

HERO'S CROSSING

TACTICS



Introduction

The King and Queen are at war! A once beautiful kingdom has been torn apart; now its monarchs are at each others' throats, engaged in a conflict threatening everyone.

Hero's Crossing: Tactics is a 2-player game in the Hero's Crossing universe where players attempt to overthrow each other by recruiting heroes, amassing armies, and engaging in brutal combat.

Hero's Crossing: Tactics is not quite an expansion and not quite a stand-alone game - it uses components found in the Hero's Crossing base game but introduces new rules to create an entirely new game. Thus, you'll need a copy of Hero's Crossing to play, but don't be confused: Hero's Crossing: Tactics is a completely different play experience.

Grab a friend and prepare to be pitted against each other!

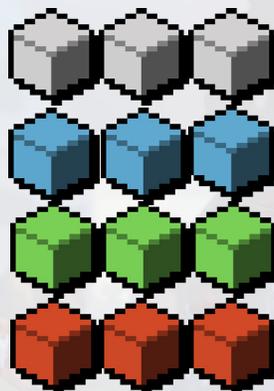
What You Need

Hero's Crossing: Tactics uses components found in the Hero's Crossing base game. If you already have Hero's Crossing, congrats, you're ready to play! Here are the components you'll be using:



**Hero Cards
(all of them)**

These represent heroes you can recruit to your side.



**Cubes
(all of them)**

These represent Soldiers in your Army.



**Green Dice
(only 2)**

These will serve as health trackers.



**Action Card
(only 1)**

This is your First Player marker.

Key Concepts

Protect your Monarch! Once their health falls to 0 (as tracked by the green Health Die), you lose.



To guard your Monarch, each player has a series of 3 Fronts which are composed of Hero Cards and different kinds of Soldiers.

Soldiers (Cubes)



Heroes are used to recruit Soldiers of various types, depending on the symbols on their card. The colors of the Soldiers match the colors of the symbols on the card. The symbols all represent Recruited Soldiers.

Heroes may also provide Drawing Power, which is used to draw new Hero Cards. This is represented by the symbols.



