



Rulebook

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WELCOME TO KORREM

The Heart of Korrem is a magical realm of fantastical creatures and societies. Set among an epic landscape, Six Nations fight to survive the elements, world events, and each other to create a prosperous civilization worthy of legend.

Objective

Your objective is to lead your chosen Nation to victory, by securing 25 Victory Points. Each turn you must enlist soldiers, assemble them into armies, command them on the board, and march towards your nation's ideal path to success. Your Nation can succeed in this quest multiple ways; you earn Victory Points by slaying monsters, expanding your empire's reach, accumulating powerful artifacts, or out-performing other societies. You also can win alongside your allies, if given the chance at brokering peace.

Game Components



NATION SPECIFIC PIECES: Human



Pieces:

- 8-Sided Dice (5)
- Attraction Dice (2)
- Blue 3min Hourglass (1)
- Red 1min Hourglass (3)
- NPC Army Flags (9)
- Damage Chits (100)
- Resource Tokens (140)
- Land Hexes (131)
- State Tokens (50)
- Heart Tokens (30)
- Quick Guide Cards (3)
- Land Hex Bag (1)

Cards:

- Creature Deck (145 Cards)
- World Deck

Nation Specific Pieces

(6 Nations, Color coded):

- Nation Guide Card (1)
- Nation Deck
- Villages (8)
- Kingdom (6)
- Towers (10)
- Walls (15)

BEGIN YOUR ADVENTURE

Setting up the Game

Create the Map: Each player places 10 random Land Hexes on the board, taking turns placing, increasing lands placed by one Hex each turn (*place 1, then 2, then 3, then 4*). Once all Land Hexes are in place, players add one village each on a vacant Land Hex. All Land Hexes must connect to the first initial Hex placed.

Land Placement Restrictions:

- Ocean Hexes must be placed touching previously placed Ocean Hexes. The first placed Ocean Hex has no restrictions.
- Desert Hexes must be placed touching previously placed Desert Hexes. The first placed Desert Hex has no restrictions.
- Tundra Hexes must be placed touching previously placed Tundra Hexes. The first placed Tundra Hex has no restrictions.
- Desert and Tundra Hexes cannot share a border.
- Landmarks must be connected to at least one Land Hex of the same type. Example; a Plains Landmark must have another Plains Hex touching.
- Landmarks cannot be placed next to other Landmarks.
- If there is no other placement for a Land Hex after all other Hexes have been placed, that player loses their chance to place it (return to Land Hex Bag).

Establish Your Nation: Each player selects a Nation to play, and gets a corresponding Nation deck, Village Pieces, Kingdom Pieces, Tower pieces, Wall pieces, Army Flags, and Nation Guide Card.

Each player selects one Provider Character from your Nation Deck to create your first Army. Each player places a #1 Army Flag on the Land Hex with their Village, showing their Provider is active as an Army. Shuffle all Nation Decks afterwards. Providers for each Nation are listed below:

Human: Farmer
Elves: Goblin Laborer
Borean: Fisherman
Draconis: Miner
Talos: Merchant
Druid: Apprentice



All Players get 1 of each Resource added to their Nation Bank (1 Grain, Wood, Ore, Fish, Gemstones, Steel, and Gold).

Shuffle the World Deck and Creature Deck, setting them alongside the Land Hex map.

Each player rolls a D8 to determine who goes first (highest number is 1st). You are ready to play!

Nation Turn

Each Player has their Nation Turn, which are taken in order clockwise around the table.

Nation Turn Overview

1. OBSERVE PHASE One Player (**Observer**) Rolls the D8 to determine the Korrem Weather, and how much can be accomplished in the Command Phase for all Players. If this Player Rolls 1 they place a Land Hex on the Map; If they Roll 4 they place the next Creature Card on the Map; If they Roll 8 they draw a World Deck Card (*detailed on Page 4*).

One by one, each Player gets a Command Phase clockwise from the Observer. A Player turns the Blue Hourglass over to begin their Command Phase which is 3:00 long, regardless of what is accomplished. Then they pass the Blue Hourglass left to the next Player. Last to have a Command Phase is the next Observer.

2. COMMAND PHASE During the Command Phase a Player can Move Armies, Enlist from your Town Hall, Discover Land, Gather Resources, Build or Upgrade Settlements, Cycle the Town Hall, or Attack Enemies (*detailed on Page 4*).



1. OBSERVE Phase

Korrem Weather (Roll): One Player Rolls a D8 to determine the “weather” for everyone’s Command Phase. Each round will pass this responsibility left. This **Observer** can trigger three special events, which they execute:

- 1 Place Land:** Rolling a 1 triggers the addition of a Land Hex to the Game board. Draw 1 random Hex and place. Land Placement Restrictions apply.
- 4 Place Creature:** Rolling a 4 triggers a Creature appearing on the Game board. The top card of the Creature Deck is placed on it’s corresponding Land Hex, excluding those with Settlements. An NPC Flag can be placed if not engaging an Army immediately. Limit of 9 Active Creatures.
- 8 Draw World Deck Card:** Rolling an 8 results in drawing a card from the World Event Deck.



Strategy Cards: Kept in your hand, can be played anytime dependent on card criteria.



Disaster Cards: After being drawn, must be played immediately, dependent on card criteria.



Nation Cards: Kept in your hand, can be played anytime dependent on card criteria.



Event Cards: Kept in your hand, can be played anytime by being added to the Event Timeline face down.

2. COMMAND Phase (*Players take in turns*)

Move Armies: Move Armies based on D8 (*Korrem Weather Roll, above*). Different Land Hexes require more effort (*Actions*) to cross.

- Mountain Hexes require 2 Actions.
- Plains, Deserts, Forests, Ocean, and Tundra Hexes require 1 Action, but Ocean cannot be crossed unless an Army member has the Seafaring Ability.
- If all members of an Army have Flying Ability, all Land Hexes require 1 Action for that Army to traverse. “Flying Armies” can also traverse Ocean Hexes as if they are normal Land Hexes.

Enlist from your Town Hall: If you have the Resources available in your Nation Bank, pay the Recruitment Cost of Characters in your Town Hall, adding them to an Army at one of your Settlements or start a new Army at a Settlement. Summons go directly to your hand (no cost).



Discover Land: If your Army is on a Hex that has any empty borders, and you want to travel into these unexplored areas, draw Land Hexes from Land Hex Bag. If there are 4 Open Borders, choose 4 random Hexes from the Land Hex Bag, then choose one to place and move your Army to. Return unused Land Hexes to the bag.

Gather Resources: During the Command Phase Providers in your Armies gather resources based on the Land Hexes they traverse. Resources gathered by an Army stay with that Army until it is taken to a Settlement, where it can be transferred to your Nation Bank.

Settle Territory: During the Command Phase you can construct new Villages or upgrade Villages to Kingdoms. New Villages cannot border any other Village or Kingdom. Building or upgrading includes paying the Build Cost (*noted on the Nation Guide Cards*).

Cycling - See “Town Hall Usage” on Page 7.

Enter Battle - See “Battle Turn” on Page 10.

OUTSIDE YOUR NATION TURN

Trading Resources: At any point you can trade Nation Bank Resources with other players. These transactions are verbal and based on trust; you can choose not to provide Resources even after confirming to do so, or you can find yourself handing over Resources with no guarantee the other Player will hand

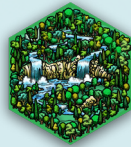
Fig. 1 : Providers



Land Hexes and Resources



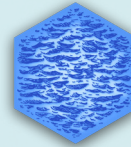
Grassland provides Grain



Forest provides Wood or Gemstones



Mountain provides Ore or Gemstones



Ocean provides Fish



Ore can be smelted into Steel with certain Character Abilities



Gold can be found in Mines, won by defeating Monsters, or acquired through Trading & Bartering

Land Types

Plains: Provide 1 Grain Resource, provide 2 Grain resources when connected to 3 or more Plains Hexes.

Forest: Provide 1 Wood or Gemstone Resource, provide 2 Wood Resources when connected to 3 or more Forest Hexes.

Mountains: Provide 1 Ore or Gemstone Resource, provide 2 Ore resources when connected to 3 or more Mountain Hexes.

Ocean: Provide 1 Fish Resource, provide 2 Fish resources when connected to 3 or more Ocean Hexes.

Desert: Provide 1 Gold Resource to any Character with the “Barter” Ability on a Village or Kingdom, provide 1 Gold resource to Village or Kingdom owner when connected to 3 or more Desert Hexes.

Tundra: Do not inherently provide any resource.

Wasteland: Destroyed Land Hex, present on the back of Land Hex spaces. Do not provide Resources.

Landmarks: Unique Land Hexes that offer additional benefits. See “Landmarks” on Page 24.

you traded Resources in return.

Strategy, Nation, and Event Cards: Some World Event cards can be played at any time. Refer to the individual card rules for it's play criteria.

Instant or Constant Character Abilities: Some Creature or Character Cards have Abilities that are always active or can be used anytime.

Battle Turn: If an enemy Army engages your Army you will begin a Battle. See “Frontline Battle Mechanic” (Page 10).



Victory Conditions

Earn 25 Victory Points to win the game.
There are multiple ways to earn VP's:

- **Completing Quests:** Some Character Cards include Quests with specific criteria to earn Victory Points.
- **Killing Monsters:** Each time a Monster is killed your Nation acquires Victory Points, noted on Monster Cards.
- **Collecting Artifacts:** Specific Artifacts have Victory Points you can acquire.

THE COMMAND OF YOUR NATION

After selecting a Nation to play as you have the heavy task of ruling it. Each group has it's own individual strategies for success but all share common game mechanics such as the Town Hall, Settlements, and roaming Armies.

Town Hall

The Town Hall is the Nation Deck containing all available Nation Characters you can Recruit into your Army. As all players start with one Village, the Town Hall is one pile with one Character to Recruit. When a Nation adds more Settlements, the Town Hall increases, offering more Characters to Recruit from (*See Page 7 for examples*).

Nation Bank

Once Characters reach a Nation Settlement (*Village or Kingdom*) they can deposit Resources or Artifacts in their Nation Bank. This large cache is largely protected from theft due to Battle, and can be used to Recruit Characters from the Town Hall, upgrade Villages to Kingdoms, or Build and assign Walls and Towers. Any Army on one of your Settlements can exchange Resources and Artifacts with the Nation Bank.

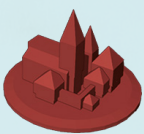
Settlements

Nations physically exist with multiple Settlements on the board, either as Villages or Kingdoms. Villages can be built on unoccupied Land Hexes (*excluding Ocean Hexes*), and Kingdoms are upgraded Villages. Both offer additional draw piles for your Nation's Town Hall (*offering more Recruitment opportunity*). An Army must be present on a valid Land Hex and then pay the Build Cost (*in Figure 2 below*) to create a new Village there. To upgrade a Village, build a Wall, or build a Tower, funds can come from an Army or the Nation Bank.

