Legends Of Andor - Rules (v1, 18 Feb 2013)

**Setup**

Follow the steps on the Standard Setup Instructions card. If a legend requires additional preparation, its legend cards will explain it.

**Playing The Game**

A day begins by resolving Sunrise (exception: not on the first day), after which, hero turns are taken one at a time, clockwise around the table. During a hero’s turn, he may perform one standard action or, if he cannot or does not wish to do another standard action, he ends his day by placing his time marker on the sunrise box. The first player to end his day places his time marker in the rooster space and will take the first turn on the following day. When all heroes have ended their day, the next day begins.

**Hero Turn**

There are two types of actions that a hero may perform: standard actions and free actions. Each type of action is explained below.

**Standard Actions**

A hero must perform one of the following actions on his turn:

• **Move:** A hero advances his time marker one space on the time track for each space on the game board he enters.

• **Fight:** A hero advances his time marker one space on the time track for each round of battle he initiates.

• **Wait:** A hero advances his time marker one space on the time track.

• **Move an Ally:** A hero advances his time marker one space on the time track to move an ally marker up to four spaces. He may spend more than one hour in this way. A hero cannot perform this action if an ally is not on the game board.

Moving their time marker to the 8, 9 and 10 boxes costs a hero 2 willpower per box and cannot be done if it would reduce a player’s willpower to 0. If a hero begins his turn with his token on the 10 box, he must end his day.

**Free Actions**

Free actions are those which may be performed without advancing the time marker on the time track. A hero may perform any number of free actions during his turn, or on another hero’s turn **before** or **after** the standard action is resolved. He cannot perform free actions if his time marker is on the sunrise box, or on the turn that he ends his day. A hero may perform a free action even if he occupies the same space as a monster. A hero may perform the following free actions:

• Empty a well in his space.

• Use items.

• Pick up gold and items (eg medicinal herbs, rune stones, gems, parchments, merchant items) from his space, even if a monster is present.

• Drop gold and items in his space (you may not do this whilst moving, despite what the reference book says).

• Buy strength and items at a Merchant space.

• Trade gold or items with other heroes occupying his space (can’t trade strength or willpower).

**Move**

Heroes may enter or move through spaces occupied by monsters; don’t reveal fog tokens that they pass through (only where they stop); can’t enter a space that has a boulder; can only cross water by a bridge; can ignore arrows; can move through the castle like a normal space.

**Fog Tokens**

If a hero finishes movement in a space with a fog token, he immediately reveals and resolves the token according to the icon on its back side:

**+1 Strength:** The hero receives one strength.

**+X Willpower:** The hero receives willpower equal to the number on the token.

**X Gold:** The hero receives gold from the supply equal to the number on the token.

**Wineskin:** The hero receives one wineskin.

**Event Card:** The hero draws and resolves one event card.

**Gor:** The hero places one gor marker in his space.

**Witch:** The hero receives one witch’s brew and places the Witch marker in his space. (See The Witch section for more details.)

After a hero resolves a fog token, he returns it to the game box. Resolving a fog token does not advance the hero’s time marker.

**Fight**

At the beginning of his turn, if a hero occupies a space with a monster, or is in a space adjacent to the monster and has a bow (or he is the archer), he may fight that monster. **Note**: a monster cannot initiate a fight with a hero.

Mark the monster’s strength and willpower on the monster display. A battle round consists of four steps, resolved in this order:

I. The Hero Strikes

II. The Monster Strikes

III. Battle Value Comparison

IV. End of Battle Round

1. **The Hero Strikes**

Each time a hero fights a monster, the hero performs the following steps:

1. He advances his time marker one hour on the time track.

2. He rolls the number of hero dice shown in the dice pool of the row that his willpower marker currently occupies. **Note**: can only use bow when in an adjacent space, otherwise use your normal attack method.

3. He adds his current strength to his highest die result obtained from step 2. This is the hero’s battle value.

1. **The Monster Strikes**

After a hero strikes, the monster performs the following steps (nb: it’s the same whether it’s in the same or an adjacent space to the hero):

1. Roll the number of dice shown on the row that the monster’s willpower marker currently occupies on the monster display. Gors, skralls, and trolls roll red dice; wardraks roll black dice.

