

LEGENDS OF SIGNUM

BASIC RULES

CONTENTS

INTRODUCTION.....	4
GAME BASICS	5
GAME COMPONENTS.....	6
GAME ZONES.....	7
CARD TYPES	9
HERO CARD.....	10
BATTLE DECK CARDS	11
BUILDING CARDS.....	15
TERRAIN CARDS	16
STARTING THE GAME.....	17
TURN PHASES AND GAME MECHANICS.....	18
TURN START PHASE.....	18
CONSTRUCTION PHASE.....	18
CREATURE ACTIVATION PHASE	19
PLAYING TERRAIN CARD.....	21
CREATURE ACTIVATION	23
MOVEMENT.....	23
MELEE COMBAT	24
RANGED ATTACK.....	27
SPECIAL ABILITIES	29
END OF GAME AND VICTORY CONDITIONS.....	32
ADDITIONAL GAME VARIANTS.....	33
EXPERIENCED ARCHITECT	33
BATTLE OF THREE.....	33
FREE FOR ALL.....	34
SHOULDER TO SHOULDER.....	34
DRAGON RULES OF LEGENDS OF SIGNUM.....	35
GLOSSARY	36
ADDITIONAL INFORMATION.....	39

The history of the magic world of Signum starts at the ancient walls of the free city of Vallor. Innumerable treasures hidden in its dungeons from the dawn of time attracted both greedy gods and conquerors avid for greatness and gold.

Vallor is a real city state. Representatives of various peoples from every corner of Signum have blended here like in a huge cauldron. Any alliances, even between the most implacable enemies, are possible here. But be careful: every man is for himself in the city's narrow streets.

Lately the rumours about the Grypharim Empire restoring to life reach Vallor more and more often. Visiting merchants and captains of ships returning from the southern seas are telling about invincible legions forged at the will of Emperor Demian and Roland the Proud, his first marshall-protector. They are also speaking about some unusual creatures — winged grypharims, mighty and beautiful celestial residents fighting in an alliance with the Empire. No one considered the Grypharim Empire a threat for the Free City. This was before, but now everything changed. Young emperor Demian really intends to become the ruler of the whole Signum. He believes that Vallor is the reason of all woes the world has suffered, so it should be purged of filth.

Young warrioreess Brissa de Molforn came to the defense of the city. She gathered the most unusual army in Signum, including representatives of all classes and guilds. Their refusal to conform to Demian's demands and obey his will could mean only one thing — war...

Thus, the undefeatable army of the Grypharim Empire awaits for you at the walls of the Free City of Vallor. Whether you wish to join the banners of the Duke or the Emperor is totally up to you.

Fight as only you can!
And above all — win!


LEGENDS OF SIGNUM

«Legends of Signum» is a miniatures wargame and a collectible card game. Squads of creatures fight under the leadership of heroes. While constructing their City, players recruit characters, take advantage of spells and relics, and use cunning tactics. In «Legends of Signum», players forge their own path to victory by creating unique Battle Decks and collections of miniatures. Thanks to a team of excellent artists and sculptors, every miniature in the game has an original look and its own character.





«Legends of Signum» is a two player game. Before the game starts, players position their heroes on the Battlefield.



Other creatures can be summoned after construction of the respective buildings in your City.



The main goal is to eliminate the opponent's hero or reach the victorious level of Prosperity. Generally, a game lasts between 30 and 90 minutes.





The “Legends of Signum” starter set comes with:

Heroes and their cards



Characters and their cards



Spells, relics and tactics cards



Buildings and terrain cards



Help cards



Terrain templates





- Effect markers (armour, wounds, strength, etc.);



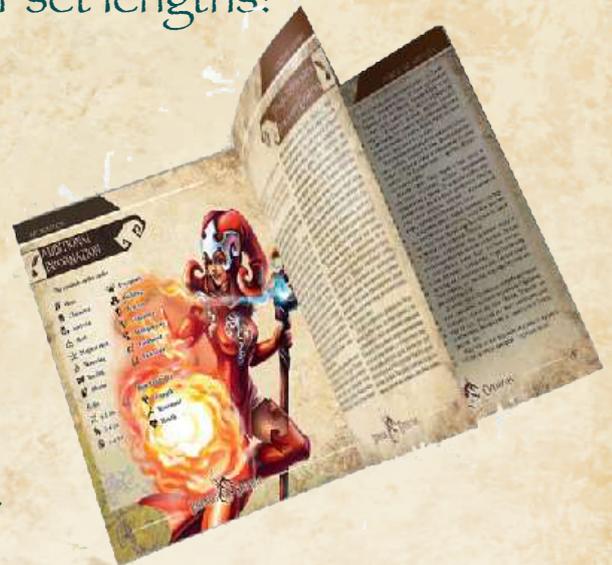
- Special dice with the following symbols: bullseye, axe, shield.

If you are using a common D6, then the bullseye corresponds to 1, 2, axe - 3, 4, shield - 5, 6;

- Game rulers of set lengths:



S (short, 8 cm),
M (medium, 10 cm),
L (long, 15 cm),
XL (extra-long, 25 cm);



- Rulebook.

GAME ZONES

In “Legends of Signum”, there are five main game zones: the Battlefield, the City, the Graveyard, the Battle Deck and the Hand.

Each player should prepare enough space for their Battle Deck, hero card and played characters, building and terrain cards, as well as some space for keeping the tokens.

BATTLEFIELD

BATTLE DECK

GRAVEYARD



HAND

CITY

The **Battlefield** is the game zone which are common for both players. Under the leadership of heroes, here are fighting troops of summoned characters. Standard rules set this field to 60 by 60 cm (24 by 24 inches). You can measure it with a ruler or use the original “Legends of Signum” game field. Players choose their side of the Battlefield and are placed opposite each other. All summoned creatures will enter the Battlefield with their bases adjacent to that side. Sides cannot be swapped during the game.

The **City** is a zone where players deploy their building as well as terrain cards. Usually, a player places this zone in front of him, beyond the Battlefield zone. This is a public zone, so the opponent can clearly see played cards.

The **Graveyard** is the zone for played spell cards, characters that have fallen on the Battlefield, destroyed relics and activated tactics. This is a public zone and players can look at the cards they have in the Graveyard at any time. Cards are always placed on the Graveyard in the same order that they were discarded there. A card is always discarded to its owner’s Graveyard and the player loses all its effects and acquired traits.

The **Battle Deck** is the game zone where support and character cards of the players are located. This is a secret zone, so cards must be placed face-down, and they cannot be viewed or shuffled. However, the deck must be shuffled if any card returns to it.

The **Hand** consists of cards drawn from the Battle Deck that are available for the players to deploy during their turn. Players can view the cards in their Hand at any point, but their opponents cannot.



CARD TYPES



In “Legends of Signum”, type of each card is designated by an icon in the lower left corner. There are five card types: - hero, character, relic, spell and tactic. Character, spell, relic and tactic cards compose the Battle Deck. With the help of these cards you fight on the Battlefield.

Building and terrain cards are used to construct buildings in the City zone or for placing terrains on the Battlefield.

Primary parameters are cost, strength, health and movement distance. Take note, that different types of cards could have different types of parameters. For example, support cards have no movement distance or strength; they only have a cost value.

