

## Rules:

### Playing The Game:

To start the game, each player first places their Hero on the board (anywhere in the first two rows of their side), then places their Terrain in the Terrain Zone and places any tiles or tokens it lists on their side of the board. The player going first should place their hero first, followed by the player going second, and then the same should be done for terrain. Each player then shuffles their deck and draws 5 cards from it. They may then choose to return any number of those cards to the deck and draw that many cards.

The maximum hand size is 8 cards. If a player exceeds that number at the end of their turn, they discard until they are holding 8 cards. (♠), (♣), (♦), (♥), and ([number]) indicate essence in costs and abilities. Essence vanishes from a player's essence pool at the very beginning of their turn, before any effects trigger (Cards may not be played between a player losing their essence and gaining their essence for the turn). After that, Beginning Phase effects trigger and the game moves to the Main Phase during which most cards are played.

During their Main Phase for their first 5 turns, the active player may play up to one Producer type structure. Thereafter, the active player may play up to one Producer structure on each odd turn (7, 9, 11, 13, etc.). Standard Producer Structures needn't be put into the deck and may instead be played from outside the game. Also during their Main Phase, the active player may play any number of other cards from their hand by paying the cost listed on the cards and return their Hero to the board by paying (4) if their Hero has been killed.

After the Main Phase comes the Combat Phase, during which the active player may move any number of Units and Heroes a number of tiles equal to their movement (M) and then have those Heroes and Units attack Units or Heroes within a number of tiles equal to their attack range (R). When attacking a Unit or Hero, Units and Heroes deal damage to the target equal to their attack. Units may not move or attack on the turn they're played and are played within 2 tiles of their owner's back board edge.

Units and Heroes may attack structures to reduce those structures' resistance (R). If a Unit or Hero occupies a tile with a structure at 0 or less resistance at any point during its move, that Unit or Hero's controller gains control of that Structure. Unless otherwise specified by the Structure, Units and Heroes may share tiles with Structures, but 2 Units/Heroes may not share a tile, nor may 2 Structures. Structures' resistances return to full at the end of every turn. Structures may be played anywhere on their owner's side of the board.

At the Regeneration Phase of their turn, all Units and Heroes the active player controls Heal 1.

In order to win the game, players must secure **Victory Points**. When a player accumulates 100 **Victory Points (VP)** they immediately win the game. When a player's Hero dies, that player loses 12 **Victory Points**. Each player begins with a Citadel, which awards 4 **Victory Points** per turn and may capture various Structures that begin the game in neutral territory to earn even more each turn. The details of these Structures and the board are not listed here but, rather, are as they appear on Tabletop Simulator.

### Phases of Play:

I: Essence phase. essence vanishes from the player's essence pool, then their essence pool refills based on the essence produced by their Producers and Terrain. Spells may not be cast during this phase.

II: Beginning phase. Effects that trigger during the Beginning Phase trigger.

III: Main phase. The player may play any cards they wish.

IV: Combat phase. The player may move and attack with their Units and their Hero. Each individual Unit or Hero should move **then** make its attack if any before the next Unit or Hero moves.

V: Main phase II.





## Deckbuilding:

Decks consist of exactly 80 cards. Heroes and Terrain do not count towards these requirements and decks must contain exactly 1 Terrain card and 1 Hero card. Decks may contain a maximum of 3 copies of any given non-Hero, non-Terrain card.

## Card Types:

**Equipment**-Card that is played attached to a Unit or Hero and augments that Unit or Hero. Whenever a Unit or Hero takes damage, all Equipment attached to it lose 1 durability each. When an equipment is reduced to 0 durability, it is sent to the graveyard. Equipment with the subtype **Relic** can only be attached to Heroes. Equipment with the subtype **Light Arm** can only be equipped to Units. Any given Unit or Hero may only have a maximum of 3 non-**Accessory** Equipment attached to them.

**Hero**-Card that enters play at the start of the game in the back 2 tiles of its owner's side of the board. It performs exactly like a Unit, but if it dies, its controller loses 12 VP. When a Hero dies, it is Depleted and may be played again from the Null Zone as if it were a Unit for (4).

**Spell**-Card that the player may play during their turn that will cause an effect and then go to the graveyard.

**Structure**-Card that the player may place anywhere on their side of the board that will provide benefits to its owner. Units and Heroes may attack structures to reduce those structures' resistance (R). If a Unit or Hero occupies a tile with a structure at 0 or less resistance at any point during its move, that Unit or Hero's controller gains control of that structure, then they may sacrifice that Structure. Unless otherwise

specified by the structure, Units and Heroes may share tiles with structures, but 2 Units/Heroes may not share a tile, nor may 2 Structures. Structures' resistances return to full at the end of every turn.