Recruited Soldiers

Drawing Power



Magic - Versatile but weaker attackers



Weapons - Powerful attackers



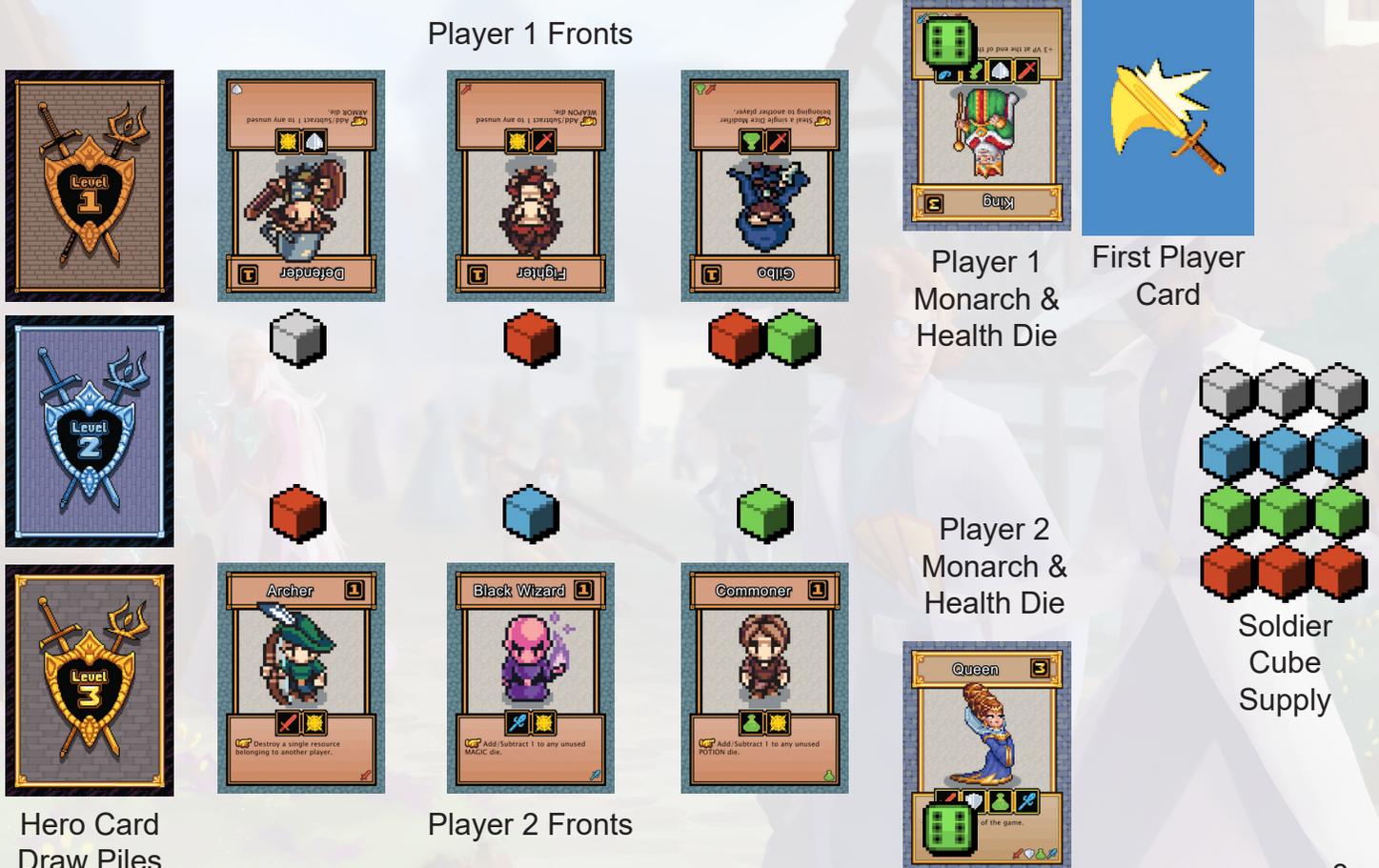
Potions - Protects other Soldiers



Armor - Blocks Magic attacks

Setup

1. Randomly determine the first player, giving them the First Player Card.
2. Pull the King and Queen Hero Cards from the Level 3 cards and give one to each player. Set these within reach of players, but outside of the primary play area.
3. Give each player a Health Die. Place it on top of the King or Queen with its "6" side facing up.
4. Separate the Level 1, 2, and 3 heroes into individual stacks. Shuffle each and place them face down next to the play area.
5. Place the Soldier Cubes within easy reach.
6. Both players draw 3 Hero Cards from the Level 1 stack, keeping them secret.
7. Players simultaneously pick one card and put it face down in front of them. They then pass the remaining cards to the other player.
8. Repeat step 7 until all cards are picked.
9. Face down, players place each of their drafted Hero Cards to form their 3 Fronts.
10. Once all players have placed their heroes, flip the heroes over.
11. Players add Soldiers to every Front matching the Recruited Soldier icons in that Front.
12. Players count the  symbols among all their heroes to determine Drawing Power. They may draw up to 5 Hero Cards with their Drawing Power; each card costs its level to draw (a Level 3 hero costs 3 Drawing Power.)



Gameplay

Starting with the first player, the player **activates** a single Front to perform one of the following actions:

- Hire
- Recruit
- Flank
- Attack

To activate a Front, rotate the Hero Card at the top of the Front. An activated Front can not be activated again in a round.

The next player then activates one of their Fronts. Play progresses back and forth until all Fronts have been activated.

After all Fronts are activated, the round ends. The First Player card passes to the next player and all Fronts refresh (unrotate them).

The sequence repeats, starting with the new First Player. Keep doing this until either the King or Queen is killed and the game is over.

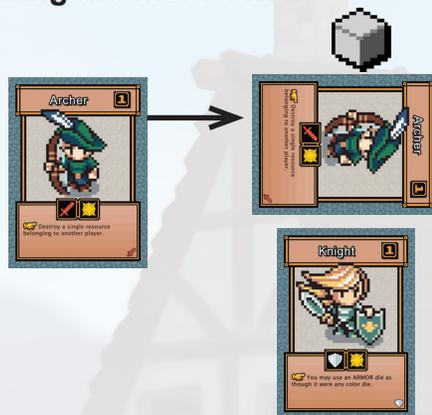
Players can't attack during the first round.