Card abilities are written in the text field beneath the illustration and name. During the game creatures can both gain and lose effects and abilities.

Additional information consists of symbols on the card that define its affiliation to a certain faction, type (creature, relic, spell, etc.) and edition series. It also includes the character’s race and flavor text.

PRIMARY PARAMETERS



- *strength*



- *movement distance*



- *health*

COST SYMBOLS



HERO CARD



Heroes are crucial models on the Battlefield. If your hero dies, the game is over and your opponent wins. Heroes are always placed on the Battlefield first. Each player can only have one hero during one game.

Choice of a hero defines the faction of your squad, the Battle Deck forming principle and your style of play. A hero card is marked with a special symbol.

Each hero has unique cards for the Battle Deck, the name of that hero is indicated in the abilities of the card. They can only be brought into play if your squad is led by that specific hero.

In most cases, the hero acts according to the same rules as other characters on the Battlefield.

Take note: in the ability description on game cards, the terms “hero”  and “character”  are different. For example, if a spell says “Deal 2 damage to any character on the Battlefield,” this spell will not affect a hero and vice-versa. On the other hand, the effects that are only intended to work on heroes will not work on regular characters. Universal abilities that work on both heroes and characters use the term “creature”.



Keep in mind that when a card mentions one of the game zones, by default it means your game zone. Players can interact with their opponent's game zones only when it is directly stated in the card text.

HERO CARD

Card type - Hero



Hero personal abilities

Flavor text

Hero's name and main attributes

Faction, also indicated with the card background color

Types of hero relics

BATTLE DECK CARDS

The Battle Deck consists of character, spell, relic and tactic cards. Players select cards according to their strategy.

Some cards get an additional ability if you have unique class buildings. For example, in the Free City, these buildings are called Guilds, and in the Holy Empire, Orders, and so on. These are class cards, and can also be called «char; the Holy Empire has the Orders and so on. These are class cards, every card, belonging to such unique buildings, are called “character of Order,” “card of the Guild,” etc. Class card abilities can only be used if the specified building is constructed in your City. The character of the Order or Guild gets a bonus described on the building card of the relevant Order or Guild.

Spell, relic and tactic cards are called **Support Cards**. All of them have an indicator of rarity:

-  - Common;
-  - Rare;
-  - Legendary;
-  - Mythical.





CHARACTER CARDS

Character cards are used to summon character miniatures onto the Battlefield. Each card of this type has a corresponding miniature in the game. Each character is unique and has its own inimitable appearance and special abilities.

The strength value indicates how many dice a player can use in melee combat.

Movement indicates the maximum distance that the character can use on the Battlefield within the bounds of one turn.

Health indicates the number of wounds the character can take before its card would be discarded to the Graveyard.

If the character has one of the standard abilities, its card will contain the name of the ability or display the respective icon. Full description of all standard abilities is given in the Glossary section of the rulebook. If a creature has a unique or rare ability, the card will contain its complete description.

Flavor text printed in italics and has no influence on the gameplay. It can contain the creature's chosen quote, motto or their war cry.

Summoning cost

Image in an oval frame

Primary parameters

Name

Abilities

Race

Faction emblem

Flavor text

Card type - character



SPELL CARDS

These cards are required to cast spells during the game. Spells can have a wide variety of effects: deal damage, increase or decrease creature parameters or affect game zones. The spell effect takes place immediately after the card has been played.

The spell card is discarded to the Graveyard immediately after being played.

Cost to play

Image in a rectangular frame

Name

Abilities

Faction emblem

Card type - spell



RELIC CARDS

These cards are used to boost your heroes or give them extra abilities. Cards of this type can be used only by a hero unit, so mere mortals are not meant to wield such powerful artefacts.

One hero can have access to relics of different types. A played relic card is placed near the hero card and considered to be active or «in use.»

A hero can carry as many relics of one type as indicated by the number of symbols of that relic type on its card. Some heroes have access to two or more relics of the same type.

You cannot remove an active relic from your hero during the game. However, the active relic can be replaced by a new one of the same type. In this case, the old relic is immediately discarded to the Graveyard.

The ability of this card type indicate whether the relic can be used multiple times or has a certain durability.

Some relics have Multiple Uses ⌚ . Their abilities can be used by the hero as many times as indicated on the symbol.

Relics are divided into six types, indicated by a symbol in the upper part of the card:



Melee weapon



Ranged weapon



Armour/Cloak



Shield/Banner



Helmet/Mask



Treasure

Cost to play



Type

Name

Abilities

Faction emblem

Card type - relic

For example:

A hero already possesses a Heavy Plate relic of the Armour type. The owning player wants to play the Cuirass of Illusions card, in this case the hero receives all the new abilities, and the Heavy Plate relic is discarded to the Graveyard.

For example:

Jousting Lance is a relic of Melee weapon type and has a Multiple uses 2 ⌚ : receive +2 ♣ ability. The hero armed with Jousting Lance attacks an opponent's creature. He receives +2 ♣ in this battle for the relic, the number of uses of the Jousting Lance is decreased by 1. During the opponent's turn the hero is attacked, and again he receives +2 ♣ during the battle, and the number of the lance uses is decreased by 1 more and equals 0. The relic is considered destroyed, its card is discarded to the Graveyard zone, and its abilities cease to have any effect.

Once a relic ability has been used, you must mark it on the card using dice or your own tokens. The relic is destroyed as soon as the hero has used it the designated amount of times, and its abilities lose its effect. Relics of other types have Durability 3.

When a card with Durability is played, collect the number of armour tokens indicated in the durability stat and place them on the card. When heroes are in possession of such relics, any damage they take from non-magical attacks will first be dealt to the relics by consuming the armour tokens.

The player will decide for himself from which relic armour tokens will be taken — one for each point of damage dealt. Damage dealt by a single attack cannot be spread over different relics. Firstly, the player must remove all durability points from one relic and then, if there are still points of damage left, start taking armour tokens from the next one. When the relic with Durability has no more armour tokens left, it is destroyed. If a hero has at least one relic with Durability, the player cannot redirect damage that should be dealt to the relic onto the hero and apply wound markers to them. Armour tokens protects the hero from any physical attacks, but not magical damage or effects.

Destroyed relics are discarded to the Graveyard and a relevant hero loses effects of this relics.



TACTIC CARDS

These cards allow players to use tactical maneuvers that take effect during the game event indicated on the card. Tactic cards are the only type of card that can be activated during your opponent's turn.

A played tactic card is placed face-down and should not be shown to the opponent. Unlike spells, tactic do not take effect immediately, but after a certain condition (indicated on the card) is met. When that happens, the tactics card is immediately activated, the abilities indicated on it is applied, and the tactics card is discarded to the Graveyard. A tactic can take effect only during the opponent's turn. The player playing the tactic must reveal it as soon as the condition indicated on the card is met. If that was not done (the player forgot or decided to wait for a better opportunity), the effect is considered null and the card is discarded to the Graveyard.

For example
Heavy Plate is an Armour type relic with Durability 4. When this card is played, 4 armour tokens are placed on it. Heavy Plate will remain in game until the hero with this relic takes 4 points of physical damage.

Cost to play



Name

Abilities

Card type -tactic

Faction emblem

For example:

The Secret Bribe tactic card has the following ability:
 «Cancel opposing player's character summoning, its card returns to the Battle Deck, buildings used to play the card remain tapped and Prosperity points are not returned.» If a player activates this card in their turn, and an opponent does not summon a single character to the Battlefield during the next turn, this card remains in play until the opponent will attempt to summon a character.