**Terrain**-Card that enters play at the start of the game. A deck's terrain does not count toward the required card count and each deck must have exactly 1.

**Unit**-Card that the player may play on any tile in the bottom 2 rows of their side of the board at an essence cost indicated on it. Each Unit has an attack (A), defense (D), range (R), movement (M), and health (H) value listed on it. Each turn, the active player may move each Unit and Hero they control up to a number of tiles equal to its movement **then** may attack a Unit or Hero within its range. If a Unit's H value is reduced to 0 it dies and is sent to the graveyard. Units may not move or attack on the turn they're played.

### **Type Groups-**

**SH**-Card type group comprising Structures and Heroes.

**UH**-Card type group comprising Units and Heroes.

**US**-Card type group comprising Units and Structures.

**USH**-Card type group comprising Units, Structures, and Heroes.

### **Additional Rules:**

1. The active player (turn player) has the opportunity to play cards and activate abilities first at the beginning of each phase. When a player takes an action, other players may take one or more actions in response before the effects of the original action occur, taking them in turn order starting with the player to the left of the player that took the original action. When the active player passes to another phase, other players may take actions, starting with the player who is next in turn order.
2. Activated abilities of Units and Heroes may be activated at any time unless otherwise specified.
3. When effects allow UHs to make multiple attacks, those UHs cannot make more than 4 attacks in a turn. The same applies for movement.
4. When a Token card enters the graveyard, it is removed from the game.

### **Designer's Tips and Tricks for Playing on Tabletop Simulator:**

1. Hold alt while mousing over a card to zoom in.
2. Easily mark Unit and Hero health and control of Structures by right clicking them adding that information to their name.
3. Press R while hovering over a deck to shuffle it, and press a number key while doing so to draw that many cards.
4. Keep Structures turned sideways and Heroes and Units turned right side up so that they don't stack.
5. Place Equipment off to the side and note the Unit or Hero to which they are attached.

### **Codex:**

#### **Unit and Hero Attributes-**

**A**-Indicates the damage dealt by a Unit or Hero.

**D**-Indicates the amount that incoming attack damage to a Unit or Hero is reduced.

Damage that would be reduced by an amount below 1 is instead reduced to 1.

**H**-Indicates the maximum health of a Unit or Hero.

**M**-Indicates the maximum number of tiles a Unit or Hero may move in a turn.

**R**-Indicates the maximum attack range of a Unit or Hero. An attack range of 1 indicates that a Unit or Hero can attack only units adjacent to it.

**Zones-**

**Battlefield**-the play board on which Units and Heroes move and structures are placed.

**Graveyard**-the zone into which killed Units and cast spells are placed.

**Null Zone**-zone outside the main game.

**Keyword Abilities-**

**Activate X**-This Unit can't move or attack. You may remove X **Arcane Tokens** from this Unit during your turn to allow it to move and attack that turn.

**Arcane X**-At your beginning phase, put a number of Arcane tokens on each Unit, Structure, and Hero you control with Arcane equal to the X value of their respective Arcane abilities. Then, you may **Reallocate** Arcane Tokens from each Unit, Structure, and Hero. To **Reallocate** Arcane Tokens, move up to half the tokens (rounded down) from one Unit, Structure, or Hero with Arcane to another such Unit, Structure, or Hero within 2 tiles. Any given Unit, Structure, or Hero may have Arcane Tokens moved to it any number of times per turn, but may only have Tokens moved from it once per turn.

**Assault**-Units with Assault may move and attack the turn they are played.

**Aura X**-The ability followed by the Aura keyword applies for all tiles within X tiles of the UHS with Aura. UHS are within range of their own Aura abilities.

**Battalion**-The ability following the Battalion keyword applies for each UH adjacent to a UH with Battalion. For example, a Unit with "**Battalion**+1A" will get +2A if it has 2 UHS adjacent to it, and a Unit with "**Battalion**-Whenever this Unit deals attack damage to an enemy Hero, draw a card" will cause its controller to draw a card for each UH adjacent to it when it deals attack damage to an enemy Hero.

**Bond**-When a Unit with Bond enters the battlefield, you may place a **Bond Token** on it and another friendly Unit without a **Bond Token**, marking down that the two are **Bonded**. Abilities following the Bond keyword apply as long as both **Bonded** Units are on the battlefield. When one of the **Bonded** Units leaves the battlefield, remove the **Bond Token** from the other Unit.

**Call**-The effect following the Call keyword triggers immediately when a UHS with Call enters the battlefield.

**Charge**-Units and Heroes with Charge deal an additional amount of damage equal to the number of tiles they moved in a straight line before attacking.

**Corpse Harvest X**-When a Unit dies within X tiles of one or more Units, Heroes, or Structures with Corpse Harvest, the controllers of those UHS each gain 1 **Corpse Token**.