Add-on Structures

Walls and Towers can also be "Recruited" as Add-ons assigned to Settlements. If a Battle is initiated on a Settlement occupied Hex, with Add-ons assigned, they are physically placed on the Battlefield by the Defending Army. Walls provide Defense against Attackers while Towers offer Defense and a Ranged Attack each turn.

Fig. 2 : Settlements, Add-ons, and Build Cost



Villages: the smallest settlements, add 1 draw pile to your Town Hall.



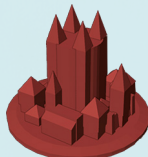
2 Ore



8 Wood



4 Grain



Kingdoms: upgraded settlements, add 2 draw piles to your Town Hall.



6 Ore



6 Wood



3 Steel



3 Gold



Walls: Assigned to Villages or Kingdoms, and has 6 Health in Battle.



Towers: Assigned to Kingdoms, has 6 Health, can Attack with 4 Ranged Attack.

Walls and Towers: Price varies by Nation, check your Nation Guide Card for Pricing!



Town Hall

Start the game with 1 Village, and 1 stack of Nation Deck cards, the top card can be Recruited to an Army.



Sample Town Halls, based on Villages and Cities.



Add 1 Town Hall pile

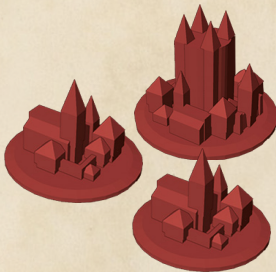


Add 2 Town Hall pile



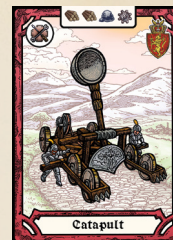
Increased Size x1

Once your Nation builds a 2nd Village, place any number of Town Hall Card next to the Deck. Recruit from both piles.



Increased Size x3

In this example your Nation has 2 Villages and 1 Kingdom. You have 4 potential Recruiting options to choose from.



Town Hall Usage

The Town Hall begins as the first card on the top of your Nation Deck. This Character can be Recruited to form an Army during your Nation Turn by paying the Recruitment cost from your Nation Bank.

Cycling through your Nation Deck: If you don't have enough to Recruit this top Character, or are looking to Recruit a different Character in your deck, you may use one Action during the Command Phase to place the top card of a Town Hall stack on the bottom, revealing the next Character Card. This is known as **Cycling**. On your next Nation turn you may Recruit this top Character during the Enlist Phase. There is no limit to how many Actions you may use to Cycle through Town Hall cards.

Increase Town Hall Size: Multiple Settlements have the added benefit of increased Recruitment options. For every Village your Nation has in play, create one new stack of Character cards from your Nation Deck to serve as a second Town Hall pile to Recruit from. Even better, for every Kingdom your Nation has in play you create two piles from your Nation Deck to serve as additional Recruitment opportunities.

Multiple Town Hall stacks have the added benefit of giving you options on what Character you want to Recruit, without paying an Action during your Command Phase to Cycle through cards and delaying until your next Nation turn to Recruit them.

Town Hall Summons: Characters in the Town Hall classified as Summons can be instantly placed in a Player's Hand during the Enlist Phase of their turn, as their Recruitment cost only comes due once Summoned into Battle. This Summoning cost must be paid from the Army that Summons them into Battle, not paid from the Nation Bank (*unless that Army is on your own Settlement*).

Nation Bank Usage

The Nation Bank is seen as a largely safe place to store Resources and Artifacts, and is the primary location a Player will accumulate wealth. There are some limitations and rules that dictate how this wealth is used.

Saving to the Bank: Resources must be gathered by Characters in your Armies, then brought to a

Settlement to deposit them into the Nation Bank. Settlements do not accumulate wealth without Providers (*Characters that can gather Resources*) unless otherwise specified.

Victory Points: When a Nation accumulates Victory Points they are allocated to your Nation Bank (*use Damage Chits for tracking VPs, see page 24*).

Trading: At any point in time a Player may Trade Resources or Artifacts with another Player directly from their Nation Bank. This is seen as **National Trade**, and the only rules specified here dictate hand-offs of items as opposed to taking of items. As an example, no Player may touch the Resources, Artifacts, or Victory Points in an other Player's Nation Bank; items of value that are being traded must be handed to another player.

National Trade is designed to facilitate relationships of trust (*Players agree to Trade, and exchange Resources hand-to-hand simultaneously*) or distrust (*One Player hands over Resources, but the other Player refuses to hand over Resources although he verbally agreed to*).

Settlement Limitations

There are a few basic rules to placing new Settlements that all Nations must follow:

- Settlements cannot be placed on Ocean Hexes.
- Settlements cannot be placed on Wasteland Hexes.
- Settlements cannot occupy Landmark Hexes.
- Settlement Hexes cannot border any Hex with another Settlement; from an enemy or from the same Nation.



Add-ons: Walls and Towers

Add-on Structures come into play if a Settlement is attacked, and are placed on the Battlefield as a stationary Frontline Character Card.

Addons cannot be Disabled, Attracted, Attract, Undead, Poisoned, or Frozen. **A row of 4 Addons on the Battlefield also are considered impassable: Only Flying or Teleporting enemies can go around it!**

Armed Occupation

If a Settlement is Attacked by an opposing Army, and the invaders successfully win the battle, they Occupy the Settlement. As long as the enemy Army stays on the Settlement Hex, they have special Armed Occupation rules that come into play:

- Village Occupation gives the Occupying Player the right to Recruit from 1 Town Hall pile of the Occupied Nation during their Command Phase, and the right to Recruit from 2 Town Hall piles if it is an Occupied Kingdom.
- The Player who is being Occupied may not access their Nation Bank from the Occupied Settlement (*deposits via that Settlement*).
- The Player who is being Occupied may still Recruit Characters from their Town Hall and place them on the Occupied Settlement, but it triggers a Battle with the Occupying Army.
- An Occupation ends when the Army leaves the Occupied Settlement Hex, or it is defeated in Battle (*all Characters are killed or the Player decides to Flee Battle*).

Call to Arms!

Settlements with no Army, Walls, or Towers (*Defenseless*) that are Attacked triggers a **Call to Arms**. Once Attacked, the Defenseless Settlement owner Rolls a D8 to determine how many will rise up to defend their home. Instantly, without paying any Recruitment Cost, they create an Army of up to 8 Cards from the Town Hall on that Settlement (*based on number rolled*). Call to Arms is invalid for currently Occupied Settlements.

Armies

Most of the action that takes place in Korrem comes by way of Armies; collections of Character Cards that traverse the map gathering Resources, defeating Monsters, and discovering new territories. Armies are represented by numbered flags, color coded for the Nation they hail from. On the board each numbered flag represents multiple Characters set off to the side of the map. Armies have specific rules that dictate how they act.

- 1. Armies are 1 Character Card or more.** As soon as a Nation controls a Character, an Army Flag must be placed on the Map (*usually on a Settlement, as that's where Characters from the Town Hall originate*).
- 2. Armies manage their own Resources and Artifacts.** The items gathered by an Army as they travel across Hexes stay with that Army.
 - If a Player has a Summon Character and want to Recruit it to an Army, Resources from that Army must pay that cost.
 - If that Army has an opportunity to Recruit a Creature from the Creature Deck, they must use Resources from that Army to pay the Recruitment Cost.
- 3. Armies can exchange or trade Characters, Resources or Artifacts.** When two Armies meet on adjacent Land Hexes they can exchange Artifacts, Character Cards, or Resources.
- 4. On a Settlement, Armies can deposit or receive Resources and Artifacts from their Nation Bank.** The Nation Bank serves as a large shared cache of Resources and Artifacts, that any Army can access if located on a Settlement (*Village or Kingdom*).

NPC Armies

Creatures that enter the game from the Creature Deck are represented by grey NPC Army Flags, if not engaged immediately in Battle (*placed on a Hex shared with a Player Army*). Generally, they don't move from their Hex of origin but some exceptions apply based on some Abilities and World Deck Cards.

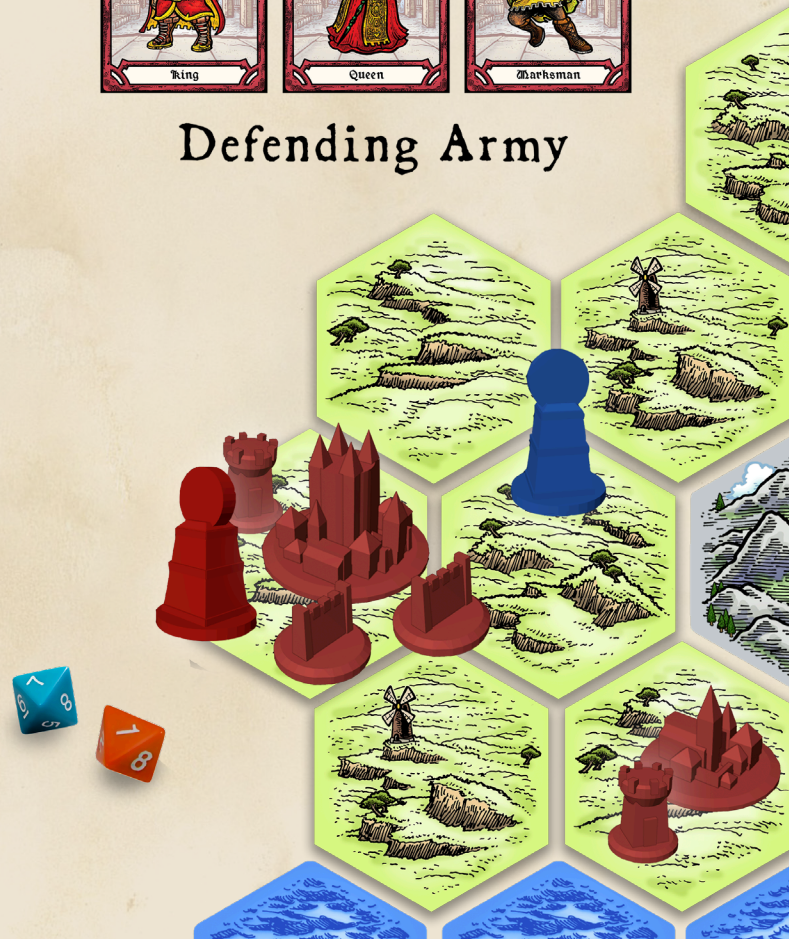
Attacking Army



Battle Frontline



Defending Army



BATTLING CREATURES, ARMIES, AND NATIONS

While Character Cards are the most important part of your deck, how they fare in Battle is the true determinant of a Nation's success. Characters and Creatures have a variety of Abilities that can help you win the game; but if poorly commanded, they can lead to devastating failure.

