

Heroes of Land, Air, & Sea Reference (includes Pestilence)

The 4 "X-Objectives"

- * **eXplore** – All Land Exploration Tokens in the game have been revealed.
- * **eXpand** – All of a player's Serfs and Warriors are in play.
- * **eXploit** – All 3 of a player's Towers are in play.
- * **eXterminate** – A player has destroyed another player's Capital City.

Playing a Round

Each round has 3 phases performed in order:

1. **Action Selection** – Starting with the first player, each player selects and performs one action. This process of everyone selecting actions will be done twice, so each player has used both of their Action Tokens.
2. **Collection** – All players simultaneously collect Resources based on the Regions they control and draw 1 Spell Card into their Spell Library.
3. **Round End** – All players remove Action Tokens and Serfs from Action Slots, placing them back into their Courtyards. Rotate any Scribed Spells that have been cast 90°. The First Player Token is then passed clockwise to the next player, and the next round begins.

Action Selection Overview

Capital Actions: Can be "Followed" by other players using a Serf.



Recruit Units: Pay Resources to Recruit 1 new Serf (or 2 for 3⁺), Warrior, Hero, or a Vessel. To Recruit a Hero or a Vessel, the required building must be built on the Capital City Board.



Build: Pay Resources to do 1 of the following:

- * Build a new Building on the Capital City Board (C.C.) (3⁺ + 1 Serf).
- * Upgrade the C.C. to the Next Level.
- * Build a Vessel in their C.C. (required Building needed).
- * Build a Tower in a Region with a Serf that you control.



Research a Spell: Choose from 2 separate options:

- * **Conjure Spells** – draw 3 Spell Cards and choose which spells to keep in the Spell Library.
- * **Scribe a Spell** – take 1 Spell Card in your Spell Library and permanently place it face-up in a Scribed Spell Slot.



Tax for Resources: Gain 1 type of Resource, the amount of which is labeled in the Tax Track. Afterward, move each Resource Token up 1 slot, the highest moving to the lowest.

Command Actions: Can be "Mustered" by the active player to immediately perform a second Command Action using a Serf.



March an Army: Move 1 to 5 Units in a single Land Region into another Land Region.



Sail a Sea Vessel: Move a Sea Vessel and its occupants. Sea Vessels can only Sail to Sea Regions or Dock on a Shore Region.

- * Shores separate Land and Sea Regions
- * Sea Regions are separated by Ferry Routes



Ely an Air Vessel: Move an Air Vessel and its occupants. Air Vessels can move through all types of Regions but cannot end movement on a Sea Region.



Cast a Spell: Pay 1 to cast a Spell Card from your Spell Library OR Scribed Spell Slot. If the Spell is cast from your Spell Library, discard it after use. If a Scribed Spell is cast, rotate it 180° to show it is "Exhausted" and not usable until after the end of the next round.

The Sunken Continent

Land Regions in the Sunken Continent are considered "Shallow Water":

- All Land Units may *March* through, build Towers, and end their movement on them. Air Vessels can end their Fly movement on them.
- Units cannot *Sail* through Shallow Water and must dock at the Shore Regions as normal.
- They start with **Sea Exploration Tokens** rather than Land ones (with 2 Tokens in the Swamp Regions). Any Unit may explore them as normal.
- Towers built in Shallow Water reveal adjacent Shallow Waters' Sea Exploration Tokens as normal. See the *Quick Reference Guide* for how Sea Exploration Tokens are adjusted when resolved in Shallow Water.

Battling Overview

When an army or Vessel moves into a Region with enemy Units or Structures, its movement ends and a Battle occurs. The player who initiates the Battle, called the **attacker**, immediately gains 1 (advance the Score Token). The other player whose units are being attacked is called the **defender**.

1. Total Each Army's Strength

1. Total the "Natural Strength" (values on Capital City Board)
2. Next add in all ability bonuses of Heroes, Vessels, and Structures that would increase, or decrease the enemy's.
3. Starting with the defender, each player may *Cast 1 Combat Spell*.

2. Select a Tactic Card to Play

From the hand of 7 Tactic Cards, each player secretly selects one Tactic Card to play *face-down* which adds a bonus to their army's Strength. Players **MUST** be able to afford the cost of the Tactic Card, or else they must *Sacrifice Units* to pay their cost (Sacrificed Units still participate in the Battle and their are counted).

3. Resolve the Battle

Each player gains (or loses) based on the Tactic Card they played. The army with the highest value wins, with ties going to the defender:

- The **winning army** remains in the Region and loses no Units, except for Sacrificed Units.
- The **losing army:**
 - * takes "Damage" and must lose Units and/or Structures whose **Natural Strength** totals at least half of the the losing army's Natural Strength (rounded up).
 - * Any remaining Units must be returned to that player's Capital City or a Region containing a Tower they control.

Battling a Capital City

To achieve the "eXterminate Objective," players may Battle an enemy's Capital City. To total the Capital City's Natural Strength:

- Add listed for the Capital City's Level.
- Add from any of the Units in the Courtyard and Action Bar along with their bonuses.
- Add of any Vessels in or docked on the *Shore* of the Capital City Region.
- Add of any Serfs in any completed Buildings' Worker Spaces.
- Towers are considered adjacent to the Capital City so any armies in Regions with your Towers may be moved into the Battle using the *Conscripts Tactic Card*.