BUILDING CARDS

Cost to play



Building symbol

Name

Abilities

Card type -building

Faction emblem

Building and terrain cards are not included in the Battle deck, but just like the Battle deck, players will choose which cards will be used before the game commences.

Building cards are used to play cards from the Battle Deck: summon characters, use tactics, spells or play relics.

There are 9 basic types of buildings in the "Legends of Signum" game:

- | | | | | |
|----------------|-----------------|--------|----------|-----------------|
| City Hall | Temple | Arena | Smithy | Library |
| | | | | |
| | | | | |
| Shooting Range | School of Magic | Tavern | Barracks | Unique building |



In addition, each faction has its own unique buildings.

Some cards cause buildings in the City to be destroyed. While any of the nine basic buildings can be constructed again, each unique building can only be constructed once per game.

For example:
Mint for the Free City of Vallor faction or Monastery for the Holy Grypharim Empire.

TERRAIN CARDS

These cards are required to place special terrain templates on the Battlefield. These templates have different forms and sizes. Each card corresponds to one template on the Battlefield.

Terrain, placed on the Battlefield, can make movement more difficult or makes it completely impassable, stop ranged attacks or implement other special abilities.

For example
Abandoned Treasury or Bottomless Well terrain cards can only be found in the Free City of Vallor faction cards.

There are several basic terrain types, including Forest and Rocks.

In addition, “Legends of Signum” has unique terrain types that are faction-specific and have special rules

Cost to play

Terrain template



Name

Abilities

Card type - terrain

Faction emblem





Summoning cost

Before the game starts, both participants select a faction. Opponents can select the same faction and even the same heroes.

The game continues until one of the heroes is eliminated or one of the players reaches 51 points of Prosperity.

The players compose their own Battle Decks, each one can contain between 20 and 40 cards.

You can only use Battle Deck, building and terrain cards that are affiliated to your faction. In addition, your Battle Deck may include cards of mercenary characters.

At least half of the Battle Deck must be comprised of character cards, and no more than half of those can be mercenaries. Other card types can be included in the deck in any proportions or not included at all.

A deck cannot contain more than one character card of the same name. Spell, relic and tactic cards can be duplicates, however.

The number of cards in the Battle Decks of both players does not have to be equal, but must follow the general rules of creating a deck. Battle Decks are placed face-down, so that the top card is not visible to either player.

After the Battle Decks have been created, the main game zones are marked, and a place for miniatures and tokens is chosen- set the City zone to place your terrain and building cards. Players choose which cards of buildings and terrain (according to the faction of their hero) they will use during the game.

Turn priority is decided by rolling a die. The player, who rolled higher, decides who goes first. The turn order remains unchanged after that. The first player sets their hero miniature on the Battlefield with the edge of its base adjacent their field's side. Thereafter, the second player also sets their hero miniature adjacent to their side of the field.

After both players place their heroes on the Battlefield, there is no way to avoid conflict and the battle is about to begin!

After both players place their heroes on the Battlefield, there is no way to avoid conflict and the battle is about to begin!

Players start with three points of Prosperity each and draw four cards from the top of their Battle Decks to form their starting hand. Each player can return up to four cards from their Hand to the Battle Deck and replace them with an equal number of cards from the top of their Battle Deck, the Battle Deck needs to be shuffled only after replacing. This can only be performed once, before the game starts. Alternatively, players may discard any number of cards from their hand and get 1 prosperity for each discarded card. After this, the preparation phase is completed and the first player starts their turn.



Primary parameters

Name

Abilities

Race

Card type - character

Mercenaries emblem - Dogs of war

For example:

A Battle Deck of 20 cards must include at least 10 character cards. This battle deck cannot have more than 5 mercenaries. A Battle Deck of 35 cards must include at least 18 character cards and 9 or less mercenaries. etc.



TURN STRUCTURE

The game consists of a series of turns that the participants take one after another. A turn consists of three mandatory phases:

- Beginning Phase;
- Construction Phase;
- Creature Activation.

The player who is going through their turn is called the «active player.»

BEGINNING PHASE

This is the first phase of the active player's turn. The active player untaps all the tapped cards in their City zone, if they have any. All creatures have an opportunity to be activated again. The player removes all temporary effect tokens from their creatures, if the effects expire before the start of the turn.

The active player takes one card from the Battle Deck into their Hand and receives one point of Prosperity. Players cannot have more than 10 Battle Deck cards in their Hand. If there are already 10 cards in their Hand, one of the cards, randomly chosen by the opponent, is discarded to the Graveyard.

If a player's Battle Deck runs out, every time they need to take a card from the deck, their opponent receives Prosperity points. The first time that happens, their opponent receives 1 point, and then the amount of Prosperity points doubles every turn.

CONSTRUCTION PHASE

At the start of this phase, the player may construct buildings or gain Prosperity points instead. If the player decides to skip the construction phase, they receive two points of Prosperity. In many cases, constructing a building requires accumulating enough Prosperity points.

The active player chooses which buildings and in which order they are planning to construct. Players cannot construct more than one building per phase.

To construct a building, the respective building card is required. The construction is considered finished if the building cost has been paid and the card has been placed in the active player's City zone. The order of placing building cards in the City does not matter, neither does the order in which they are constructed.





Untapped buildings

Buildings, constructed in your City, can be used for:

- Playing Battle Deck cards from your Hand or terrain cards;
- Using abilities indicated on the building card.



Tapped buildings

A building can be used in the same turn it is constructed. Buildings that are not currently in use are untapped, those that were used in the current turn are tapped. Cards of tapped buildings are flipped to the side, they cannot be used again in the same turn.

The maximum amount of buildings constructed in your City is twelve (12). Any player cannot remove constructed buildings from the City zone at will.

The City cannot contain two buildings with the same name. For example, you cannot have two City Halls or two Taverns. Also, a player cannot have two Guilds or two Orders in their City Zone, even if they are with different names - such as the Merchants Guild and Shadows Guild.

CREATURE ACTIVATION PHASE

During this phase the active player may:

- Play any number of character, spell, relic or tactic cards from their Hand;
- Activate creatures on the Battlefield;
- Play up to one terrain card.

Players can carry out these actions in any order. Players cannot play building cards in this phase. Before playing cards from their hand, the player must declare which card they are going to activate. This is called declaring your action.

Each card in the Battle Deck has its cost indicated in the top left corner. The active player can play the card from your Hand if the City zone already has all necessary buildings constructed and untapped (i.e. they have not been used to play other cards or effects in that turn). You must also pay the cost of the card by tapping all the necessary buildings in the City, and removing Prosperity points when required.

Sometimes, any building  can be indicated on the card's cost. This means that playing this card requires a player to tap any building in the City.

For example:

You want to play the Rowena, Duke's Daughter character card. The character summoning requirements state: «Temple, two additional buildings.» Before summoning Rowena on the Battlefield, you must tap the Temple in your City and two additional buildings of your choice.

The played character card is placed next to the hero card, and the character's miniature is placed on the Battlefield, so that the edge of its base touches the player's side of the field. When a character is summoned to the Battlefield, it cannot be positioned closer than an S distance (8 cm) to any of the opponent's creatures.

