

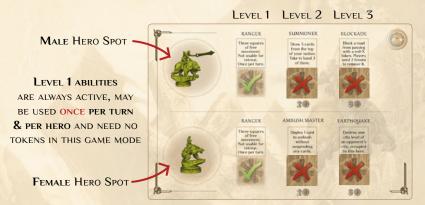


# KICKSTARTER EXCLUSIVE HERO SHEETS

## RULES

The Hero sheets introduce unique powers to the different heroes in the game - the long awaited faction specific abilities. Each hero has 3 own special abilities (skills) separated in 3 levels. All first level abilities can be used once per turn for free and are equal for the male and female character of every faction. All level 2 and 3 abilities need to be activated in order to be used and may be played several times per turn as long as the player has resources (supply cards) to activate them. They are specific for every single hero.

At the start of the game, when players choose a pair of heroes, they take also the corresponding hero sheet and 4 activation tokens (6 in the case of the Bärfolk player). At the beginning all level 2 and 3 abilities are inactive. The players place all tokens on their designated spaces on the hero sheets showing the red cross-mark. The two hero figures are placed also on their marked spots.





ACTIVATION TOKEN -ACTIVE SIDE



ACTIVATION
TOKEN INACTIVE SIDE

**HERO SHEET** 

Players are allowed to activate the abilities of their heroes at any time during their own turn (even before heroes are hired) and may use them immediately after activation (but only if heroes are already on the board). To activate level 2 or level 3 abilities, the players should play in a line 2 or 3 supply cards respectively. The activation cost is depicted under each ability. When a skill is activated its token is turned to its active side.

Once an ability has been used it becomes inactive again, so the players need to activate the heroes skills every time they want to take advantage of them. When an ability is used its token is turned back to its inactive side. Players may activate the same skill again, immediately after it has been used, and may play the same ability for one turn as many times as they want or are able to (except for the free level 1 skills), but they may use only the powers of hired heroes (heroes that are on the game board).

A player may use the abilities of his heroes only during his own turn or when he is attacked, during combat. Important: during battle both opponents may use only the skills of their participating heroes. The defender may use the active abilities of his heroes, but cannot activate them again during the combat - everyone may activate his heroes' powers only during his own turn.

If a hero with some **activated** abilities is **disbanded**, all unused skills of this figure stay **active**, but its owner **cannot** use them **until** he **hires** the figure again. If the hero is hired later, the figure comes into play with all already activated skills.

There are some skills which are played within the hero's range. A hero's range is always considered the card where the figure stands on, plus all 8 surrounding cards (9 cards in total). Here is a detailed explanation of all hero abilities:

## BÄRFOLK

- Ranger - Once per turn each of the two heroes may be moved up to three squares for free. This movement must be spent at once and cannot be interrupted by other actions. This skill can be added to the movement bonus in the advanced game, but cannot be used for retreat.

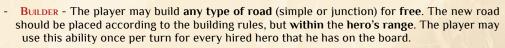
- Summoner - The player draws 3 cards from the top of his *nation*. He takes in hand 2 of them and returns the third card on the top of his draw deck.

- BLOCKADE The player places an activation token, showing the red-X side on the road card, occupied by his male hero. Opponent's figures may enter the square, containing the blocking token, but they cannot pass trough it. To remove the blockade from a card players must have a hero there and play 2 friman cards or a tool. There cannot be more than 2 blockades on the board simultaneously.
- AMBUSH MASTER The player may deploy one card in ambush without suspending another card into the limbo.
- EARTHQUAKE The player may downgrade the city, occupied by his female hero, by one level. If a level 1 city is demolished, the city card is removed from the game board and returned underneath corresponding deck and the Bärfolk hero escapes the disaster moving 1 space, following a road in a chosen direction. The emptied space becomes unexplored again and all players may build on it.