**Deadly**-Units damaged by Units and Heroes with Deadly are destroyed after the attack ends.

**Flight**-Units and Heroes with Flight ignore the effects of tokens placed on tiles.

**Forestcraft**-Tiles with forest tokens cost only one movement to move through

**Forward**-Units, Structures, and Heroes with Forward may be played anywhere more than 2 tiles from an opponent's side of the board.

**Infuse X**-Remove X **Arcane Tokens** from this UHS to activate the ability following the Infuse keyword.

**Poisonous X**-When a Unit or Hero with Poisonous deals damage, place X **Poison Tokens** on the damaged Unit or Hero.

**Reactive**-Spells with reactive may be played on opponents' turns.

**Scout X**-Units and Heroes with Scout cause Units they attack to take X more damage from attacks for the rest of the turn.

**Skirmisher**-Units and Heroes with Skirmisher may move after attacking using their remaining movement.

**Terrain**-At the start of the game, do whatever actions follow the Terrain keyword.

**Territory F/N/E**-The ability following the Territory keyword applies while a UH with Territory is in a certain part of the board (Territory F-its controller's territory, Territory N-neutral territory, Territory E-any opponent's territory)

**Unique**-Any given player may only control one copy of a card with Unique at any given time.

**Unlimited**-Decks may contain any number of copies of cards with Unlimited.

**Unrazeable**-Structures with Unrazeable can't be sacrificed.

**Virulence Resistance**-This Unit or Hero takes no damage from **Creeping Rot**.

#### **Non-Ability Keywords-**

**Deplete**-When a card is depleted, place it in the null zone.

**Die**-When a Unit dies, it is put into the graveyard. Units automatically die when they have 0 or less health. When a Hero dies, its controller loses the game.

**Essence Cost**-The total amount of essence required to play a card.

**Heal**-Increases the current H (but not maximum H) of the target(s) by a specified amount.

**Kill**-Cause a UH to die as a result of attack damage.

**Sacrifice**-Send a sacrificed Unit directly to the graveyard.

**Shuffle**-Shuffle your deck.

**Undamaged**-Current Health or Durability is equal to maximum Health or Durability.

#### **Non-Card Tokens-**

**Blood Token**-Marker that affects certain abilities.

**Corpse Token**-Token held directly by the player that can be expended to activate certain abilities and play certain spells and Units.

**Creeping Rot Token**-Token placed on a tile on the board. Units and Heroes on tiles with Creeping Rot that aren't Undead or Machine take 1 damage at the end of their controller's turn.

**Poison Token**-Token placed on Units and Heroes. If a Unit or Hero with one or **Poison Tokens** would regain Health, instead it takes damage equal to the number of **Poison Tokens** on it then loses half those tokens, rounded up.

**Undeath Token**-Units with one or more **Undeath Tokens** are Undead in addition to their other types and are **Depleted** when they die.

#### **Structure Tokens-**

**Citadel-**

Citadel
Token Structure
<p><b>Unrazeable</b> At your Beginning Phase, gain 4 VP.</p>
<div style="display: flex; justify-content: space-between;"> <span>4R</span> <span>Token</span> </div>

**Mage Tower-**

Mage Tower
Token Structure
<p><b>Arcane 2</b></p>
<div style="display: flex; justify-content: space-between;"> <span>3R</span> <span>Token</span> </div>

**Necrosis Ziggurat-**

Necrosis Ziggurat
Token Structure
<p><b>Corpse Harvest 2</b></p>
<div style="display: flex; justify-content: space-between;"> <span>5R</span> <span>Token</span> </div>

**Outpost-**

Outpost
Token Structure
<p><b>Unrazeable</b> At your Beginning Phase, gain 2 VP.</p>
<div style="display: flex; justify-content: space-between;"> <span>2R</span> <span>Token</span> </div>

**Recruitment Office-**



Recruitment Office
Token Structure
(1)(*): Place a <b>Militia Unit Token</b> adjacent to this Structure.
3R <span style="float: right;">Token</span>

**Wellspring-**

Wellspring
Token Structure
<p><b>Unrazeable</b>          During your Draw Phase, before you draw, look at the top 4 cards of your deck and put up to 2 of them on the bottom of your deck.          At your Beginning Phase, gain 2 VP.</p>
3R <span style="float: right;">Token</span>

**Unit Tokens-**

**Festering Rotling-**

Festering Rotling					
Unit-Undead Beast					
1R	2M	0D	1A	2H	Token

**Hand of Desecration-**

Hand of Desecration					
Unit-Undead Abomination					
<p><b>Corpse Harvest 2</b>  <b>Aura 1-Whenever a Unit dies, place 2 Creep Tokens on every tile adjacent to this Unit.</b></p>					
1R	2M	0D	6A	12H	Token