For example:

A character has an «Aura S: your  gain +1 » ability, this means that all friendly characters in S radius receive +1 . This ability will affect other miniatures as soon as the character is summoned to the Battlefield.



If that is impossible, then the character can be placed on the field regardless, but will receive a Backstab from every hostile model positioned at S distance or less.

A character that has just been summoned to the Battlefield is considered activated and cannot perform any actions that turn. If the opponent enters melee combat with it, or declares a ranged attack, that character can defend itself according to the general rules. If the character has any passive abilities that affect other characters and do not require activation, these abilities will be active immediately after the character is summoned to the Battlefield.

The creature card and its miniature on the Battlefield remain in play until the creature is eliminated, until the amount of wound markers becomes equal to its health stat. After that, the creature card is discarded to the Graveyard and the miniature is removed from the Battlefield.

A player cannot have more than seven (7) characters on the Battlefield at the same time.

If a player plays a spell card (for example Fireball or Mass Healing), it takes effect immediately and the card is sent to the Graveyard.

Relic cards can only be given to the player's hero. Relics played in the current turn can be used by the hero immediately. A relic remains in play until it is destroyed or replaced by another one of the same type and then it is discarded to the Graveyard.

A played tactic card is placed face-down near the hero card. It is not revealed to the opponent, but a player must declare that they are playing a tactic card and tap all the necessary buildings. We recommend marking the cost of played tactic cards with dice or your own tokens.

Tactic cards remain concealed until the activation conditions are met. As soon as that happens, the player flips the card and demonstrates it to the opponent, the tactic effects are applied and the card is discarded to the Graveyard.

The next character can begin its turn only after the previous one has completed all actions. It is impossible to activate one character and begin its turn, then move to a second one and then to finish the first character's turn. It is also impossible to activate the same creature twice in one turn.

After all characters of the active player on the Battlefield have finished its actions, the turn can be declared over. All abilities and effects active until the end of the turn or abilities that only activated at the end of the turn are declared in the order chosen by the player controlling the cards with those abilities or effects. Then the other player's turn begins.

PLAYING TERRAIN CARDS

The active player can only play up to one terrain card per turn and it may require certain buildings to be constructed in the City. A player can only play terrain cards that are affiliated with their faction.

When playing terrain, the player must place the respective card in the City zone and place a template corresponding to the terrain type on the Battlefield. This template cannot be placed in contact with any miniature bases; no less than S distance (8 cm) away from the player's side of the Battlefield and other terrain elements, and no less than M distance (10 cm) away from the opponent's side. If the Battlefield has no areas that fit these criteria, the terrain card cannot be played.

Terrain cards such as Forest or Rocks are available to any faction. Players can play them as many times as they wish during the game, but only once per turn.

Faction-specific unique terrain types have their own names (such as Ominous Catacombs, The Altar of Healing and so on) and can only be played once per game. If the Faction-specific terrain has been played on the Battlefield by that player, it cannot be played again.

Some cards allow destruction of terrain on the Battlefield. Any non-unique terrain can be played again.



Terrain abilities are active for as long as the terrain remains on the Battlefield. Terrain can have the following abilities:

- **Impassable** – creatures without Flight cannot cross this type of terrain when moving. No creatures can end their movement on top of terrain with this ability.

- **Difficult** – if a creature without Flight touches the template of this terrain with its base during movement, its movement distance decreases to S. Creatures that already have a movement distance of S are not slowed down by difficult terrain. If a creature has already moved beyond S distance before touching the terrain template, it must immediately stop upon a contact with it.

- **Blocks Line of Sight** – players cannot draw a line of sight through this terrain template.

- **Defense against shooting** – if a miniature, that is in contact with a terrain template of this type, becomes the target of a ranged attack or attacker's line of sight goes through the terrain template, this ranged attack target can reroll any failed rolls for defending against Shot or Throwing attacks. If the attack is a Magic Shot, the defending miniature treats it as a common Shot according to standard rules of ranged attacks.



Ruins

If a character is in contact with terrain element of the Ruins type, a character can search it for a chance to receive hidden treasures. Results of the search are determined by rolling a die and affect the character that performed the search, unless stated otherwise. Characters cannot search ruins if they are in contact with an enemy creature. After the search is completed, the character's turn ends immediately. Heroes cannot search ruins. Regardless of the result, one set of ruins can only be searched once per game.

Characters can use a secret entrance and move any distance between ruins that have been searched. To use a secret entrance, the owning player must roll a die while the character is in contact with the searched ruins. If the result is a \times , then no secret entrance was found — the character remains in place and ends its turn. If an \heartsuit or \spadesuit were rolled, then you are in luck and your character has found a secret entrance — the character can be moved into contact with another set of searched ruins on the Battlefield, a character also cannot be moved in a contact with opponent's creatures. The character's turn also ends after that. A character with the ability "Can re-roll a die while searching Ruins" can also re-roll a die while searching for a secret entrance.

Stealth characters may search ruins and use secret entrances without losing their stealth token.



The beginning of a creature's turn is called creature activation. Every creature in "Legends of Signum" can perform the following actions during its activation:

- Move within the movement distance indicated on its card;
- Use the Run rule;
- Move up to or less than its movement distance and enter melee combat;
- Enter melee combat if the creature is already in contact with an opponent's miniature;
- Perform a shot or any other ranged attack, if the creature has the ranged attack ability;
- Use any abilities indicated on its card.

Players must activate all of their creatures on the Battlefield during their respective turns. The player can skip a creature's turn, but the creature still activates.

MOVEMENT

Movement distance is indicated on the character card and is marked by a one letter abbreviation against a blue background. For ease of use, all movement distances in the game are divided into 4 primary ones:

- short S (8 cm);
- medium M (10 cm);
- long L (15 cm);
- extra-long XL (25 cm).

Players can move their creature miniatures across the Battlefield up to or less than the distance indicated on the respective cards. Each miniature has its own base with the set a diameter of 32 mm, 48 mm or 60 mm depending on the size of the miniature. No miniature can gain advantage in movement due to the size of its base.

If at any point in its movement your miniature touches the base of an opponent's miniature, it stops immediately, even if it has not completed its movement. Your miniature is considered to have entered in contact with the opponent's miniature. If a miniature ends its movement in contact with two or more of the opponent's miniatures, the active player chooses which miniature to enter melee combat with.

If a creature moved during its turn, it cannot use any attacks in that turn except for melee combat.

If a miniature starts or ends its movement while in difficult terrain or passes through its template during its activation, its movement distance is reduced to S.

Miniatures cannot pass through each other, or impassable terrain, or end their movement there. They must bypass such obstacles, the distance of their movement must be taken into account.



RUN

Before a creature moves, its owning player can declare that it will use Run in the current turn. In this case its movement distance is increased to the next value, so that S increases to M, M to L, and L to XL. Any miniature that has a movement distance of XL cannot use Run, nor can any miniatures that are in contact with one or more enemy creatures. Should a creature use Run, its turn is over immediately after the movement is complete. No abilities can be used after running, including melee combat.

If your miniature enters contact with an opponent's miniature as a result of running, it must stop immediately and receive Backstab from the enemy that is now in contact with it.