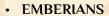




#### CLOUDBORN



- Merlin's eye The player may examine the cards in hand of all opponents.
  - Great Architect The player can skip one level when upgrading a city. For example he can play two priests to upgrade first level city to third level city directly. His male hero must be positioned on the city that is being upgraded.
    - Scouting The female figure can be moved two squares away in any direction. It may also fly over one illegal space unexplored, impassable or the hero may ignore the depicted roads. At the end of his movement the hero must be positioned on a legal square.
      - Master Mason The player can upgrade a city to the next level for free. His female hero must be positioned on the city that is being upgraded.



- Blade Master Once per turn each hero can attack without a weapon card.
- Sand Storm The player chooses a canyon square on the board. All opponents' figures positioned on that space (if any) are blown away by the storm move them **up to two** squares away. The player may ignore the depicted roads when moving the heroes in any destination. All figures may be moved to different locations. This ability **cannot** be used to interrupt an attack that already has been declared.
- Fire Tongue The male hero receives bonus +3 strength in battle. This bonus is added to all other possible bonuses during combat.
- Resistance The female hero is **not disbanded** after **losing a battle** and may stay on the same square of the game board.
- Chain of Flames The female hero receives +1 strength in battle for every 2 Emberian or universal cards (like Unbound units or the Great Artefacts) in the battle line. This bonus is added to all other possible bonuses during combat. Note that all transforming cards (like amulets, titles and magical scrolls) are considered outside the battle line.





#### ISLANDERS

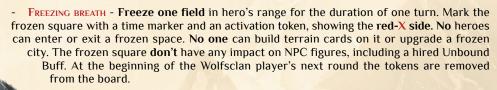
- Metamorphosis The player may change the faction of one of the cards in his hand. To do so, his hero must be positioned on a lake square (water skill). The player may use this ability once per turn for every hired hero that he has on the board.
- Craftsmanship The player chooses one artefact card from his hand. This card receives double power for this turn it is played as if there are two copies of that artefact or if it has double function. For example: 2 cards in 1 tent with only 1 supply.
- Wave ritual The player can upgrade a single unit by one rank for every 3 lake squares in the male hero's range. For example, if there are 7 lake squares within the male hero's range, the player can upgrade one friman to a priest (2 ranks).
- SABOTAGE The player chooses an opponent and discards one random card from his hand (the player picks the card blind without looking at his opponent's hand). The discarded card is placed on its owner's shelter.
  - **Petrify** The player can **deactivate** one 2nd or 3rd level ability of **one** opponent's figure that is positioned **within** the **female hero's range**. *Optional: If you want to play harder deactivate one ability level (2nd or 3rd) for all figures in female hero's range*.





#### WOLFSCLAN

- Encampment - Once per turn the player can build a tent without playing a supply card.



- CHIEF-LEADER During combat every chief unit in the battle line of the player receives +1 bonus strength. This bonus is independent from the moral, veteran, or any other bonuses.
  - QUARTERMASTER When the player raises a tent, he can station **one extra card in it for free**. This means that if the tent artefact is illuminated, then the player may station three cards simultaneously. This ability **cannot** be used to add a card into an already built tent.
    - Snow HORDE During combat, if the player has at least 3 frimen in his battle line, all of them get +2 bonus strength. This bonus is independent from the moral, veteran, or any other bonuses.

#### SUNBLESSED

- Manipulator - Once per turn the player may turn the die upside down when he uses the power of an amulet. This power cannot be used in any other cases that require a dice roll.

- Storm Weaver - When the player moves his hero through a gate he picks a Stormevent card of his choice. The player looks through the face down deck with Stormgates, picks one to play and shuffles the rest before he places them back face down on the table. The player cannot choose to use one of the face up played events.

- LODEN-STONE The player chooses any other hero from the game board (including his own) and moves it to this hero's current location.
- Sun-cohort The player can draw up to 2 additional cards if he had announced a cohort this turn. He may do this either immediately after he draws the cards for the cohort, or he can choose to do this later during the same turn.
- LIGHTBEAMER All cities in hero's range get the same **defense bonus** of **1 to 6**. The player rolls a die to define the bonus. The rolled number is added to the basic defense strength of each city. This effect lasts till the beginning of the next turn of the player. Place a time marker and a die showing the rolled number next to the hero on the board to remind of the bonus.



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