

BATTALIA

THE CREATION

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.

	LEVEL 1	LEVEL 2	LEVEL 3	
MALE HERO SPOT		RANGER Three squares of free movement. Not usable for retreat. Once per turn.	SUMMONER Draw 3 cards from the top of your nation. Take in hand 2 of them.	BLOCKADE Block a road from passing with a red-X token. Players need 2 friman to remove it.
LEVEL 1 ABILITIES ARE ALWAYS ACTIVE, MAY BE USED ONCE PER TURN & PER HERO AND NEED NO TOKENS IN THIS GAME MODE				ACTIVATION TOKEN - ACTIVE SIDE
FEMALE HERO SPOT		RANGER Three squares of free movement. Not usable for retreat. Once per turn.	AMBUSH MASTER Deploy 1 card in ambush without suspending any cards.	EARTHQUAKE Destroy one city level of an opponent's city occupied by this hero.
				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** through 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



- **BUILDER** - The player may build **any type of road** (simple or junction) for **free**. The new road should be placed according to the building rules, but **within the hero's range**. The player may use this ability once per turn for every hired hero that he has on the board.
- **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.

• EMBERIANS

- **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**.
- **FREEZING BREATH** - Freeze **one field** in hero's range for the duration of one turn. Mark the frozen square with a time marker and an activation token, showing the **red-X side**. No heroes can enter or exit a frozen space. **No one** can build terrain cards on it or upgrade a frozen city. The frozen square **don't** have any impact on NPC figures, including a hired Unbound Buff. At the beginning of the Wolfsclan player's next round the tokens are removed from the board.
- **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.

• SUNBLESSSED

- **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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