BACKSTAB

Mainly backstab is declared in these cases:

- When a miniature moves out of contact with its opponent;
- When a miniature enters contact with an opponent using the Run rule.

In this case, each opponent's miniature that was in or enters contact with it should roll 1 die to perform Backstab. Backstab is not an attack, but it is considered successful with the value of $\frac{1}{6}$ or $\frac{5}{6}$. If the opponent's miniature has wounds, it can only cause damage with a $\frac{5}{6}$ rolled on the die. Miniatures with the ability Fortitude are the only exception. A miniature cannot defend itself against a Backstab, so every successful roll automatically becomes a hit. A character with a stealth token can declare a Backstab, but in this case it loses the stealth token.

In each case the Backstab rule will be applied when your miniature is withdrawing from contact. But even if it moves while still being in contact with an opponent's miniature (for example to get behind it and continue the battle), the Backstab rule will still apply.

Even miniatures with a strength of 0 not capable of fighting in melee combat under normal circumstances deal Backstab to miniatures.

MELEE COMBAT

If your miniature enters contact with an opponent's miniature during its movement, or starts its turn already in contact, it can enter melee combat. A creature can only declare melee combat once per activation, unless its card states otherwise.

The active player's miniature is the attacker, and the second player's miniature is the defender. If the active player's miniature is in contact with several opposing miniatures, the active player can only choose one of them to fight in melee that turn. A miniature cannot fight several enemies at once. However several miniatures can attack the same target during one turn as long as they are already in contact with it.

If a miniature is attacked by several opponents, after the first attack it must assign all of its strength dice to defense. One attack is enough to tire a creature out and make it fight only to defend itself from the next opponent.

A miniature can remain in contact with an opposing miniature without declaring melee combat. It can simply remain in place, making it difficult for the enemy to move or shoot.

In melee combat, the miniature's strength parameter shows how many dice it has available for melee. These dice can be assigned for attack and for defense. Each attack die deals 1 point of damage if it hits. A defense die allows your miniature to block 1 hit.

The defender must be the first to assign the strength dice to attack and/or defense and declare it. Then the attacker declares which dice are assigned to attack and/or defense. Players can choose to assign all dice to attack or defense if they wish. If a creature has a strength value of 0, it cannot attack or defend itself in melee combat.

For example:

A miniature has a strength value of 3, which means that it has 3 dice available for melee combat. The player can assign all 3 dice to attack, or 2 to attack and 1 to defense, etc.

The active player always has an advantage when assigning their dice as he already knows their opponent's choice. For example, if the defender is using all available dice for defense, then there is no point to waste the attacker's dice on defense as well and it can use all dice for attack instead.



ATTACK

After both players have assigned their strength dice to attack or defense, they roll all of the attack dice at the same time. If the miniature has no wound markers, it will deal damage on all  and  results.

If a miniature is wounded, it can only deal damage if the dice result is a . Miniatures with the Fortitude ability are an exception from this rule and always deal damage on  and  whether they have wound markers or not.

If the attack dice results are  or  or, in the case of wounded miniatures,  or , that means the attack is unsuccessful and there is no damage dealt.



DEFENSE

After both players finished rolling the attack dice, it is time to roll for defense.

To block a successful attack from the opponent in melee combat, the defender must roll a . This value remains unchanged even if the defending miniature is wounded.

Every  result decreases the amount of successful hits by one.

If all of the opponent's attacks are a failure, and the defending miniature still has defense dice set aside, no defense rolls are necessary, but the dice are still used and cannot be put into attack. When hiding behind your shield, you lose the opportunity to deliver a mortal wound to your opponent. Such is the price of excessive caution.

Magical Strike is a special melee attack. Magical Strike is impossible to block, so no defense dice are rolled and all successful attack results are automatic hits.



WOUNDS

Damage Example:

If you play a spell card with the «3 damage» effect on a character with 3 ♥ and 2 ♠, this character first loses two armour tokens and then receives one wound marker.

Damage is the number of wounds a creature receives after an attack or by effect of card abilities. The damage taken by a creature is indicated by special markers on its card. If it has any armour tokens, they will be removed first upon taking any damage (one armour token for one point of damage). When there are no more armour tokens left, the creature will receive wound markers.

If the amount of wound markers becomes equal to the health stat, the creature is destroyed. Its miniature is taken from the Battlefield and the card is discarded to the Graveyard, and the creature loses all wound markers and acquired effects and abilities. Because attack dice are rolled at the same time, both combatants can die in melee. Those were truly courageous warriors and neither would retreat...

A creature can also take damage as a result of using creature abilities, spell cards or tactics.

Wound Example:

If you play a spell card with the «3 wounds» effect against a character with 3 ♥ and 2 ♠, it gets 3 wounds markers and immediately dies.

Although the rules state that attack and defense rolls must take place at the same time, this is not important for the game mechanics. If you only have a few dice or you just find it more convenient to roll in turns, you can roll them in turns and in any order you want. But it is done only after both players assigned their defense and attack dice.

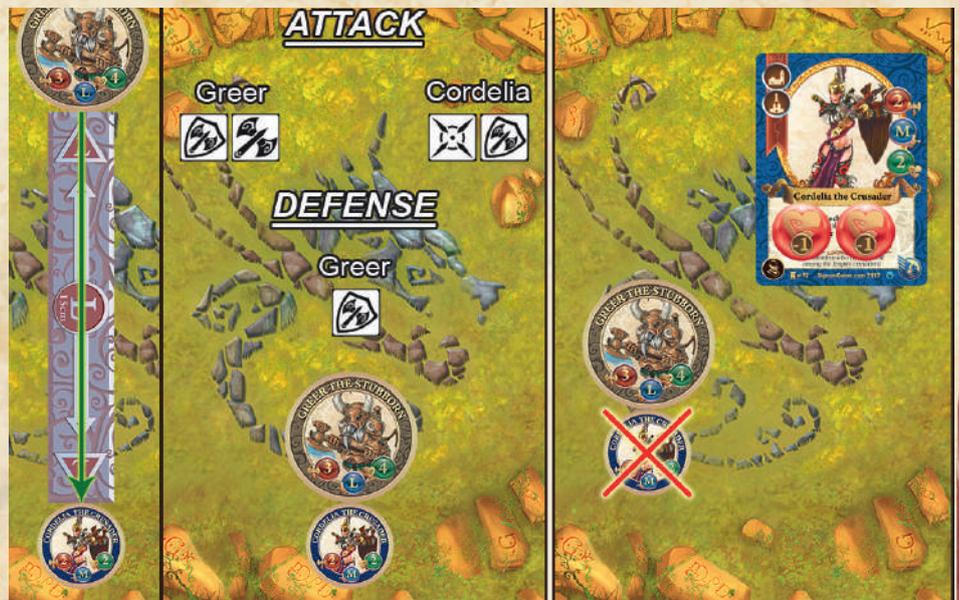


Melee combat example

The active player moves the miniature, Greer the Stubborn, into contact with an opponent's miniature, Cordelia the Crusader. Greer has the following parameters: 3 and 4. Cordelia has 2 and 2. Greer declares an attack on Cordelia. The second player must first assign the dice for defense and attack. As Cordelia's Strength stat equals 2, the second player can use 2 dice. Given Cordelia's ability Reckless 2, the player has no choice but to put both dice into attack.