2. The monster’s battle value is the sum of the monster’s strength and the highest die result. If two or more dice produce identical results and their combined total is greater than the result of all remaining dice, add this combined total to the monster’s strength instead.

1. **Battle Value Comparison**

The combatant with the lower battle value loses willpower equal to the difference between the two battle values. Tie: neither loses willpower.

1. **End of Battle Round**

**If the monster and hero both have willpower remaining**: the hero may choose to immediately start a new battle round by advancing his time marker one hour on the time track and starting again with Step 1, or he may choose to voluntarily end the battle.

**If the monster has no willpower remaining:** The hero receives an amount of gold equal to the monster’s gold icon (found on the monster strength track) OR an amount of willpower equal to the monster’s willpower icon OR a combination of the two. *Example: After defeating a gor, the hero may take 2 gold, 2 willpower, or 1 gold and 1 willpower.* Place the defeated monster in space 80 and advance the legend marker one space on the legend track. If the legend marker is now on a space requiring resolution (a legend card, etc), resolve it immediately.

**If the hero has no willpower remaining**: The hero loses 1 strength (to a minimum of one) and receives 3 willpower. **Note**: If you lose your last willpower in any way, eg via an event card, the same thing happens – lose 1 strength, re-set to 3 willpower.

**If the battle ends and the monster is not defeated:** the monster begins future battles at his usual start value as shown on the monster display.

**Team Battle**

If more than one hero can fight the same monster (each satisfies his condition to start a fight with it), they can fight the monster together as a team. The active player (who must satisfy the condition himself) may invite any/all such heroes to participate in the fight, with each hero deciding in turn order. Advance each participating hero’s time marker one hour on the time track. All participating heroes add their individual strength together to calculate their team battle value. Starting with the current hero and proceeding in turn order, each participating hero rolls his hero dice and adds the highest result to the team battle value. **Note:** The wizard may use his ability in a team battle on any player’s die, but must declare so immediately after a dice roll, before the next roll. Then, the monster strikes exactly as it does when fighting a single hero.

The side with the higher battle value wins the battle round. If the heroes win the battle round, the monster loses willpower as normal. If the monster wins the battle round, **each** participating hero loses willpower equal to the difference between the monster’s battle value and the team’s battle value.

**If the monster and hero both have willpower remaining:** Each participating hero may continue into the next round of battle, unless he cannot advance his time marker on the time track or chooses not to participate.

**If the monster has no willpower remaining:** The heroes may distribute the reward among the heroes who participated in the entire battle.

**If a hero has no willpower remaining:** He loses 1 strength and receives 3 willpower. He cannot continue to participate in the battle.

**If the battle ends and the monster is not defeated:** The monster begins future battles at his usual start value as shown on the monster display.

**Boulders**

To remove one or more boulder tokens from an adjacent space you must perform a fight against the boulders. Each battle round spent removing boulders costs 1 hour on the time track. To remove a boulder token your hero’s battle value (strength plus dice value) must be at least as great as the value on one of the boulder tokens. If the hero’s battle value is equal to or greater than the sum of two or more boulder tokens, you may remove those boulder tokens. Heroes can join in a team battle to remove boulder tokens, costing each participating hero 1 hour on the time track per battle round. Removed boulder tokens are returned to the game box.

**Allies**

(Includes Prince Thorald and the Shield Dwarves.) In a fight, a hero / team may add 4 to the team’s strength for each ally in the monster’s space that they wish to include in the fight. To move an ally, see “Standard Actions”. (Unconfimed: Movement has same restrictions as heroes.)

**Sunrise**

**Event**: Draw and resolve the top card of the event deck. (FAQ: Event 21 stays in play until willpower is lost.)

**Firestorm**: Roll and place 1 red die in each firestorm box (near start spaces 10, 20, 30). Each firestorm hits a number of spaces equal to its die result, where its start space is the first space and the remainder follow the arrows. Each hero hit by a firestorm loses willpower equal to the die result. Monsters are not affected by firestorms. Boulders block firestorms.