**Militia-**

Militia					
Unit-Human Soldier					
1R	2M	0D	1A	4H	Token

**Unliving Barricade-**

Unliving Barricade					
Unit-Undead Wall					
Unliving Barricade can't attack.					
1R	1M	0D	0A	8H	Token

**Undead-**

Undead					
Unit-Undead Soldier					
1R	2M	0D	1A	3H	Token

**Rot Feaster-**

Rot Feaster					
Unit-Beast					
1R	2M	0D	2A	2H	Token

**Equipment Tokens-**  
**Dagger Token-**

Dagger

Token Equipment-Accessory


Equipped UH has +1A

3D

Token

Decklists:

Devouring Dead-

 Devouring Dead

Hero: Aserus, Archlich of Urgaram

Terrain: Tazam Rot Fields

Main Deck-

2x Disinter (0)

3x Skeletal Dragon (0)

3x Hungry Dead (1)

3x Manifest Rot (1)

3x Rot Feaster (1)

3x Rot Salvage (1)

3x Alpha Rotling (2)

3x Deathless Zombie (2)

3x Death Rite (2)

3x Endless Undercrypt (2)

2x Flesh Reaper (2)

2x Necrosis Foundry (2)

3x Rot Scamp (2)

2x Volatile Undead (2)

2x Amalgam of Flesh (3)

2x Channel Rot (3)

3x Unliving Barricade (3)

3x Rotcaster Prodigy (3)

2x Rot Absorbtion (3)

3x Rot Cannon (3)

2x Rot Feast (3)

3x Plague Injector (4)

2x Rot Explosion (4)

3x Rot Reaper (4)

3x Rot Sorcerer (4)

1x Shadraz, Winged Death (4)

2x Bone Knight (5)

2x Chain of Desecration (5)

1x Julien, Rotcaster (5)

2x Plague Architect (6)

3x Progenitor Maggot (6)

3x Corpse Titan (7)

Total-80 (+1 Hero and 1 Terrain)

Total Unique-34

Armed Arcanum-

 Armed Arcanum

Hero: Garl, Archmagus of the Deep

Terrain: White Cliffs of Northhaven

Main Deck-

2x Magus Tower (0)

3x Tropic Marsh (0)

3x Arcane Medallion (1)

3x Arcane Relay (2)

3x Champion's Blade (2)

3x Essence Refractor (2)

3x Manaforged Rapier (2)

3x Merfolk Mage Initiate (2)

2x Projecting Weaponry (2)

2x Tidal Cleansing (2)

3x Accumulator Golem (3)

3x Beastforged Greataxe (3)

3x Beastkin Spellblade (3)

3x Kinblade Skirmisher (3)

1x Runestone of Sanctity (3)

2x The Axe of Ancestors (3)

3x Unbound Manastorm (3)

2x Artoria, Kinblade Commander (4)

3x Harmonic Smiths (4)

3x Kinforger (4)

3x Manastorm Extractor (4)

3x Mindleech Assassin (4)

2x Mystic Archive (4)

3x Weapons Analyst (4)

2x Wildshield (4)

2x Beastkin Champion (5)

3x Infused Kinblade Regalia (5)

3x Kinblade Elite (5)

2x Prototype Arcane Cannon Ω (5)


2x From Dust (7)

2x Manasteel Colossus (7)

Total-80 (+1 Hero and 1 Terrain)

Total Unique-31

Shoulder to Shoulder-

 Shoulder to Shoulder

Hero: Koran and Tali, Reunited

Terrain: Karalen, the Refuge Capital

Main Deck-

3x Naive Recruit (1)

3x Sunning Komodo (1)  
3x Warsworn Squire (1)  
3x Call Up (2)  
3x Drill Sergeant (2)  
2x Healer's Glade (2)  
3x Scout Corps (2)  
2x Thin Their Ranks (2)  
3x Town Guard (2)  
2x Vengeance for the Fallen (2)  
3x Village Watch (2)  
3x Conscripted Outlaws (3)  
3x Frontline Medic (3)  
3x Guard Captain (3)  
3x Hero's Blade (3)  
3x Rampart Archers (3)  
3x Shock Troops (3)  
3x Timber Wolf (3)  
3x Harrier Corps (4)  
3x Hunting Pack (4)  
2x Runestone of Unity (4)  
2x Silverheart Rangers (4)  
3x Driven Phalanx (5)  
2x Guardian Resurrector (5)  
2x Hope, the Thousand Lights (5)  
3x Recruitment Officer (5)  
2x Scoutmaster Alril (5)  
2x Blackcloak Corps (6)  
3x Woodland Titan (6)  
2x Temeril, the Awoken Wood (7)

Total-80 (+1 Hero and 1 Terrain)

Total Unique-30