The active player has 3 dice, and chooses to use 2 dice for attack and 1 for defense. Both players roll their attack dice at the same time. Both get a successful attack on and values. The players use common D6 for this, and the active player rolls 5 and 3, which corresponds to and respectively, and the second player rolls 1 and 6, which corresponds to and . This means that both of Greer's attacks were successful, and Cordelia has 1 successful attack and 1 failed. Therefore, Greer would receive 1 wound and Cordelia would receive 2 wounds.

Now the combatants must roll their defense dice. The active player has one defense die set aside, the second one has none. The active player rolls a 5, which corresponds to a successful defense. This means that Greer was unharmed in the melee and Cordelia has 2 wounds. As she only has 2 health points to begin with, she is eliminated and her miniature is removed from the Battlefield. The card of Greer the Stubborn remains unchanged.



RANGED ATTACK

To perform a ranged attack, the miniature must have one of the following abilities: Shot X, Throwing X or Magical Shot X (X indicates the number of dice used for the ranged attack). The miniature must not move before a ranged attack unless it has special abilities, such as Quick Shooter.

Ranged attacks cannot be performed after using Run.

The maximum possible range of these attacks in the “Legends of Signum” equals XL (25 cm).

Before performing a ranged attack, the player must be able to draw a line of sight (LoS) between the shooter and the target. LoS is a straight line that goes from the base of your miniature to the base of the target and is not blocked by anything. It doesn't matter if you "see" only a small part of the miniature base or its half, if you can draw a LoS to any point on that base, you can perform a ranged attack. If there is no LoS available, the attack cannot be performed even if the target is within range.

LoS can be blocked by:

- your miniatures (except stealth);
- opponent's miniatures (except stealth miniatures);
- terrain template with the effect «Blocks line of sight».
- opponent's miniatures (except hidden miniatures);
- terrain template with the effect «Blocks line of sight».

LoS to miniatures with Flight is drawn in the same way as to anything else. Flying creatures do not remain in the air constantly, but take off only when moving, so when they are not in motion other miniatures and terrain block them according to the general rules.

Keep in mind that miniatures in "Legends of Signum" have a 360 degrees field of sight and front position of the miniature does not matter.



Ranged attacks cannot be declared if the shooter is in contact with an opponent's miniature. The active player can choose an opponent's miniature as a target, even if it's in contact with any other one of its own miniatures.

After activating your miniature you must do the following to perform a ranged attack:

- Measure the distance to the target;
- Draw a LoS;
- Roll X dice, where X is the current value of the shooter's ranged attack with all modifiers taken into account.

Shot or Magical Shot are considered successful if the die result is a \otimes . The target takes 1 point of damage for every \otimes , if it is a Shot or 1 wound for a Magical Shot. Throwing is considered successful if $\frac{1}{2}$ or $\frac{1}{4}$ are rolled. Each successful dice deals 1 point of damage.

The player whose model is a target of Shot or Throwing can attempt defense. To do that, they roll as many dice as there are successful hits. The target's strength parameter is not taken into account in this case. Each result of $\frac{1}{4}$ decreases the amount of successful hits by 1.

Magical Shot follows the same rules as Shot, but the target cannot defend itself. Therefore, no defense rolls are needed.

Some terrain abilities can affect ranged attacks, such as «Defense against ranged attacks» or «Blocks line of sight».

An example of ranged attack

The active player controls Garrus the Crossbowman with a Shot 3 ability. The second player has Severus, the Honored Legionary, with \heartsuit 1 and \heartsuit 2. There are no other miniatures or terrain elements between Garrus and Severus, so a line of sight can be drawn. The distance between them is less than 25 cm (XL). The active player declares a shot at Severus and rolls 3 D6. The results are \heartsuit , \heartsuit , \heartsuit (1, 5, 2 on D6). This means that 2 shots of Garrus the Crossbowman hit its target. However despite the fact Severus only has a \heartsuit of 1, the second player can roll 2 dice to attempt to evade the shots. The player rolls 3 and 5, which corresponds to \heartsuit and \heartsuit . This means that Severus managed to avoid one shot, taking 1 point of damage instead of 2, and so one (1) wound marker is placed on his its card.



SPECIAL ABILITIES

Cards contain information about abilities they possess. If an ability on a card contradicts the general game rules, the card text prevails.

If a creature only possesses one of the basic abilities, the card will only indicate the name of that ability. If the ability is unique, the card will have its full description.

If an ability requires you to choose the target of its effects (for example, Ruphus's ability stating «Your \heartsuit gains +1 \heartsuit or +2 \heartsuit »), then the choice is made by the player who controls that card or creature.

Some abilities may require the creature to be activated. They will be marked \heartsuit , which means that the creature must use its entire turn. If it has moved or is in contact with an opposing miniature, it cannot use the special ability that requires activation.

For example

The Difficult Target ability forces your opponent to reroll all successful ranged attack rolls that target the creature with that ability. It is active at all times and does not require any further activation conditions.

For example

The Healer ability allows to heal other creatures it requires activation. Any creature with that ability must use it in its own turn and not move after that, or act according to general rules without using the Healer ability.

If the ability description does not state that it requires activation, then the ability is active at all times.

Other abilities can require a special condition to be met for them to take effect. Such condition can be dealing damage, eliminating an opponent's character, etc.

Abilities with the same name are not cumulative, instead a replacement principle is used: the highest parameter replaces the lower one. But if the ability value has a «+», it is added to the same ability of the target, if applicable. ♠ is an exception, while a character may not have it initially, after becoming a target of a +2 ♠ ability it will gain two armour markers.

For example

Persecution allows a creature to attack a second opposing miniature during the same turn. But only if it eliminated the original target that it attacked in melee combat.

For example

A player summons Ruphus, the Young Squire, to the Battlefield, and uses its First Word, giving Herrick +2 ♠. Although Herrick didn't have the ability initially, it will receive two armour markers.

For example

A miniature has Master of Attack 1 ability that allows it to reroll one failed roll in melee. A spell cast on this model gives it Master of Attack 2. After the spell is cast, the owning player can now reroll 2 failed melee attack dice.

Card abilities are given in the text field under the illustration and name. During the game, creatures can both gain new abilities or lose the ones they had.

Sometimes abilities have a negative effect that does not allow a character to use general rules.

Abilities such as First Word ⚡ and Last Word Ω only take effect once per game. First Word ⚡ is activated when the player plays the card from his Hand. Last Word Ω activates when the card is discarded to the Graveyard.

For example

«Slow» does not allow any character with this ability to use Run.

By default, card abilities that give any effect are active until the end of the game, but if the ability has other limits, it will be indicated after its description.



STEALTH

Any character with the Stealth  cannot be chosen as a target of attacks or other actions of the opponent's creatures if there is a stealth token on it. When a Stealth character is summoned to the Battlefield, the player must put a stealth token on it, which will be removed later, when the character is discovered.

A character with a stealth token is considered Stealth.

A Stealth character loses the stealth token when it announces an attack, is activated to pay for an ability, uses the Backstab rule or if an opponent's miniature detects it. To do this, the opponent's miniature must enter contact with the Stealth character without using the Run rule and throw a die for its detection. If a  is rolled on the die, the Stealth character is detected and loses the stealth token. A miniature that carried out detection can immediately attack the detected character. If a Stealth character is not found, the enemy's miniature must immediately end its turn.