**Monster Movement**: For each monster type (in the order shown in the sunrise box), move each monster one by one, beginning with the monster within that type on the lowest-numbered space and proceeding in ascending order. A monster moves to the adjacent space in the direction of the arrow on his current space. Only one monster can occupy a space at a time, so if a monster is placed in or moves to a space that already contains a monster, immediately move the incoming monster along the arrow to the next adjacent space. (This rule covers all events and effects as well.) **Boulder**: If a monster would move to a space that is blocked by a boulder, it stays in its current space.

If a monster enters space 0 (the castle), place it on an empty golden shield beside the castle (or the mine side, remove it from the game). Heroes cannot fight a monster that is on a golden shield. If a monster enters the castle and there is not an empty shield on which to place it, the game is immediately lost. Each farmer token brought to the castle adds one empty golden shield that a monster must occupy before the game is lost.

**Wells**: Flip all grey well tokens that **don’t** have a hero in their space to their colored side.

**Legend Marker**: Advance it to the next space up the track. Resolve each legend card / effect linked to that new space.

**Tokens and Items**

**Farmers**

As a free action, a hero may pick up or drop farmer tokens in his current space. Heroes can pick up and drop farmer tokens **during** a move action. A hero may carry several farmer tokens at a time. Farmer tokens remain on the game board when carried and move with the hero’s marker. If a monster and a farmer token ever occupy the same space, the farmer token is immediately returned to the game box. Each time a hero drops a farmer token in space 0 (the castle), flip the farmer token to its golden shield side and place it next to the castle’s other golden shields. This flipped farmer token counts as one additional golden shield that a monster must occupy before the game is lost.

**Inventory**

**Each inventory space**: can carry one item of the same shape.

**Telescope**: May reveal all fog tokens, rune stones, and gems in spaces adjacent to his own (across water isn’t adjacent unless there’s a bridge) before or after any hero’s standard action, but not while you’re moving. Tokens revealed stay faceup in its space. Revelations are optional.

**Falcon**: May exchange any items that can be stored on an inventory space, a helm, gold and/or gems, with another hero as if they were on the same space. There must be a path between the two heroes not blocked by a boulder.

**Helm**: If a hero wearing a helm rolls dice that produce identical results, he may add those results together. The helm has no effect if worn by the wizard, the archer, or a hero fighting with a bow. A hero cannot use the helm and the witch’s brew during the same battle round.

**Shield**: May flip (or discard if already flipped) a shield to avoid all willpower loss for in one battle round, or from a firestorm, or from an event card (even during Sunrise) – just not when you’re in the Sunrise box but at least 1 other hero isn’t yet.

**Wineskin**: May flip (or discard if already flipped) a wineskin to move 1 space without spending an hour. A hero may use as many wineskins on one turn as wanted. It’s legal to use wineskin in a Move action so as to not actually spend any time.

**Medicinal Herbs**

As a free action, a hero can use the herb in one of the following ways:

• When a hero performs a move action, he may move a number of spaces up to the number on the herb token without moving his time marker.

• Immediately after a hero rolls his hero dice during a battle, he may gain a number of strength equal to the number on the herb token for a single round of battle.

• The hero gains a number of willpower equal to the number on the herb token.

The value of a herb cannot be split. *Example: a hero cannot use a medicinal herb with a value of “3” to gain one willpower and two temporary strength.* A hero is not required to use the entire value of a herb. After using a herb token, return it to the game box. A hero may use as many herbs on a turn as they have. **Note:** If a hero’s time marker is on the sunrise box, he cannot use a herb.

**Rune Stones**

A hero can collect rune stones and place them on the small inventory spaces of his hero board (even if a monster is present). While a hero carries three different colored rune stones, he may roll one black die in battle **instead** of his hero dice. The wizard may use his ability on the black die.

**The Witch**

If a hero resolves the fog token that shows the witch and the witch’s brew, he immediately receives one free witch’s brew. Then, the hero places the witch marker in that space. From then on, a hero who occupies the space with the witch may buy a witch’s brew. The price of the witch’s brew is determined by the number of heroes (see the Merchant Inventory). **Note:** The archer always pays one less gold for the witch’s brew.

A witch’s brew can be used twice (flipping after the first use, discarding after the second). Each use allows a hero to double the value of one of his die results in a battle round. The decision to use witch’s brew must be made immediately after the die is rolled. A hero can’t use witch’s brew twice in the same battle round.

**Card Definitions**

**Alone:** Means without any other heroes or allies helping.