The Frontline Battle Mechanic

Heart of Korrem relies on battle rules called the Frontline Battle Mechanic. These rules dictate how Characters in Battle are placed, Move, Attack, victory, loss, retreat, and where they go upon death.

Two Armies Meet for Battle: Battle begins when two opposing Nation Armies meet on the same Land Hex. When this occurs, the Army that was there first becomes the Defending Army (*Defenders*) against the arriving Army (*Attackers*). While in Battle, these Armies cannot leave this Hex until Battle has resolved.

Battle Setup (Pre-Battle Phase): Defenders set up their Army Characters along a fictional line, known as the Frontline. At least one Character Card must be placed touching the Frontline (*adjacent*). After all Defender Characters are placed, Attacker Characters are placed on the other side of the Frontline. Artifacts are assigned during Setup. Resources wait in each side's Graveyard. Summons can be placed by Attackers during Setup, if the Summon Cost (*Recruitment Cost*) is paid, and there is a Summoner Ability in an active Army Character. Defenders must wait until their first Attack Phase to Summon.

Character Cards must all be placed in the same orientation, but to tell apart Attackers from Defenders, Character Cards will face their Player so they can be read (*your Opponents Character Cards will appear upside-down to you*).

During Battle: Attackers and Defenders take turns, signified by turning over the Red Hourglass, which allows for a 1 Minute Attack Phase. Attackers start this process, their first Attack Phase known as Engagement. Any Attack Phase after that is called a Response Attack Phase.

During an Attack Phase a Player has 1 minute for his Characters to Move, Attack with Base Attack, or use Abilities. Characters typically can only move one "space" and can only Attack once with their Base Attack, unless an Ability dictates otherwise.

Regroup Phase: In between Attack Phases, to account for Player Movement or deceased Characters, there is a Regroup Phase. All Character Cards must be touching adjacent before the next Attack Phase can start. If there are two options for a Card to regroup, Player's owner picks where they move.

Any Abilities or effects that have 1 Turn duration (*such as a Character being Disabled, or a Character using an Recharge Ability*) resolve at the time they were initiated the following turn. For example, if a Character uses an Instant Ability that Recharges during it's opponents Attack Phase, that Ability cannot be used until that Opponents next Attack Phase.

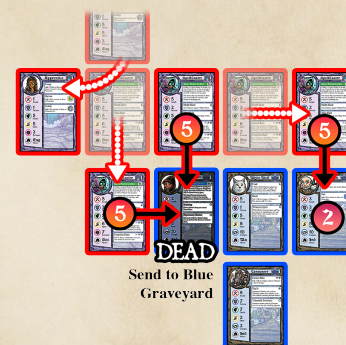
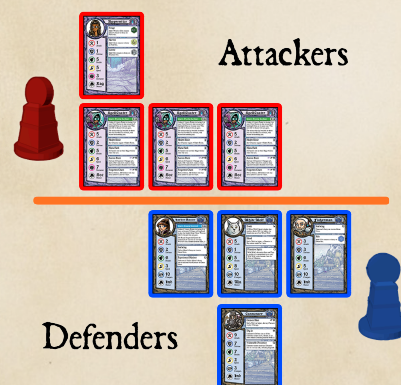


Fig. 3 : Frontline Battle Mechanic Terminology

Adjacent: A Character next to a Character Card, including diagonals.

Attack Phase, or Response: Any attack turn after Engagement, during Normal Battle.

Attackers: The Army that Attacks first, and Setups Second, after Defenders.

Defenders: Army being attacked, Setup First.

Engagement: Attacker's First Attack Phase, the start of Battle.

Disabled: A Character Card that cannot Move, Attack, or use Abilities.

Frontline: A line between Attackers and Defenders at the start of Battle.

Health Chits: Tokens that designate Health Damage taken by a Character (placed on card).

Regroup: Consolidation of Battle field cards on available spaces after an Attack Phase.

Pre-Battle / Setup: Decisions made prior to Normal Battle. No hard time limit.

Collective Attack Damage: Attack Damage calculated by the collective Attack of an Army during their Attack Phase, with enemy Defense subtracting from that number.

Normal Battle Phase: Attack Phases alternating between Defenders and Attackers, only 60 Seconds long, based on Red Hourglass.

Post-Battle / Aftermath: Decisions made following Normal Battle, where one player has Retreated or been defeated. No hard time limit.

Retreat: A player decides to leave battle with still Active Creatures in their army.

Graveyard: Collection of deceased Creature Cards along with any held Artifacts. Each Player has their own Graveyard. Army Resources remain here throughout Battle and go to the victor afterwards.

Collective Attack Damage: Attack Damage is calculated by the collective Attack of an Army during their Attack Phase, with enemy Defense subtracting from that number (*see diagram right, two Druids Attacking a White Wolf*).

Characters killed during Battle go to a Graveyard. Each Player has their own Graveyard, off to the side of the Battle area, where they accumulate Character Cards and Artifacts they hold. At the end of Battle, dead Characters return to their Deck of Origin, and Artifacts from both Graveyards can be claimed by the victorious Army. Resources held by an Army that is defeated go to the Victorious Army (*See "Battle Ends"*).

Three or More Armies: Multiple Armies may be included in one Battle, and once an Army joins a Hex with a Battle happening, they will be the next Attack Phase after setup. Armies joining Battle define from what direction they join (*create a Frontline for setup, then Engage*).

Battle Ends: A Battle ends when the following conditions occur:

1. A Player has no more active Characters in their Army. Following the last Attack, the victorious Player accumulates any Artifacts in the Graveyards, Resources defeated Army had, and all dead Characters return to Deck of Origin. *Characters bonded through Companionship join the enemy Army if they are all that is left active in your Army; this satisfies the End Condition noted here.*

3. A Player chooses to Retreat from Battle. Retreating Player Rolls a D8 to determine how many Land Hexes his Army will travel to escape. The remaining Player accumulates any Artifacts in the Graveyards, the Retreating Army's Resources, and the dead return to Decks of Origin.

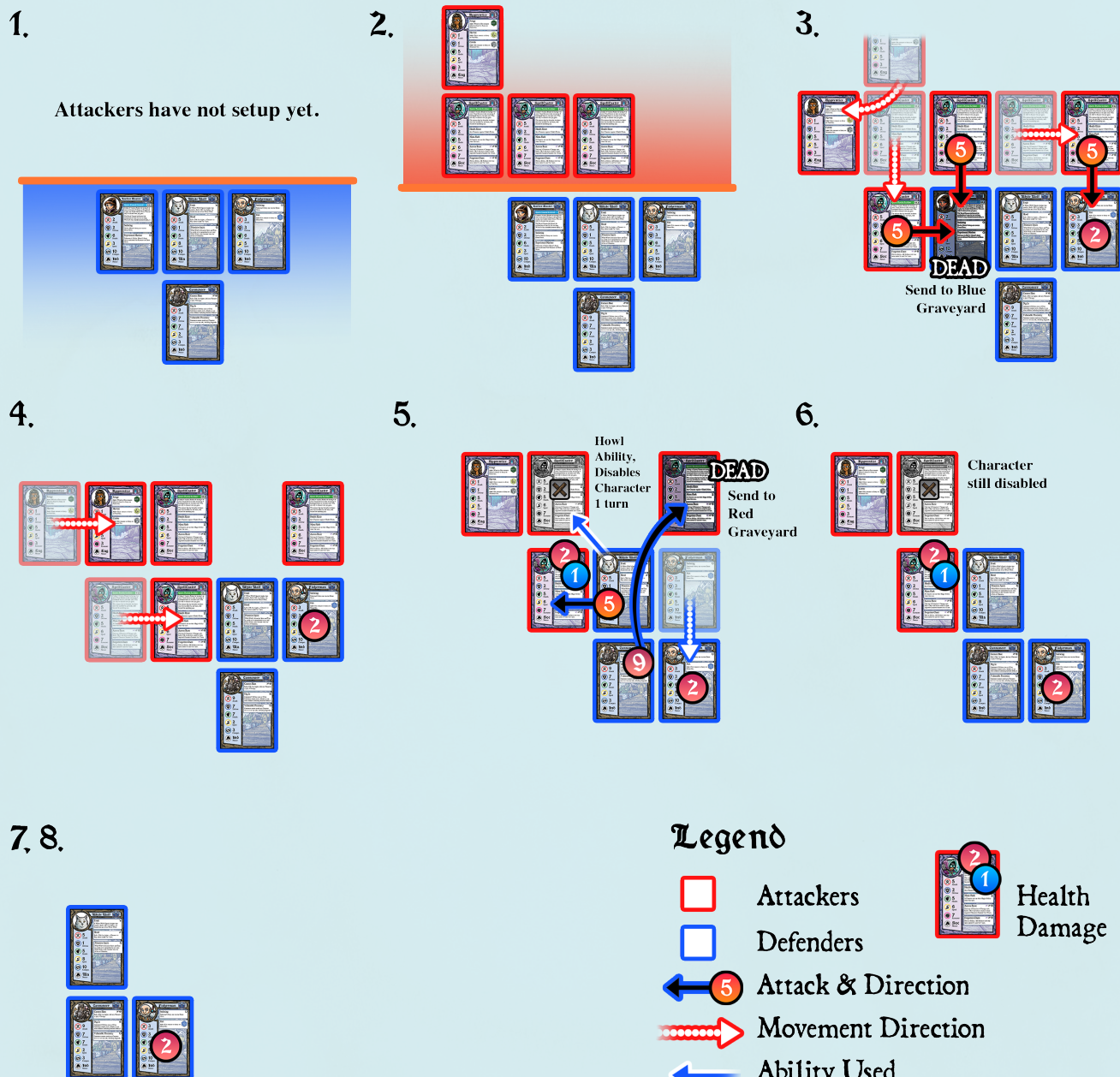
Spellcaster (Attacking Wolf) Deals 5 Damage
White Wolf is dealt 5 Health Damage (1 Damage blocked by Defense)
Apprentice (Attacking Wolf) Deals 1 Damage

On its own, Spellcaster couldn't kill White Wolf, only 4 Health Damage.

On its own, Apprentice couldn't do any Health Damage to White Wolf.