Creatures with Magical Shot can also detect Stealth characters that are within XL distance from them. To do that, they must draw a LoS to the Stealth character and roll a die. If the result is a , the creature can immediately declare a Magical Shot with the discovered enemy as the target.

Characters with a "Stealth" marker

- do not block LoS for ranged attacks;
- cannot be a target for Backstab as long as they have a stealth token, but can use Backstab and then lose the token;
- can use Run;
- can search ruins without losing the stealth token, and while in contact with an opponent's miniature.

Enemy miniatures that are in contact with a Stealth character can declare ranged attacks and activate other abilities and are not a subject to Backstab if they move out of contact.

«Go to the Shadow» rule

Characters with the Stealth ability can vanish and receive a stealth token even after they were discovered. To do that, they must **activate** it while being out of contact with any enemy miniatures and as long as they were not a target of ranged attacks in the opponent's previous turn. A character cannot have more than one stealth token.



A game is not over when one of the players runs out of cards in the Battle Deck, but every time that player has to draw a card, their opponent receives Prosperity points. The opponent receives one point for the first time, then two points, then four, eight and so on. The number of Prosperity points will be doubled every time until it reaches the amount necessary for victory.

This rule allows to end the game even if eliminating the hero is impossible and the players do not agree on a draw.

VICTORY CONDITIONS

Victory in “Legends of Signum” can be attained in one of two ways.

The first way is by eliminating the opponent’s hero. The player whose Hero survives becomes the winner.

If elimination of the hero activates any tactic cards or other effect that can influence the game result, all of these effects will be taken into account before the game is finished. For example, such effects might increase the Prosperity level of a player or somehow eliminate the opposing hero as well.

The second way to win the game is through Prosperity. A player can win by accumulating 51 points of Prosperity.

There may be time limitations based on a mutual agreement or tournament rules. If at the end of the time limit both heroes remain on the Battlefield, then the player whose hero has fewer wound markers wins.

If the number of wound markers are the same for both heroes, or they eliminate each other at the same time while fighting in melee combat, then players compare Prosperity points and the cost of buildings constructed in their Cities. If these numbers are also the same, then the most bloodthirsty player wins; whoever managed to eliminate the most opposing characters during the game.



We recommend players use these only after they have fully mastered the basic rules of “Legends of Signum.”

EXPERIENCED ARCHITECT

In this game variant, before the game starts, both players create a separate **Construction Deck** that consists of building cards in any desired order, but not more than 12 cards. This Deck becomes a secret zone like the Battle Deck. You cannot change the order of cards in the **Construction Deck** during the game.

During the construction phase you must draw a card from the **Construction Deck**. No more cards can be drawn until this building is constructed.

BATTLE OF THREE

The Battle of Three, as the name suggests, allows three players to take part in the game at the same time. The game ends when only one hero remains on the Battlefield or when one of the players reaches 51 Prosperity points.

Roll the die to determine which player goes first. The first player chooses one of the corners and measures a distance equal to an XL ruler from that corner and along the side of the field clockwise to claim that side. The player to the left chooses next and so on. Turn order proceeds clockwise.

All card abilities that are in effect until the end of the opponent’s turn, or take effect at the end of the opponent’s turn will be active until the end of the third player’s turn or take effect at the end of it. That is, both opponents must complete their turns.

If an ability allows a player to affect creatures or cards of their opponent, then the player chooses which of the opponents will be affected.

Example of player placement
in variant The Battle of Three



GAME FOR FOUR PLAYERS

Example of player placement
in variant Free for all



This variant allows four players to take part in the game in a «free for all» scenario.

The game continues until only one hero remains on the Battlefield and all three others have fallen, or until one of the players gains 51 points of Prosperity.

As before, the first player is decided by rolling a die. The player at the winner's left takes the next turn and so on clockwise.

The first player chooses one of the corners and measures a distance equal to an XL ruler from that corner and along the side of the field clockwise to claim that side. The player to the left chooses next and so on. Turn order proceeds clockwise.

All card abilities that are in effect until the end of the opponent's turn, or take effect at the end of the opponent's turn will be active until the end of the last player's turn or at the end of it. That is, all three opponents must complete their turns.

If an ability allows a player to affect creatures or cards of their opponent, then the player chooses which of the opponents will be affected, with all conditions and rules of the ability taken into account.

SHOULDER TO SHOULDER

This variant allows you to have an ally. Four players take part in the game, following a “two vs two” principle.

Players agree on the composition of their teams beforehand as it cannot be changed in the process of the game. To win, one team must eliminate both heroes belonging to the opposing team. If one of the heroes falls, its ally can still continue the game and wrest victory from the jaws of defeat. If one of the players gains 51 points of Prosperity, their team wins immediately.

The first player chooses one of the corners of the field and measures a distance equal to XL towards the corner of their ally. The player who has the first turn chooses their side of the field first in a way that their opponents are set opposite and the ally's corner is to the left or right.

Turn order proceeds clockwise. Both players of the first team must take their turns, and then the players of the opposing team take their turns.

Example of player placement in variant Shoulder to Shoulder



Allied miniatures cannot be attacked in the same way your own ones cannot be attacked, and any cards or abilities affecting “opponent’s creatures” do not affect the miniatures and cards of your ally.

All card abilities that are in effect until the end of the opponent’s turn, or take effect at the end of the opponent’s turn will be active until the end of the last player’s turn or at the end of it. Thus, both opponents must complete their turns.

If an ability allows a player to affect creatures or cards of their opponent, then the player chooses which of the opponents will be affected.

DRAGON RULES OF LEGENDS OF SIGNUM

1. If an ability indicated on a card contradicts basic game rules, the card text has priority.
2. If a creature/card receives a second named ability with the same name, its values are not stacked. The effect that has a higher value of the two will be in use.
3. If an attack, any effect, or a creature’s strength value becomes less than 0 after all modifiers were applied, it is considered to be equal to 0. If any action produces an effect with the value of 0, it is considered that the no one gained any effect, but at the same time the action is still taken. Abilities or attacks cannot be declared if their value equals 0 after applying all modifiers.
4. If a creature is affected by two effects, the description of which contradicts each other, then the effect that has been applied last will take priority. The latest effect cancels the preceding one.
5. Unless an effect text does not state target limitations, all the available targets for the effect are implied.





-X from attacks, ability, modifier — when receiving a damage from successful hit, target creature receives X less points of damage.

Agile, ability — the creature cannot be a target for Backstab.

Armour X, ability — prevents first X wounds from non-magical attacks at a creature with armour.

Aura X: [text], ability — all your creatures, unless indicated ...otherwise, at a distance within X receive an ability or effect described in [text]. The source of the Aura cannot receive the same benefits.

Battle mage, ability — the creature can declare a Magical Shot if it moved this turn.

Berserk X, ability — while the creature is wounded (has wound markers on its card) it receives +X strength.

Buckshot, triggered ability — if a target of this shot is within M distance and the shot has been successful, the target creature is moved backward from the shooter at S distance along the drawn LoS. If it leaves a contact, it does not receive a Backstab. If a target of this shot cannot be moved for the full distance, it receives an additional 1 point of damage.

Cautious X, ability — the creature with this ability must assign at least X dice into defense in melee combat, but no more than the creature's strength.