The player who destroys the Capital City gains 5 in addition to points from starting the Battle, their Tactic Card, and Combat Spell (if any).

The Floating Continent

Flying To and From the Continent:

When *Flying* an Air Vessel (or a Birdfolk Unit), it **MUST** move a minimum of 2 to land on the the Floating Continent:

1. : It must first Fly through the Central Sea Region (C.S.R.) when coming or going (if a Sea Vessel occupies the C.S.R. then they must stop and Battle).
2. : It then may move to ANY "Shore Region" on the Continent.

Using Ferry Routes:

All "B" and "2" Graticules are always connected to the game board. Land Units may *March* to connected Regions as if adjacent.

Sea Vessels:

- Cannot *Sail* to or dock with the Floating Continent.
- They instead may occupy or *Sail* out of the C.S.R. (under the Continent).
- Though the Birdfolk's Ark Sea Vessel is placed in the C.S.R. when built, it is **not adjacent to the Birdfolk's Capital City Region**. It does however have abilities to connect it to the Birdfolk C.C. (see the *Birdfolk's Faction Board*).

When the Ark is built, if the 2 Sea Exploration Tokens in the C.S.R. are not revealed, immediately reveal and resolve them one-by-one.



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Birdfolk Faction Ability Overview

The Race of Birdfolk occupies the **Floating Continent**, lofting high above the **Central Sea Region (C.S.R.)**.


Birdfolk's Flight Ability:



After unlocking this ability by building the *Jousting Ring*, all Birdfolk Serfs, Warriors, and Heroes (excluding non-flying Mercenaries) may move with a *Fly* Action:

- Units together in a Region may *Fly* together as an army (following normal *Fly* Action rules).
- The Speed of the army is limited by the lowest  unit.
- The army may include the Sphinx Air Vessel.
- Like *Flying* for an Air Vessel, the army cannot end movement in a Sea Region. The C.S.R. still counts as  when *Flying* through it.
- Like *Marching*, a *Flying* army may not exceed 5 units.

The Floating Continent


Flying To and From the Continent:

When *Flying* an Air Vessel (or a Birdfolk Unit), it **MUST** move a minimum of  to land on the the Floating Continent:

1. : It must first *Fly* through the C.S.R. when coming or going (if a Sea Vessel occupies the C.S.R. then they must stop and Battle).
2. : It then may move to ANY "Shore Region" on the Continent.

Using Ferry Routes:

All "B" and "2" Graticules are always connected to the game board. Land Units may *March* to connected Regions as if adjacent.



Sea Vessels:

- Cannot *Sail* to or dock with the Floating Continent.
- They instead may occupy or *Sail* out of the C.S.R. (under the Continent).
- Though the Birdfolk's Ark Sea Vessel is placed in the C.S.R. when built, it is **not adjacent to the Birdfolk's Capital City Region**. It does however have abilities to connect it to the Birdfolk C.C. (see the Birdfolk's Faction Board).


When the Ark is built, if the 2 Sea Exploration Tokens in the C.S.R. are not revealed, immediately reveal and resolve them one-by-one.

Merfolk Faction Ability Overview

The Race of Merfolk occupies the **Sunken Continent**, a partially submerged Continent on the gameboard.

Merfolk's Swimming Ability:

After unlocking this ability by building the *Cloister*, all Merfolk Serfs, Warriors, and Heroes (excluding non-sailing Mercenaries) may move with a *Sail* Action:

- Units together in a Region may *Sail* together as an army through Sea Regions (following normal *Sail* Action rules).
- The Speed of the army is limited by the lowest  unit.
- The army may include the Octopus Sea Vessel
- The army **CANNOT** end its movement in a Sea Region, unless the units gain the *lv. I* and *II* ability from the *Cloister Building*

Units in a Sea Region without a Sea Vessel:

After unlocking this ability by building the *Cloister*, all Merfolk Units (excluding the *Merfolk Air Vessel*) may occupy Sea Regions without a Sea Vessel, but **CANNOT enter Sea Regions with enemy Units** (unless they are in an army with the *Crusher Hero Unit*, see *Crusher's Hero Card*).

Alternatively, Merfolk Units in a Sea Region, with or without a Sea Vessel, **CAN** be attacked by enemy Units.

Sailing into Land Battle:

Merfolk Land Units that end their *Sail* by docking at a Shore Region **CAN** battle enemy Units in that Region.

The Sunken Continent

Land Regions in the Sunken Continent are considered "Shallow Water":

- All Land Units may *March* through, build Towers, and end their movement on them. Air Vessels can end their *Fly* movement on them.
- Units cannot *Sail* through Shallow Water and must dock at the Shore Regions as normal.
- They start with **Sea Exploration Tokens** rather than Land ones (with 2 Tokens in the *Swamp Regions*). Any Unit may explore them as normal.
- Towers built in Shallow Water reveal adjacent Shallow Waters' Sea Exploration Tokens as normal. See the *Quick Reference Guide* for how Sea Exploration Tokens are adjusted when resolved in Shallow Water.