Fig. 4 : Sample Battle Scenario



Multiple Battles

Players can engage in multiple battles simultaneously; however, their attention is split between these Battles with concurrently running hourglasses*. Once your turn is up, you can no longer move Characters, Attack, or use some Abilities. *Hourglasses are not to be used for Beginners; they are for competitive players who fully understand the rules of the game.*

Fighting Non-Player Creatures

Battles with Non-Player Creatures (NPC's) including Monsters relies on the Nature Stat and subsequent NPC Actions (located on Page 14). For the best competitive experience, a 7th "Player" should act as the NPC Player, controlling all NPC's with no fear or favor for Nation-led Players.

Prepare to Battle!

When one Army meets another on a Land Hex, Battle is declared. The Defending Army must first arrange their cards for battle, and then the Attacking Army can Setup and Intercept. Heart of Korrem utilizes the Frontline Battle Mechanic (*FBM*), explained here through an example of Druids attacking Boreans.

Sample Battle Scenario (Figure 4):

1. **DEFENDERS Setup** (*Pre-Battle Phase, no timer*)

- At least one Defending Character must border the Frontline (*Orange*). Defending Characters may not cross the Frontline on Setup.
- Defending Characters must be touching others to the left, right, front, or back (*adjacent*).
- Defending Player cannot place new Summons until their Response (*Normal Battle*).¹
- Walls and Towers must be placed (*if applicable*).

2. **ATTACKERS Setup** (*Pre-Battle Phase, no timer*)

- At least one Attacking Character must border the Frontline (*Orange*). Attacking Characters may not cross the Frontline on Setup.
- Attacking Characters must be touching others to the left, right, front, or back (*adjacent*).
- Attacking Player can pay Recruitment Costs for Summons and place them next to a Summoner.

3. **ATTACKERS Engage** (*Red's First Attack*) (*Normal Battle Phase, 1 Minute Hourglass*)

- Attacking Characters may cross the Frontline.
- Attacking Characters can be touching others or Attacking with their Base Attack adjacently or diagonally.
- Defenders may engage with Instants as needed or warranted (*Instant Abilities or Attacks*).²
- Attacking Characters may not Retreat this Phase.
- No Summons can be placed during this Phase.

4. **REGROUP** (*following Red's First Attack*) (*Normal Battle, no timer*)

- Any isolated active Characters condense to touch at least one other Character adjacent (*not diagonally*). If two options are available, it is the Character owner's choice. *A Defending Character was killed. It is sent to the Blue Graveyard, where it waits until the battle is over.*

5. **DEFENDERS Response** (*Normal Battle, 1 Minute Hourglass*)

- Defending Characters may cross the Frontline
- Defending Characters can be touching others or Attacking with their Base Attack adjacently or diagonally.
- Defending Player can pay Recruitment Costs for Summons and place them next to a Summoner.
- Attacking Characters may engage with Instants as needed or warranted (*Instant Abilities or Attacks*)
- Defending Characters can choose to retreat.

6. **REGROUP** (*following Blue's First Response*) (*Normal Battle, no timer*)

- Any isolated active Characters condense to touch at least one other Character adjacent. *Two Attacker Characters were killed. They are sent to the Red Graveyard, where they wait until the battle is over.*

7. **ATTACKERS Retreat** (*Red decides to leave Battle*) (*Post-Battle Phase, no timer*)

- Attacking Characters are Able to Flee (*don't have Disabled or Frozen State Tokens on them*) in order to successfully Retreat.
- Attacking Characters cannot Attack or use Abilities (*they are retreating like cowards!*)
- Attacking Player rolls D8 to determine how many Land Hexes away the Retreating Army can escape.³

8. **DEFENDERS Victory** (*Red has left Battle*) (*Post-Battle Phase, no timer*) (*Same Diagram as 7*)

- Defending Player gains Artifacts & Resources from the Attacker's Graveyard and their own (*Must assign to active Characters in Defending Army*).
- Any Nation Specific Characters in Graveyards return to their respective Nation Decks. Any Creature Character Cards in Graveyards return to the bottom of the Creature Deck.

Notable Battle Rules worth Noting:

¹Summons enter Battle as a normal Character, if Summoned at a previous Battle.

²Other players may not "drag out the clock" during an Opponent's turn with announcing Instants. Excessively wordy or slowly stated Instants aren't valid.

³Retreating Armies may not Retreat across Land they normally couldn't cross. They also cannot gather Resources on Hexes if they have Providers.

CHARACTER CARDS



1. Character Stats

Each Character Card has specific Stats that contribute to their usefulness in Battle.

- **Attack:** Basic Attack in any direction (*Up, Down, Left, Right, and Diagonals*). Can be used once per turn during Battle.
- **Defense:** Defense must be overcome before Enemies can Attack Health Points of a Character. Defense “replenishes” each turn (*Enemy Attacks are collective*).
- **Health:** Once Health is depleted, Character dies (*sent to Graveyard*).
- **Speed:** Quickness of Character.
- **Attraction:** Specific Attraction style, four in total. See Figure 6 (*Page 18*).
- **Nature:** A Character’s temperament. This metric plays a role in specific Abilities and with NPC Interaction (*Page 20*).

2. Recruitment Cost

All Characters have a Recruitment Cost to make a Character join your Army. Icons show how many resources needed, and some require Sacrifices (Kill your own Characters).

3. Character Allegiance or Type

There are many special designations for Character Cards, some combined.

- **Nation Allegiance:** A Crest representing one of the Six Nations (*Humans, Elves, Druids, Borean, Talos, or Draconis*) in the Upper Right, front and back. This signifies the Character comes from a Nation Deck, and once killed, returns to that Nation Deck.
- **Summon:** These Characters immediately join your Player Hand but must be “Recruited” into Battle by another Character with Summon Ability. Summons remain active once summoned, even when Battle ends, but return to their deck of origin (*Nation or Creature*) if killed in Battle, discarding any held Artifacts or Resources. At any point in time Summons may be “Dispelled” and return to a Player’s Hand, discarding held Artifacts, Resources, Damage Chits, and Heart Tokens.



- **Machine:** These Characters cannot use Artifacts, but can hold them. Machines cannot function without at least one non-Machine Character in their Army. If all non-Machine Characters are killed in an Army, those Machines defect to the opposing Army.



- **Creature:** Characters from the Creature Deck, with a Land Hex Icon. Creatures are placed on the map when a D8 Korrem Weather Roll is a 4; in this case place the top Creature from the Creature Deck on the map. Creatures have corresponding Land Hexes they must be placed on, excluding Shadow Creatures which can appear on any Land Hex. Creatures can be recruited to join your Armies, Battled, or Flee, based on their NPC Rules. Once Killed Creatures return to the Creature Deck.

- **Monster:** An advanced Creature Card that is worth Victory Points once killed. Because of their violent nature, Monsters are typically difficult to defeat or recruit.



4. Character Abilities

Abilities are unique skills individual Characters have that benefit themselves and the Army they inhabit. Abilities can be used in addition to Attacking or in replacement of Attacking, depending on the attributes of the Ability.

ABILITY ATTRIBUTES

 Range: effect any Character in Play	 Locked: Ability has specific criteria for use
 Constant: always active in Battle	 Focus: may not use other Abilities or Attack in turn
 Instant: can be used at anytime	 Evaporate: has limited Battle use
 Recharge: cannot be used in back-to-back turns	 Deplete: has limited Game use
 Holy Magic	 Guaranteed: Ability cannot be stopped from intended use by any Ability, Attack, or effect
 Unholy Magic	
 Elemental Magic	

NPC Actions: Non-Player Characters that you face in Battle utilize the NPC Action Numbers on the left of each Ability title. These are detailed on the NPC Nature section (*Page 15*).

5. Character Quests

Some Characters have Quests tailored to their path in life that can deliver a cache of Victory Points to your Nation. Most Quests have a simple set of requirements that must be met for Victory Points to be awarded, but a select few Quests earn Victory Points as soon as the Character is in play. Some Quests can only be fulfilled once, while others can be completed multiple times over. Each Quest is different!

All Quests fit into one of five color-coded categories:

Quests of Malice: involve murder, revenge, destruction, or hunting down an enemy.


Quests of Exploration: involve finding Artifacts, Resources, or Exploring new Lands.

Quests of Relationship: involve all types of Character Attraction.

Quests of Empire: involve building settlements and increasing the physical size of your Nation.

Quests of Strategy: involve commanding Armies, defeating opponents, and controlling the game.

Fig. 5A : Character Card

Recruitment Cost		Character Stats	
Nation Allegiance		Nation Allegiance	
Character Name	 Prince	Character Quest	 Prince
		Abilities	
		NPC Actions	

CARD FRONT

CARD BACK

Fig. 5B : Character Card Types



Human Nation



Origin:

Human Nation
Deck

Enter Play: Human
Town Hall, recruited to
an Army on a Human
Settlement. Summons
enter player's hand.



Elf Nation



Origin: Elf Nation Deck

Enter Play:
Elf Town Hall,
recruited to an Army
on an Elf Settlement.
Summons enter
player's hand.



Borean Nation



Origin:

Borean Nation Deck
Enter Play: Borean
Town Hall, recruited
to an Army on a
Borean Settlement.

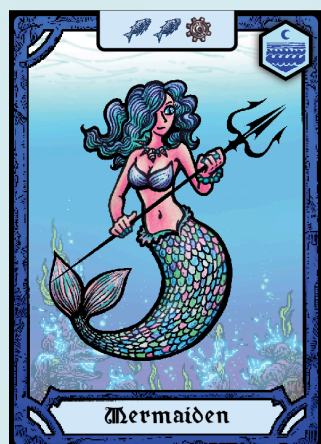


Talos Nation



Origin: Talos Nation Deck

Enter Play: Talos
Town Hall, recruited
to an Army on a Talos
Settlement. Summons
enter player's hand.



Ocean



Origin: Creature Deck

Enter Play: on any
Ocean Hex. Summons
enter player's hand,
must be Summoned on
an Ocean Hex.



Desert



Origin: Creature Deck

Enter Play: on any
Desert Hex. Summons
enter player's hand,
must be Summoned on
a Desert Hex.



Plains



Origin: Creature Deck

Enter Play: on any
Plains Hex. Summons
enter player's hand,
must be Summoned on
a Plains Hex.



Swamp



Origin: Creature Deck

Enter Play: on any
non-Ocean Hex.
Summons enter
player's hand.



Draconis Nation



Origin:

Draconis Nation Deck
Enter Play: Draconis Town Hall, recruited to an Army on a Draconis Settlement. Summons enter player's hand.



Druid Nation

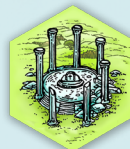


Origin:

Druid Nation Deck
Enter Play: Druid Town Hall, recruited to an Army on a Druid Settlement. Summons enter player's hand.