Charge: [text], triggered ability — the creature receives [text] till the end of the current turn, if it moved before attacking in melee, once per turn.

Concentration X, activated ability — activate this ability to gain X tokens.

Contract: [text], triggered ability — at the start of the turn of any creature with Contract, the active player can pay 1 Prosperity point and a creature will receive all effects indicated in [text] until end of the active player's turn.

Control X, activated ability, impact — take control of an opponent's character within Line of Sight. Roll X dice, on at least one , a targeted opposing character within XL distance goes under your control until end of your turn and can be activated.

Defender, ability — if enemy creature declares a melee attack while in contact with the Defender, it must select it as the target. If there are several creatures with this ability in contact with the attacker, it can choose which one to strike.

Defense against ranged attacks, ability — if a miniature is currently standing in contact with a terrain template, which has this ability, becomes the target of ranged attack, or that template is on the line of sight, the owning player can reroll any failed rolls to defend against Shot or Throwing one time per each successful ranged attack. In case of a Magical Shot, the creature receives a single defense die, as if it were a target of Shot, following standard ranged attack rules.

Difficult target, ability — when performing a ranged attack against a target with this ability, the attacker must reroll all successful hits.

Difficult, terrain ability — if a creature without Flight touches the template of this terrain during movement, its movement distance decreases to S. Running through such terrain is not possible. If a character has already moved beyond S distance before touching the terrain template, it must immediately stop upon contact. If a creature starts its turn in Difficult terrain, its movement distance is S until the end of its turn.

Durability X, ability — a relic ability. When relic with durability is played, it receives X armour. Any non-magical attack at the hero deals damage first to relics with this effect. When the relic no longer has armour tokens, it is destroyed and the hero loses all its effects.

Expert of Attack X, triggered ability — if a creature assigns all available dice to attack in melee combat, it receives additional X attack dice.

Expert of Defense X, triggered ability — if a creature assigns all available dice to defense in melee combat, it receives additional X defense dice.

Fast, ability — allows a creature to attack in melee combat even if it used Run before the attack.

First word, triggered ability — it takes effect when playing this card from the player's Hand.

Flight, ability — the miniature can ignore obstacles when moving across the Battlefield, including other miniatures and terrain. Miniatures with this ability still can't end their movement in contact with other miniatures or in impassable areas.

Fortitude, ability — creatures with this ability always hit its target in melee when rolling  or  whether they are wounded or not.

Hammerblow, ability — when attacking in melee combat, every successful hit deals 2 points of damage.

Healer X, triggered ability, impact — X, when activating, chose a target, roll X dice and remove as many wound tokens as there are successful rolls. In contact with the target,  and  are considered successful rolls. If a target is away at a distance within XL, only rolled  results are considered successful.

Healing (Heal) X, activated or triggered ability, impact — remove X wound tokens from a target of healing. If there are less wounds than the ability can heal, they all are removed and a creature is considered fully healed. If a target does not have any wound tokens, healing can still be performed, and all triggered features are activated.

Howl X: [text], ability — all creatures within X distance gain [text] until end of the turn. [text] can contain additional limits for targets of Howl.

Initiative, ability — players assign their Strength dice following common rules. The creature with Initiative strikes first. Its target can defend as normal, but it attacks second and will not attack if it is killed by this character with Initiative. If both combatants have Initiative, melee combat occurs according to common rules.

Jump, ability — the miniature can ignore other miniatures while moving along the Battlefield. In this case, the jump can be carried out only in a straight line, not necessarily for the entire distance. You cannot cross terrain. A miniature cannot finish its movement in other miniatures or terrain after Jump.

Last word, triggered ability — takes effect when the character or support card is discarded to the Graveyard.

Magical Shot X, ability — a magical ranged attack within XL distance, that allows you to roll X dice. Magical Shot is considered successful if a roll result is . Each successful hit inflicts 1 wound, creatures cannot defend from successful Magical Shot.

Magical Strike X, ability — a magical melee attack that can be declared on a creature in contact with the attacker. You can roll X attack dice, each successful hit inflicts 1 wound, creatures cannot defend from successful Magical Strike.

Master of Attack X, ability — the creature can reroll X or fewer dice that it assigned to attack in melee combat.

Master of Defense X, ability — the creature can reroll X or fewer dice that it assigned to defend in melee combat.

Master of Healing X, ability — the creature can reroll X or fewer dice that it used for healing.

Master of Magic X, ability — the creature can reroll X or fewer dice that it used for a Magical Shot.

Master of Shooting X, ability — the creature can reroll X or fewer dice that it used for a Shot or Throwing.

Multiple uses X: [text], relic ability — ability, specified in [text] can be used X times. The relic is destroyed immediately after the hero used it a specified number of times and all effects it gives cease to function.

Pathfinder, ability — a creature ignores all Difficult terrains penalties.

Persecution X, triggered ability — if a creature with Persecution eliminates an opposing character in melee combat, it can declare a movement up to S distance into contact with another one of opponent's creatures and perform another melee attack X times per turn.

Predator, ability — if a creature with Predator enters melee combat with wounded opponent's creature, gains +1 Strength until end of its turn.

Quick shooter, ability — a creature can declare Shot or Throwing even if it moved in its turn, if Run was not used.

Reckless X, ability — in melee combat, this creature must assign at least X dice into attack, but no more than its Strength value. If the creature is in melee combat again during the opponent's turn, after the first attack it must assign all its dice to defense.

Regeneration X, ability — at the start of its turn roll X dice. For each rolled "Bullseye", this creature is healed by 1.

Rush, triggered ability — a character can be activated immediately after being summoned to the Battlefield.

Shield from [text], ability — the creature cannot be the targeted by [text].

Shot X, ability — non-magical ranged attack within XL distance and with a line of sight that allows you to roll X dice. A shot is considered successful for every  result. Each successful hit deals 1 point of damage. A target rolls the number of dice equal to the number of successful hits for defense. Each rolled  decreases the number of successful hits by 1.

Slow, ability — a creature with this ability cannot use Run.

Sniper, triggered ability — a creature with this ability can reroll all of its Shot dice at the distance of L and more. At the same time, each successful Shot result at this distance deals 2 points of damage.

Stamina, ability — characters with this ability can assign its melee combat dice into attack during all opponent creatures attacks.

Stealth, ability — characters with Stealth cannot be targeted for attacks or impact effects of the opponent's creatures as long as they have a Stealth token on them, but can be targeted with spells

Steam Engine: [text], ability — takes effect when the character declares an ability or action that is indicated in [text], once per turn. The player must roll a die to see the results of the Steam Engine and perform [text] before the ability takes its effect.

Throwing X, ability — non-magical ranged attack that can be declared on a target within L distance and within line of sight. Allows you to roll X dice. Throwing is successful if  or  is rolled. Each successful hit deals 1 point of damage.

Veteran, ability — when attacking a creature with Veteran in melee combat, the attacker must reroll all successful dice results.

ADDITIONAL INFORMATION



The symbols on the cards:

 Hero	 Prosperity
 Character	 Building
 Activate	 Armour
 Shot	 Endurance
 Magical shot	 Multiple uses
 Throwing	 First word
 Stealth	 Last word
 Healer	

Rolls

 1-2 D6
 3-4 D6
 5-6 D6

Base Attributes

 Strength
 Movement
 Health

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