilderness players may swap out any items or gear freely. However, doing so during combat requires the entirety of a players turn. Any number of items may be swapped and re arranged from the backpack during this turn, but only once per turn.

Item Types: Consumables and Gear

Consumables

Single use items, known as **Consumables**, are items with a designated symbol that are used once before they are placed in the item discard pile next to the item deck. Consumables often have powerful but limited uses such as giving the player's weapon a status effect, increasing damage or, importantly, healing the player. Consumables may last only the current combat encounter, such as a healing item or items that give an extra attack, or they may last the entirety of a player's turn, spanning several combat encounters. However, upon a player returning to the Hamlet and ending their turn the effects are removed and the consumable is discarded to the item discard pile. **Gear** items are more long-term items that often provide increased defensive capabilities or immunity from status effects. While Consumables are equipped and then discarded after use, Gear must be equipped and remain equipped to provide their effects. Gear does not break or have limited uses. Gear may be equipped or unequipped at the cost of a player's turn (See page 7)



Art



Art

The Merchant's Stock

To keep fresh items cycling throughout the game, a system called the **Merchant's Stock** is used. Items on the board do not have to be purchased in the order they were placed. (EX. Player purchases item 3 but not 2 or item 1.) The system proceeds as follows:

1. At the start of the game on the first player's turn, a single item is drawn and placed in item space 1 on the board.
2. After a full round (Each player has had a full turn) any item left on space 1 is slid to space 2 and a new item is drawn and placed on space 1. Both items may be purchased independent of each other. (See above)
3. After another full round any item left on space 2 is slid to space 3 and any item on space 1 is subsequently slid to space 2 and a new item is then drawn and placed on space 1.
4. Finally, should another round pass with an item left on space 3, that item is discarded from the board and all remaining items slide one space left allowing the cycle to continue continuously.
5. After the item deck is empty, all discarded items are reshuffled to form a new item deck and the Merchant's Stock continues again.

Status Effects/Damage Types

In addition to raw damage certain attacks, items and abilities can inflict **Status Effects** upon their victims. Both the player and monster may apply these effects, also known as **D.O.T.s** (Damage Over Time) and they include **Bleed**, **Poison** and **Burn**. Status Effects are applied as follows:

1. On a successful hit (an attack value that exceeds defense value), the attacker applies the relevant status effect either burn, bleed, or poison.
2. The defender takes a token of the matching type (Bleeding takes Bleed token) and places it on the hero or monster card.
3. At the start of the victims turn, before any items are used or any attacks are made, 1 point of damage is applied based on the status type. This is represented as 1 point of health lost.
4. After the single point of damage is applied, the victim takes their turn as normal.
5. Status effects of the same type do not stack (2 Bleeds) but status effects of different types can stack (1 Bleed and 1 Poison). In this case, the victim takes 2 points of damage before their turn.
6. Status effects remain on the victim until either death, curing via an item relevant to that effect, or healed by returning to town. Monster status effects are cured if the monster remains on the field after a hero's turn, such as in the event of a player's death or a player flees combat. (See Page 5 under Defeat: Regeneration and Mutation)



Art



Art

Baron's Decree

As the moon Waxes and Wanes in the sky so too do events of the world. On the change of each lunar cycle the Baron of the Hamlet issues a notice known as the Baron's Decree. Acting as a world event, these Decrees can have a positive or negative effect on the players, the monsters, the world or even all three. Though the game starts without an active Decree card, on the beginning of each players turn the Moon token at the top of the board is slid one space right towards its next phase, starting on **New Moon** or left-most space. This cycle repeats on the beginning of each players turn. After the moon token reaches **The Full Moon** space (far right), a Baron's Decree card is drawn from the Baron's Decree deck and placed face up on the active Barons Decree space. The moon token then is moved back to the left to the New Moon space on the beginning of each players turn mirroring the movement from New Moon to Full Moon. Upon returning to the New Moon space, a new Barons Decree card is drawn, and the cycle begins again. After all Barons cards are played the pile is reshuffled, and players continue the Moon cycle until the end of the game.

Fatigue

Combat and the Wilderness both take their toll on Heroes. After two successive encounters with monsters, the player incurs **Fatigue**. When a hero is Fatigued the player takes a single Fatigue token and places it on their Hero card. Each Fatigue token reduces the Heroes attack value by 2 and applies 2 points of damage. The player may continue to fight monsters despite the fatigue penalty however each successive fight will add another token to the Hero, resulting in a maximum of 3 tokens. After 3 tokens, the hero is forced to return to the Hamlet. The player then returns the fatigue tokens to the side of the board. While the attack penalty is removed, any sustained fatigue damage persists and must be healed either through item use or rest. Damage that is incurred as a result of fatigue may be healed while in the Wilderness, however after the application of the third Fatigue token a player is sent back to the Hamlet even if all health damage was healed or negated.

Miscellaneous Notes, Rules and Reminders

- When in doubt as to how to apply a cards effect, first consult the card itself. If a quorum cannot be reached through the written rules, house rules may be applied at the game owners discretion.
-
-
-
-