SkyRealm



Origin:

Creature Deck

Enter Play:

on any Hex. Summons enter your hand, must be Summoned on Altar of Holy Light Hex.



FireRealm



Origin:

Creature Deck

Enter Play: Summons enter your hand, must be Summoned on Gate to FireRealm Hex.



Forest



Origin:

Creature Deck

Enter Play: on any Forest Hex. Summons enter player's hand, must be Summoned on a Forest Hex.



Mountain



Origin:

Creature Deck

Enter Play: on any Mountain Hex. Summons enter player's hand, must be Summoned on a Mountain Hex.



Tundra



Origin:

Creature Deck

Enter Play: on any Tundra Hex. Summons enter player's hand, must be Summoned on a Tundra Hex.



Tenebris



Origin:

Creature Deck

Enter Play: Summons enter your hand, must be Summoned on Shadow Gate Hex.

Character Attraction

There are multiple Attraction Types for Characters that play into how a Battle unfolds. Characters can Attract when adjacent on the battlefield (*left, right, above, below, not diagonal*) if they have identical Attraction Type, Attraction Score, and there is Chemistry (*successful Attraction Dice roll*). There are four Attraction Types:



Romantic Love: Characters that bond Romantically defect from one Army to the other, to be together. Each Character is then assigned a matching Heart Token which binds them to each other no matter where they go. While the Bond is instant, they don't actually defect to the other side until the Battle ends (*Love is complicated...*), and at that point the victor or non-retreating Army gains the opposing Character.



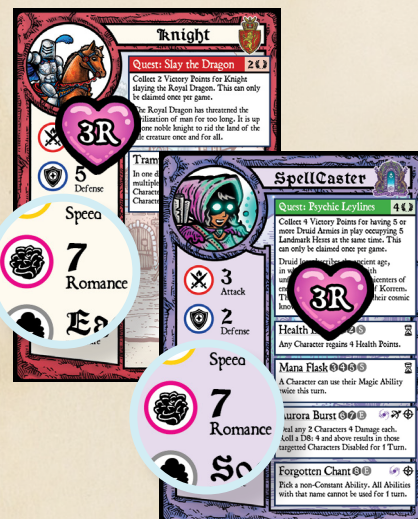
Companionship: Friendship formed through respect, similarity, or kindness. Companions cannot Damage each other during Battle (*Attack or Abilities*). If the Battle ends with one or more Companions left standing alongside the rest of a defeated Army, they defect to the winning Army. Heart Tokens designate Companion Bonds, but disappear at the end of Battle. Companion Types can bond any Attraction Type, if the Stat Numbers match.



Intimacy: With no strings attached, Intimate Characters "distract" one another for one turn (*Disabling both*). There is no limit on how many sensual partners they can have, and their ability to Attract is not influenced by being Disabled (*they just cannot Attack, Move, or use Abilities*).



Charisma: These Characters manipulate all Attraction Types, and are immune from being influenced by others, including other Charismatic Types. They can exercise multiple Attraction Types simultaneously if the Chemistry is right; Charisma Characters can have multiple concurrent Romantic, Companionship, and Intimate Bonds. Charisma's influence works by highest Attraction Stat; *For example:* A Charisma 7 can Attract a Romantic 6 or lower.



Attraction Dice: Initiators (*the first Character to Attract*) Roll for chemistry:

- 1 Heart signifies a successful Bond for Companionship or Intimacy.
- 2 Hearts signifies a successful Bond for Romantic Love or Charisma.

Fig. 6 : Attraction Bonding Examples



Romantic Interaction

1. Queen moves next to Farmer's Daughter.
2. They have a matching Romance Stat.



Woored



3. Initiator Rolls Attraction Dice: Two Hearts signifies a Romantic Bond is formed.



4. Place matching Heart Tokens on each Character. At Battle conclusion, both join the victorious or non-retreating Army.

5. Romantic Bond stays intact, even if Characters go to different Armies. Only death of a Character (and some Abilities) can destroy the bond.



Companion Interaction

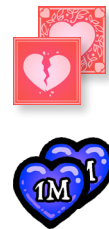
1. Elder Dragon moves next to Farmer's Daughter.
2. They have a matching Attraction Stat. (Type doesn't matter).



Companion



3. Initiator Rolls Attraction Dice: One Heart signifies a Companionship Bond is formed.



4. Place matching Heart Tokens on each Character. They cannot Damage each other this Battle. If one Army is completely defeated except for Companionship Bonded Characters, the Battle is over and those Companions defect to victor.

5. Companionship Bonds end after Battle.



Intimate Interaction

1. Emperor moves next to Wood Faerie.
2. Emperor uses Seduce, Rolls a 2, and adjusts his Intimacy Stat to match.



Desired



3. Initiator Rolls Attraction Dice: One Heart signifies an Intimate Bond is formed.



4. Rather than Heart Tokens, each Character is Disabled for 1 turn.
5. If the Intimate Bond lasts for the same number of turns as Character Attraction Score, place a Heart Token on both (Romantic Bond) and follow Romantic Bond rules.



Charismatic Interaction

1. Skyborne moves next to Apprentice.
2. Skyborne has a Charisma Stat higher than Apprentice's Romance Stat.



Influenced



3. Initiator Rolls Attraction Dice: Two Hearts signifies a Charismatic Bond is formed.



4. Follow #4 instructions based on the Influenced Character's Attraction type. In this example, Skyborne and Apprentice form a Romantic Bond.

5. Skyborne may continue to Attract other Characters.

Character Nature



The Nature Stat on Character Cards defines their personality and temperament, which usually comes into play when interacting with Non-Player Characters (NPC's). The Nature Types are detailed here, and the chart in Figure 7 outlines how they interact with Player-controlled Armies when they first meet on the board.

Sinister (Sin): In terms of enemies you could face, Characters with Sinister Natures are the worst of the worst. Like Aggressive types, these are usually Monsters, and they come into play with a hostile Army of assorted Creatures at their side.

Aggressive (Ag): Wild Creatures who will Attack without provocation. All Monsters possess Aggressive Natures, and have a violent rage that gives them multiple attack opportunities.

Belligerent (Bel): Not to be addressed without a significant Army, Belligerent Creatures tend to Attack or leave. Let them go about their day, if encountered.

Skittish (Sk): Similar to the Belligerent Nature, but more prone to run away than fight. If backed into a corner they will Attack with ferocity to try and escape.

Anxious (Anx): More irrational Creatures, but open to recruitment given the right circumstances.

Indifferent (Ind): Aloof or disinterested in others, and tend to keep to themselves. Tough to motivate or engage with.

Conniving (Con): These Characters are out to enrich themselves and unless you're willing to play their game, they aren't worth your time. Conniving Creatures can be frustrating encounters.

Wandering (Wa): Wanderers will join your Army or continue their journey elsewhere. They are generally good Creatures to meet with, as there's never the fear of retaliation for crossing their winding path.

Desperate (Des): These Characters are lost, confused, and looking for anything to help their situation. Desperate Characters may act in unpredictable ways.

Social (Soc): Always open to others, Social Creatures often will join your Army for their Recruitment fee. Depending on the day or the companionship, they will simply agree to join without any resources required.

Eager (Eag): Always approach Characters with an Eager Nature. They are looking to join a cause and earnestly seek new adventures.

NPC Battle

If the Korrem Weather Roll lands on 4, by placing a Creature you can trigger an NPC Battle! There are Rules of Behavior that govern these NPCs' strategies; each NPC Attack Phase you will Roll a D8 to determine how they act, including Movement, Attack, and Ability use. NPC Battle Behavior is dictated by general rules as well as Ability specific targeting rules that help them make effective use of their turn.

To help exemplify how NPC's play, two sample interactions are detailed (*Figure 8A and 8B, page 22*).

NPC Ability Targets

A Target Artifact NPC targets an enemy with an Artifact.	R Target Relationship NPC targets an enemy with a matching Attraction Stat.
S Target Support NPC targets their Allies or self with helpful benefits.	C Target Continuation NPC targets same enemy continually with one Ability.
E Target Engage NPC Attacks Enemy directly through movement.	D Target Dodge NPC avoids Attack Damage from an Enemy.

NPC Rules of Behavior

Movement NPC Moves 1 space, as if they have infinite movement, in the direction of the nearest Enemy or Target. If an NPC has Flying Ability, they can move directly to the nearest Target Enemy, to an open space closest to NPC's starting point. NPC's don't move if there is a Target immediately available without moving.	Range If an NPC Ability is Ranged, the NPC doesn't move. Ability is used on ideal Target.	Shield If NPC takes damage, they use Target Dodge Instant Abilities to avoid taking damage.
	Threats NPC's target the closest Targetted Enemy. If two equally far options for Targetted Enemies are available, NPC's Attack Enemies with the highest Health.	Help NPCs use Support Target Abilities on closest Ally Characters. If two equally far options are available, NPC's target Ally with the lowest Health (including themselves).

Fig. 7 : Wild NPC Engagements

When Creatures in the wild engage a Player Army, they have an Engagement Roll to determine their immediate behavior. Roll a D8 to determine how it interacts with your Army with the results of that roll defined by their Nature. Notes are included on the chart below:

Nature		Roll 1	Roll 2	Roll 3	Roll 4	Roll 5	Roll 6	Roll 7	Roll 8	Recruit Decline
Sinister	Sin	Draw 1	Draw 2	Draw 3	Draw 4	Draw 5	Draw 6	Draw 7	Draw 8	Won't Recruit
Aggressive	Ag	Attack				Attack x2		Attack x3		
Belligerent	Bel	Flee	Ignore		Attack				Attack x2	
Skittish	Sk	Flee					Attack			
Anxious	Anx	Flee				Recruit		Attack		Flee
Indifferent	Ind	Flee		Ignore				Recruit x2	Recruit x4	ReRoll
Conniving	Con	Ignore	Recruit		Recruit x2	Recruit x4		Attack	Attack x2	
Wandering	Wa	Flee		Ignore		Join				Won't Recruit
Desperate	Des	Flee		Join			Attack			
Social	Soc	Join			Recruit				Flee	ReRoll
Eager	Eag	Join								Won't Recruit

LEGEND

Draw 1 - 8: NPC Attacks your Army, and Add 1 to 8 Creature Cards from the Creature Deck to the NPC's Army.

Attack: NPC Attacks your Army (*Begin Battle, with your Army as Defenders*).

Attack x2: NPC Attacks your Army (*Begin Battle, with your Army as Defenders*). NPC Gets 2 Attack Phase to start.

Attack x3: NPC Attacks your Army (*Begin Battle, with your Army as Defenders*). NPC Gets 3 Attack Phase to start.

Flee: NPC is shuffled back into the Creature Deck unless you have an Character in your Army with an Instant Ability, Item, or Matching Attraction that can stop them or recruit them.

Ignore: Nothing occurs, Reroll the dice, or you can walk away (*NPC is shuffled back into the Creature Deck*).

Recruit: Pay the NPC's Recruitment cost, and the Character joins your Army. If you can't or won't pay the cost, follow "Recruit Decline" Directive.

Recruit x2: Pay double the NPC's Recruitment cost, and the Character joins your Army. If you can't or won't pay the cost, follow "Recruit Decline" Directive.

Recruit x4: Pay quadruple the NPC's Recruitment cost, and the Character joins your Army. If you can't or won't pay the cost, follow "Recruit Decline" Directive.


Join: NPC immediately joins your Army, no choice in the matter.

Won't Recruit: This NPC has no Recruit option, so no Directive needed if they decline Recruitment.

Reroll: If you decline Recruiting the NPC, Reroll the D8 for a new Engagement Roll.

Fig. 8A : Single NPC Battle (Any Nature excluding Sinister).

NPC Card: Rok



Korrem Weather Roll turns up a 4 activating the Creature Deck.
 The Rok (a Desert Monster) is on top of Deck. Place on a Desert Hex.
 Later, Rok is Engaged by a Player Army!

Roll D8 to determine Rok's Engagement, based on Skittish Nature.

1	2	3	4	5	6	7	8
Flee					Attack		

6 is Rolled: NPC will Battle the Player's Army!

Rok is placed first as a Defender on the Frontline for Battle.
Player places his Army 2nd as Attackers on the Frontline for Battle.
 During Rok Attack Phase, Roll a D8 to determine how it plays:

1	2	3	4	5	6	7	8
NA	Swoop & Toss			Hurling Boulders		NA	

Roll a 1, 7 or 8: No Ability is assigned to these numbers, so Rok uses its Base Attack (5 Damage) on the ~~C~~losest* Enemy with Highest Health Points.

Roll a 2, 3 or 4: Rok uses Swoop & Toss (4 Damage) on the ~~C~~losest* Enemy with Highest Health Points. Enemies are placed as far away from Rok as possible (using placed character cards as spaces).

Roll a 5 or 6: Rok uses Hurling Boulders (9 Damage) on any Enemy with the Highest Health Points. Roll a D8 to determine if Hurling Boulders works.

If Rok is Attacked: Rok uses its Evade Ability to attempt to avoid taking damage. It will always use this Ability if active and available.

***Rok has the Flying Ability so movement is not restricted.** Rok Attacks any Enemy with the highest Health Points, moving next to them on the Battlefield, closest to Rok's starting point. If an Ability is Ranged (Hurling Boulders) Rok doesn't move during its turn.

This is the basic strategy of the Rok's Attack Phase as an NPC in Battle. It will not deviate from this simple combination, and NPC Behavior Rules help dictate unusual circumstances.

Additional Notes:

Once in Battle, **NPC's will not retreat** unless they have an Ability that dictates it. Because the Rok is a Monster, **Players earn 5 Victory Points once it is killed.**

Fig. 8B : Multiple NPC Battle (Sinister Nature).

**NPC Card:
Lich King**



Korrem Weather Roll turns up a 4 activating the Creature Deck.
Lich King (*Shadow Monster*) is on top of Deck. Add it to any Hex.
Later, a Player's Army Engages Lich King!

Roll D8 to determine Lich King's Engagement, based on Sinister Nature.

1	2	3	4	5	6	7	8
Draw 1	Draw 2	Draw 3	Draw 4	Draw 5	Draw 6	Draw 7	Draw 8

3 is Rolled: NPC will Battle the Player's Army with 3 Allies!

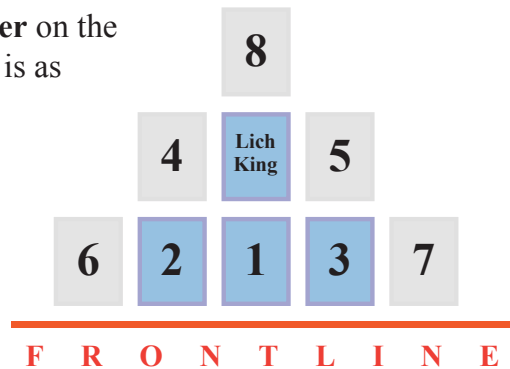


Draw 3 Characters from the Creature Deck to Join Lich King's Army. These Characters enter Battle; there is no Engagement Roll based on Nature. These Creatures are controlled by Lich King!

Lich King and his Army is placed first as a Defender on the Frontline for Battle. The arrangement for NPC Armies is as shown, based on the full 8 Characters shown right.

In this example, Seuthsayer was drawn 1st, Winter Wolf 2nd, and Teddy 3rd. Those Card positions are shaded in Blue.

Player places his Army 2nd as Attackers on the Frontline for Battle.



During Lich King Attack Phase, Roll a D8 for each Character in Lich King's Army including Lich King, to determine how they play. **Roll Order is determined by Character Speed (*Higher Stat goes first*) and Health Points tie break** for Characters of same Speed (*Two Characters with Speed 5, higher Health Point Character Rolls first*).

Speed: 8 Goes First **Speed: 7** Goes Second **Speed: 6** Goes Third **Speed: 5** Goes Last



Treat each Character as an independant NPC, similar to Figure 6 on the opposite page. Once Winter Wolf's moves have been completed, move on to Seuthsayer.

If Lich King's Army is not defeated, remove all damage chits and State Tokens from Lich King's Army and set them aside with their numbered flag.

They are a stationary NPC Army on the map.

State Tokens, Heart Tokens. Resources, and Damage Chits

Characters are subject to different physical and psychological states while battling which is represented by a handful of game pieces that adorn their Character Card. These special game pieces are noted below:



Undead: Some Abilities allow Characters to be reanimated from the Graveyard. When a Character has an Undead Token, they cannot use Abilities, Attract others, be Attracted, but their Health regenerates +1 each turn. Undead Tokens remain on Characters beyond Battle. *Machines and Summons cannot be Undead.*



Disabled: Disabled Characters cannot Move, Attack with their Base Attack, Use Abilities during their turn (*This state wears off after 1 Battle Turn*). They can still Attract, take Damage, and tragically, die.



Poisoned: Any Poisoned Character loses 1 Health each turn until the end of Battle (this State wears off at the conclusion of Battle). It can be removed if the Character gains Health through Magic Abilities. *Machines cannot be Poisoned.*



Frozen: Frozen Characters cannot Move, Attack using their Base Attack, Use Abilities, or Attract. They lose 1 Health each turn they are Frozen, and to remove this State the Player must Roll an 8 sometime during their Battle Turn (*Rolling for other Battle actions*).



Damage Chits: As Characters accumulate Health Damage they receive Damage Chits to show this. There are 5 Damage Chit amounts which can be mixed and matched to show the accurate amount of Damage a Character takes over time. These are placed on the Character Card, and removed after the Battle Concludes.

1 Damage = One 1 Chit

2 Damage = One 2 Chit

3 Damage = One 1 Chit + One 2 Chit

4 Damage = One 4 Chit

5 Damage = One 1 Chit + One 4 Chit

6 Damage = One 2 Chit + One 4 Chit

7 Damage = One 2 Chit + One 5 Chit

8 Damage = Two 4 Chits

9 Damage = One 4 Chit + One 5 Chit

10 Damage = One 10 Chit

Resources: Individual Resources are represented by small circular tokens, showing the Resource on both sides. They are assigned to either Characters, Armies, or Nation Banks.



Victory Points: Place Damage Chits on your Nation Guide Card to show the number of earned VP's by your Nation. 25 Win the game!



Heart Tokens: Some of the most significant game pieces in *Heart of Korrem*, Heart Tokens signify relationships between Characters. Each Token has an equal pairing, designated by their color and code (*a number and letter*). Bonds show Romantic love, friendship, love born from sexual attraction or obsessive control. Love is the unbounded Nation which all Characters fight for.



Bonding and Attraction rules can be found earlier in this Rulebook (*Pages 18-19*).

THE WORLD OF KORREM

Korrem is a living environment made up of monsters, armies, resources, artifacts, and weather. The variables of this world are primarily created by the players but some elements appear randomly, forever altering the course of the game.

The World Map

Land Hexes make up the physical playing field for the game. Lands give Resources, serve as hosts for Nation Settlements, and can be discovered through Army exploration. There are rules that dictate each Lands' unique attributes below and in Figure 1 on page 5.

Land Hex Types and Restrictions



1. Forest: Provide 1 Wood or Gemstone Resource for certain Character Abilities. Forests supply 2 Wood or Gem Resources when connected to 3 or more Forest Hexes.



2. Desert: Provide 1 Gold or Gemstone Resource to any Character with the "Barter" Ability on a Talos Village or Kingdom. Desert Hexes must be placed next to other Desert Hexes, The first placed Desert Hex is immune from this rule. Desert Hexes cannot be placed next to Tundra Hexes.



3. Ocean: Provide 1 Fish Resource for certain Character Abilities. Oceans provide 2 Fish resources when connected to 3 or more Ocean Hexes. Only Characters with special Abilities can cross Ocean Hexes. Ocean Hexes must be placed next to other Ocean Hexes, The first placed Ocean Hex is immune from this rule.



4. Mountains: Provide 1 Ore or Gemstone Resource for certain Character Abilities. Mountains provide 2 Ore or Gem resources when connected to 3 or more Mountain Hexes Movement is restricted on Mountains; 1 Mountain Hex requires 2 Actions for Armies traverse, excluding some Abilities.



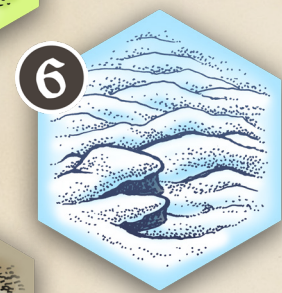
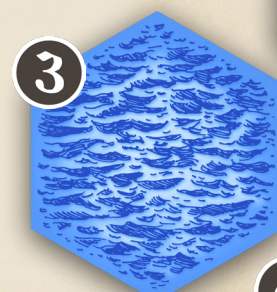
5. Plains: Provide 1 Grain Resource for certain Character Abilities. Plains provide 2 Grain resources when connected to 3 or more Plains Hexes.



6. Tundra: Do not inherently provide any Resource, unless noted on a Character Ability. Tundra Hexes must be placed next to other Tundra Hexes, The first placed Tundra Hex is immune from this rule. Tundra Hexes cannot be placed next to Desert Hexes.



7. Wasteland: Destroyed Land Hex, that replaces non-Landmark Land Hexes. Wastelands provide no Resources. Wasteland Hexes cannot be placed, in the standard sense. They are a result of catastrophic Events or Abilities.



Landmark Hexes

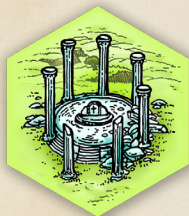
There are special Land Hexes throughout Korrem that offer more than just Resources. Each of the Hexes below show a special community, marketplace, religious site, or geologic formation that offers the occupying Army a unique opportunity. Landmark Hexes are different from standard Land Hexes because they cannot be destroyed, must be adjacent to a standard Hex of similar type, and have special benefits (*shorthand directions on the back.*)



Farfield Village: This independent Settlement offers a bustling human marketplace. Any Army located here can trade Resources 4 to 1 (*For example, trade 4 Grain for 1 Gold.* (Plains)).



Farfield Tavern: Land here to have the option to draft a Creature into your Army. Roll a D8 if your Army Occupies the Tavern: If 8, you can Pay the Recruitment cost of the Creature on top of Creature Deck to Join your Army. (Plains).



Altar of Holy Light: This Landmark is a religious site for offerings to the SkyRealm, as well as a gateway for Angels. Holy Summons can only be Summoned (*pay their Recruit Cost*) on this space. (Plains).



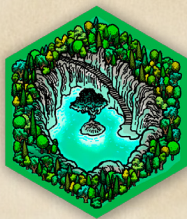
Lightwood Marketplace: This independent Elven Marketplace offers a good trading rate. Any Army located here can trade Resources 3 to 1 (*For example, trade 3 Fish for 1 Steel.* (Forest)).



Forsaken Cathedral: An ancient Elven church lost to time, but still offers defense for wandering armies. Any Army occupying this Settlement gets 4 Walls for Defense (*the walls replenish following any Battle.* (Forest)).



Treeview Tavern: A tavern to draft a Creature into your Army. Roll a D8 if your Army Occupies the Tavern: If 8, you Pay the Recruitment cost of the Creature on top of Creature Deck to Join your Army. (Forest).



Crystal Cove: A unique geologic and religious feature of the forest, Armies occupying this Landmark are immune from any Battle Damage, making them effectively Immortal. Armies can still Battle, but no Creature takes any Damage for any reason. (Forest).



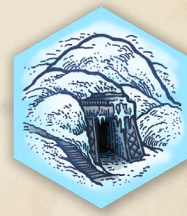
Abandoned Goblin Mine: Long before the Elves enslaved the Goblins they operated large mountain mines. Any Army on this Landmark Rolls a D8: if it lands on 8, collect 3 Ore, Gemstones, Steel, or Gold. (Mtn).



Silver Castle: This empty Castle was vacated long ago, but still offers defense for wandering armies. Any Army occupying this Settlement gets 8 Walls for Defense (*the walls replenish following conclusion of a Battle.* (Mtn)).



Gate to the FireRealm: This Landmark is a deep crevasse leading to the kingdom of Demons. Unholy Summons can only be Summoned (*pay their Recruit Cost*) on this space. (Mtn).



Abandoned Troll Mine: The Ice Trolls have long left the Land of Korrem, but their underground mines and temples remain. Any Army on this Landmark rolls a D8: if it lands on 8, collect 5 Gemstones. (Tundra).




Hunter's Lodge: Land here to have the option to draft a Creature into your Army. Roll a D8 if an Army Occupies the Lodge: 4 - 8, you can Pay the Recruitment cost of the Creature on top of the Creature Deck to Join your Army. (Tundra).

Fig. 9 : Sample Map



Adding Landmark Hexes

Rolling a 1 triggers the addition of a random Land Hex to the Game board. This is the Player's choice where they place it, but Landmarks must be adjacent to a Standard Land Hex of similar type.

 Landmark Hex



Barrenaire Bazaar: If in search of a specific treasure, this is the marketplace for you. Roll a D8: if it lands on 8, pay 6 Gold to search the World Deck for any Artifact to add to your Army. There is a limit of once per Player per Game. (*Desert*).



Tomb of the Ollocians: The wealth of the Ollocian Empire is well known in Korrem, as is their eventual extinction from infighting. Any Army on this Landmark rolls a D8: if it lands on 8, collect 6 Ore, Gemstones, Steel, Wood, or Gold. (*Desert*).



Shadow Gate: A rift to another dimension, this anomaly is the door to the ShadowRealm. Tenebris Summons can only be Summoned (pay their Recruit Cost) on this space. (*Desert*).



Smuggler's Outpost: When you plunder and pillage, everything is profit on resale! Any Army located here benefits from a fantastic pi-rate: trade any Resources 1 to 1 (*example: trade 1 Wood for 1 Gold*). (*Ocean*).



Ironstone Island Keep: Once a royal retreat, this isolated fortress is now quiet and empty. Any Army occupying this Settlement gets 5 Walls for Defense (*walls replenish following Battle*). (*Ocean*).



Throne of Korrem: The key to Korrem's soul. This throne was created by the Ancients and activates the Heart of Korrem Artifact when held by a Character with a Loving Bond. This Hex generates no Resources. It can be placed anywhere on the map, except adjacent to another Landmark Hex. (*Wasteland*).

World Deck Cards

Rolling an 8 during the Korrem Weather Roll results in drawing a card from the World Event Deck. There are 5 types of World Deck Cards with different uses and purposes.



Strategy Cards: These cards immediately go into your hand and can be played anytime as if they are Instant Abilities. Each Strategy Card has different rules and criteria of use. Strategy Cards are meant to benefit your Army, turn the tide of battle, or disadvantage your enemies.



Disaster Cards: After being drawn, Disasters must be played immediately (*dependent on card criteria*). These are devastating weather conditions or elemental changes that effect the land itself.



Nation Cards: These cards immediately go into your hand and can be played anytime as if they are Instant Abilities. Nation Cards aim to influence the Korrem Nations in positive or negative ways.



Event Cards: Like Strategy and Nation Cards, Events immediately go into your hand and can be played anytime. They effect all Players and Nations.



The Event Timeline: When the first Event Card is drawn, it is activated, and place it alongside the Map face up so all can see. If another Event Card is to be placed, it must wait until the currently active Event has run its course. Place it next to the Active Event face down. Once completed, shuffle the Active Event into the World Deck. *Figure 10 below shows a sample Timeline.*

Fig. 10 : World Event Timeline

Active Event

Will continue for 5 more turns.



Inactive

Future Event

Will become active in 6 Turns.



Inactive

Future Event

Will become active eventually.



Next Placement

Any played Event Card goes face down here (*end of que*). Do not reveal until it becomes Active.

Flow of Time

From the future (*Inactive*) to the Present (*Active*).

Artifacts

Throughout the land, ancient and powerful Artifacts exist waiting to be claimed. These items offer special Abilities to Characters on top of their current Abilities, but are also valuable in their own right. Artifact Cards can be drawn from the World Deck if an 8 is rolled on a Player's Weather Roll (*see page 4*) and go to any Army on a matching Land Hex (*options on card*).

1. Some Artifacts provide Characters with additional Abilities: Any amount of Artifacts can be assigned to a Character Card during Battle, and used as extra Abilities. These Abilities and benefits are detailed on each individual Artifact.

1A. Any Abilities used during a Battle Attack Phase have a 30 second window, including Artifact Abilities. Treat Artifact Abilities as an additional Ability to any Character wielding it. They can be used as detailed on the Artifact card.

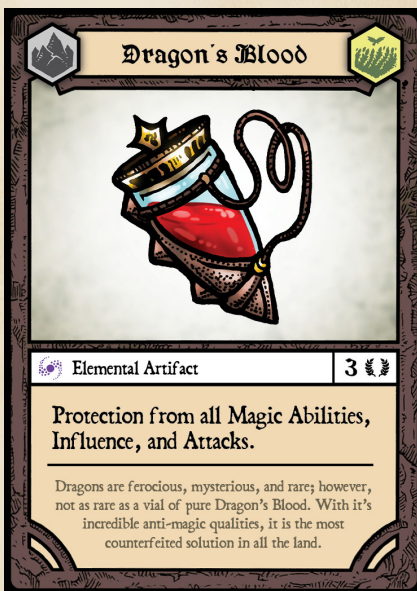
1B. Characters may "pass" an Artifact Card they are Equipped with to another Character during the Attack Phase. This exchange is considered "using the Artifact" and it can't be passed again or utilized for its Artifact Ability again in that turn (*Attack Phase*).

2. Artifacts are owned by Armies and must be Equipped during Battle: At the start of Battle any Artifacts owned by an Army must be assigned to a Character. If a Character is killed during Battle, any Artifacts assigned to them go to the Graveyard. At the end of Battle, the victorious Army gains these Graveyard Artifacts.

3. Artifacts have Magic Alignment: On the left side of the Artifact Card information bar is displayed the Magic Alignment (*Elemental, Holy, or Unholy Magic*). Characters with Holy Magic or Unholy Magic Abilities cannot use these opposing Magic Artifacts, but any Character can use Elemental Artifacts.

4. Artifacts can earn Victory Points when stored in your Nation Bank: On the right side of the Artifact Card information bar is a space for Victory Points. These points are only earned for a Nation once the Artifact is brought to a Settlement and deposited in the Nation Bank. If it is removed from the bank, no VP's.

5. Artifacts have value when Destroyed: On the far right side of the Artifact Card information bar is the Discard Value. At any time an Artifact can be discarded (*removed from the game permanently*) by it's owner and exchanged for Resources. This cannot be undone.



- **Elemental Artifact**, any Character can equip it.
- **Worth 3 Victory Points** if saved to a Nation Bank.



- **Unholy Artifact**, Characters with Holy Magic Abilities cannot equip it.
- **Not worth Victory Points or Resources.**



- **Elemental Artifact**, any Character can equip it.
- **Worth 4 Victory Points**
- **Can be Destroyed for 10 Gold.**

GLOSSARY OF TERMS

A

Ability: skills individual Characters have that benefit themselves and the Army they inhabit.

Adjacent: A card that is to the left, right, down, up, or diagonal.

Addon Structures: Towers and Walls which increase the defense of a Settlement. They are "Recruited" from the Nation Deck.

Army: collections of Character Cards that traverse the map gathering Resources, Attacking other Armies, defeating Monsters, and discovering new territories.

Attack: the Base Attack Stat of a Character that can target any enemy adjacent (*left, right, down, up, or diagonal*).

Attacker: Characters in an Attacking Army during Battle.

Attraction Type: One of 4 variations of Attraction that determines compatibility with other Characters.

Attraction Dice: Heart covered dice that determine likelihood of compatibility.

Artifact: Item cards that can be carried by individual Characters, Armies, or saved in Nation Banks. Artifacts' Deck of Origin are the World Deck.

B

Battle: when two or more Armies inhabit the same Land Hex it initiates a Battle, using the Frontline Battle Mechanic. NPC's sometimes initiate Battle based on their Nature when encountered.

Battle Turn: A full cycle of Attacking and Defending actions during a Battle. If an Ability says it doesn't recharge until next Turn"

it refers to the same placement in time as it was played (example: An Instant Ability with a 1 Turn delay played during the Enemy Attack Phase does not recharge until the Enemy Attack Phase next Turn).

C

Call to Arms: Once Attacked, a Defenseless Settlement owner Rolls a D8 to determine how many Characters will rise up to defend their home. Instantly, without paying any Recruitment Cost, they create an Army of up to 8 Cards from the Town Hall on that Settlement (based on number rolled). Call to Arms is invalid for currently Occupied Settlements.

Character: A card with a Character on it, from either a Nation Deck or the Creature Deck.

Charisma: Attraction Type that can act like any and all other Attraction Types concurrently.

Collective Attack Damage: the collective Attack damage of an Army's Characters during their Attack Phase, with the targetted Enemy Defense subtracting from that number.

Companionship: Attraction Type that creates a temporary bond mid-Battle, and can win-over Characters from the losing side at the Battle's conclusion.

Creature: Any Card with the Creature Deck as Deck of Origin.

Creature Deck: Deck of Allegiance-free Characters that enter the game when a Korrem Weather Roll lands on 4.

Cycling: Using one Action during your Command Phase to place a Character Card on top of your Town Hall at the bottom, revealing the next card.

D

D8: Eight-sided Dice, used for almost everything in Heart of Korrem.

Damage Chit: A small numbered token displaying Health Damage a Character has acquired, placed on the Character Card during Battle.

Deck of Origin: The Deck a Card originates from.

Defender: Army being attacked, Setup First.

Defenseless Settlement: A Village or Kingdom without any friendly Army occupying it's Hex or any Walls or Towers.

Defense: a Character Stat that reduces enemy Attack Damage.

Disabled: A state in which a Character cannot move, Attack, or use Abilities, usually for 1 turn during Battle.

Dispell: When a Summon Character is removed from Battle and returned to a Player's Hand. All Artifacts, State Tokens, Bonds, and Damage Chits are discarded when Dispellled.

E

Elemental Magic: Magic without a good or evil moral alignment.

Equip: Assigning an Artifact Card to a Character in your Army, usually at the start of Battle. Characters may "pass" an Artifact Card they are Equipped with to another Character during the Attack Phase, but this exchange results in the original Character not being able to use that Artifact that Attack Phase.

F

FireRealm: Demonic Nation that must be Summoned into the game through the Gate to the FireRealm Landmark Hex. FireRealm Characters originate from the Creature Deck.

Frontline: Imaginary line dividing Defenders & Attackers during the Setup Phase of Battle.

Frontline Battle Mechanic: the rules defining turn based Battle between two or more Nation Armies organized around a temporary Frontline, square grid, continual regrouping, and Graveyards.

G

Graveyard: During Battle, a collection of deceased Creature Cards along with any held Artifacts and Resources. Attackers and Defenders have their own respective Graveyards, that become a communal Graveyard for the victor to gain Resources and Artifacts from at the Battle's end.

H

Health: A Character Stat. that once depleted results in that Character's death. During Battle, dead Characters go to the Graveyard until the end of Battle and then proceed to their Deck of origin.

Heart Token: a token with a unique code on it that matches only one other Heart Token. When placed on two Character Cards it signifies a bond with specific properties based on their Attraction Type.

Holy Magic: Magic aligning with moral good and the SkyRealm.

Hourglass: sand-filled measurement pieces for keeping

track of time during the Nation Turn and Battle Turns.

I

Intimacy: Attraction Type where Characters seduce and "Disable" one another for one turn.

K

Korrem Weather Roll: Roll of a D8 to determine how many Actions Players may take during their Command Phase of a Turn.

L

Land Hex: A Hex Tile that represents a specific region of Korrem. They include Forests, Mountains, Ocean, Mountains, Tundra, Desert, and Wasteland.

Landmark Hex: Land Hexes that have unique offerings for Armies that Occupy them. They cannot have Settlements, and cannot be destroyed. Landmarks must share a border with a Traditional Land Hex of similar type.

M

Machine: a Character Card that cannot be Attracted and cannot be in your Army without a non-Machine Character present.

Monster: a powerful Creature Card that provides Victory Points once defeated in Battle.

N

Nation Bank: A cache of Resources and Artifacts held by a Player. Nation Bank funds can be used to upgrade Villages to Kingdoms, Recruit Characters, and trade with other Players.

Nation Deck: Deck of Character

Cards with allegiance to a Korrem Nation. This is signified by the Nation Crest in the upper right corner.

Nation Turn: the Observe Phase and all Players having a Command Phase (including the designated Observer).

National Trade: Two Players trading Resources, Artifacts, or Victory Points directly between their Nation Banks.

Nature Stat: A Character Stat that specifies their behavior as an NPC.

NPC: Non-Player Character, with behavior defined by their Nature and D8 Dice Rolls.

NPC Army: an Army of Character cards made up of NPC's, usually lead by a Sinister Nature Creature Card.

O

Observer: Player who rolls the Korrem Weather Roll to determine how many Actions Players can use in their Command Phase.

Occupied Settlement: A Village or Kingdom that is Attacked and then controlled by an Enemy Army.

R

Resource: Items from Land Hexes or destroyed Artifacts that have value within the game, including Grain, Wood, Ore, Fish, Gemstones (*Gems*), Steel, and Gold.

Retreat: when a player decides to leave Battle with still Active Creatures in their army.

S

SkyRealm: An Angellic Nation that must be Summoned into the game through the Altar of Holy Light Landmark Hex. SkyRealm Characters originate from the

Creature Deck.

Speed Stat: a Character Stat that effects some Abilities and determines which NPC Character goes first during Battle.

State Token: Any token that can be placed on a Character to designate an unusual state; including Attraction, Affectionate Bond, Poison, Disablement, Frozen, and Damage.

Summon: Character Cards that are brought into Battle by another Character with the Summon Ability and paying their Recruit Cost.

T

Tenebris: ShadowRealm Nation that must be Summoned into the game through the Shadow Rift. Tenebris Characters are considered Creatures in the Creature Deck.

Tower: an Addon Structure that provides Defense and Attack for a Settlement. It is represented by a small Tower gamepiece.

Town Hall: the Nation Deck which a Player can Recruit the top Character from into an Army. The Town Hall increases by one stack for every Village a Nation has, and by two stacks for every Kingdom.

Turn: A full cycle of actions where each Player involved gets to participate. There are two major Turns (*Nation Turns and Battle Turns*) and minor turns or phases nested within those (*Attack Phase, Command Phase, etc.*).

U

Unholy Magic: Magic aligning with immoral evil and the Demonic FireRealm.

Undead: a State Token that limits a Character Card but regenerates it from the Graveyard. Undead Characters cannot use any Abilities, Attract others, be Attracted, and their Health regenerates +1 each turn. Machines cannot be Undead.

V

Village: Small Nation Settlement that provides one Town Hall draw deck.

W

Wall: an Addon Structure that provides Defense for a Settlement. It is represented by a small Wall gamepiece.

World Deck: a Deck containing Strategy, Event, Nation, and Disaster Cards, as well as Artifacts. The Observer draws from the World Deck when a D8 Weather roll lands on 8.



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Erik Reichenbach 2023

HEART OF KORREM: QUICK START GUIDE

1 Generate the Korrem Map

Each Player picks 10 Land Hexes at Random, and then take turns placing them in increasing intervals (Place 1, next turn 2, next turn 3, last turn 4).

- Deserts must not border Tundra
- Deserts, Oceans, and Tundra must connect to already placed Deserts, Oceans, or Tundra
- Landmarks cannot Border other Landmarks
- If a Player cannot place a Hex, is it discarded!

2 Select Your Nation

Pick your Nation, and then place 1 Village and 1 Army with 1 Provider on a non-Ocean Land Hex.

Humans: Red Pieces, *Prefer Plains*

Borean: Blue Pieces, *Prefer Tundra*

Elves: Green Pieces, *Prefer Forest*

Talos: Yellow Pieces, *Prefer Desert*

Draconis: Orange Pieces, *Prefer Mountains*

Druids: Purple Pieces, *Prefer Forest or Mountains*



3 Take Turns to Gather Resources, Explore, and Expand your Empire.

Roll a D8 to see who is the **Observer**; this Player Rolls the D8 to determine the Korrem Weather, and how many Actions there are in the Command Phase for all Players.

If the Observer Rolls 1 they place a Land Hex on the Map; If they Roll 4 they place the next Creature Card on the Map; If they Roll 8 they draw a World Deck Card (*detailed on Page 4*).

Each Player gets a Command Phase clockwise from the Observer, and they can use Actions to Move Armies, Enlist from your Town Hall, Discover Land, Gather Resources, Build or Upgrade Settlements, Cycle the Town Hall, or Attack Enemies (*detailed on Page 4*). Last to have a Command Phase is the next Observer.

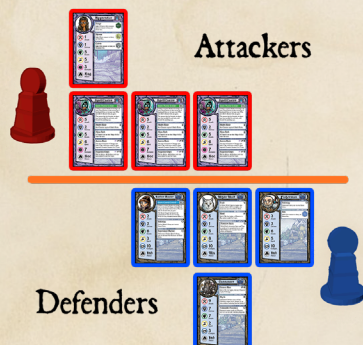
GAME SETUP: Player pieces for the Human Nation



4 When Necessary, Battle!

Battle begins when two different Nation Armies meet on the same Land Hex. When this occurs, the Army that was there first becomes the Defending Army (*Defenders*) against the arriving Army (*Attackers*).

Attackers and Defenders take turns, signified by turning over the Red 1 Minute Hourglass. Battles end when one Army is defeated or retreats (*detailed on Pages 10 - 13*).



5 Win with Victory Points

25

25 Victory Points will win the game.

If desired, shorter games can require fewer to win (*determined by Players*). You can earn VP's by:

- **Completing Quests:** Some Nation Character Cards include Quests with specific criteria to earn (*or keep*) Victory Points.
- **Killing Monsters:** When a Monster is killed your Nation acquires Victory Points, noted on Monster Cards. These VP's instantly go to the Nation Bank.
- **Collecting Artifacts:** Specific Artifacts have Victory Points you can acquire; however, these Artifacts cannot be in use by Armies and must reside in your Nation Bank to count.