Hire

The Hire action is how you add new heroes to a Front. When you take this action, you may do **one** of the following:

- Place a Level 1 hero from your hand to the bottom of the activated Front. A Front can never have more than 3 heroes in it.
- Replace a hero in the activated Front with a hero of the next higher level from your hand (ie: replace a Level 1 hero with a Level 2 hero). If the replaced hero is the hero you rotated to activate the Front, make sure the new hero is also rotated to indicate the Front has been activated. Discard the replaced hero.

When the new hero comes out, immediately add Soldiers to the Front for each Recruited Soldier symbol on the new card.



Example 1: The Front is activated to place a new Knight into the Front. The Knight comes with a single Armor Soldier.

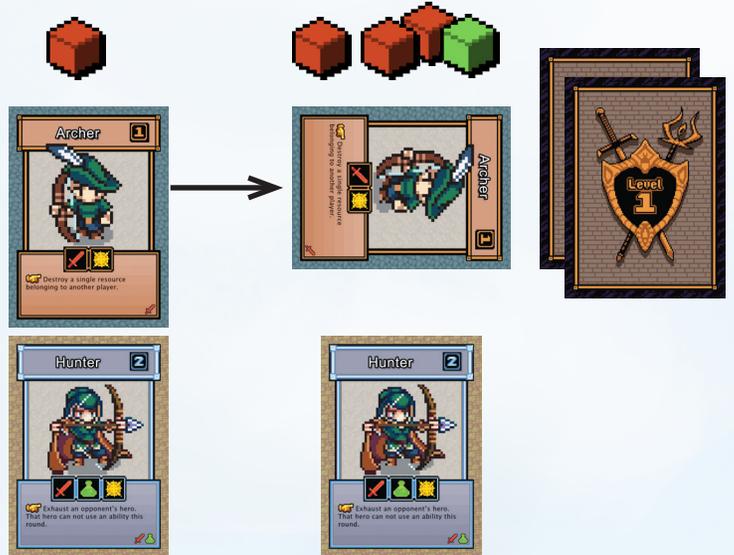


Example 2: The Front is activated to replace a Level 1 Knight with a Level 2 Cleric. The Cleric comes with a Magic Soldier and a Potion Soldier.

Recruit

The Recruit action lets you gain new Soldiers and draw cards. When you take a Recruit action, do **all** of the following:

- Gain Soldiers: for every Recruited Soldier icon in the entire activated Front, take the equivalent colored Soldier Cubes and add them to the Front.
- Draw cards: count the number of  icons in the activated Front - this is your Drawing Power. You may draw any number of Hero Cards with your Drawing Power, where each card costs its level (ie: a Level 2 hero costs 2 of your available Drawing Power.)
- If you have more than 5 Hero Cards in your hand, discard until you only have 5.



Example: When the Front is activated, the player gains a Potion Soldier and 2 Weapon Soldiers based on the icons of all the cards in the Front. They have a Drawing Power of 2, which they can use to draw 2 Level 1 cards or a single Level 2 card.

Flank

The Flank action allows you to move Soldiers to different Fronts. When you take the Flank action, you may move any number of Soldiers from the activated Front to any other Fronts (activated or not).

You are not limited in how many Soldiers you may move, and you may spread the Soldiers among any number of Fronts.

A Front does not need to have any Soldiers - you may move all your Soldiers off a Front if you wish.



Example: The Front on the left is activated to shift the Weapon and Armor Soldiers over to the Front on the right.

Attacking

When you activate a Front to attack your opponent, the following steps should be performed in order:

1. Declare which Front you are attacking
2. Determine which Soldiers are attacking
3. Play Emergency Reserve cards
4. Apply damage
5. Wrapup

Declare which Front you are attacking

You may attack any Front you want. The Front you're attacking with is the **Attacking Front**. The Front being attacked is the **Defending Front**.

Determine which Soldiers are attacking

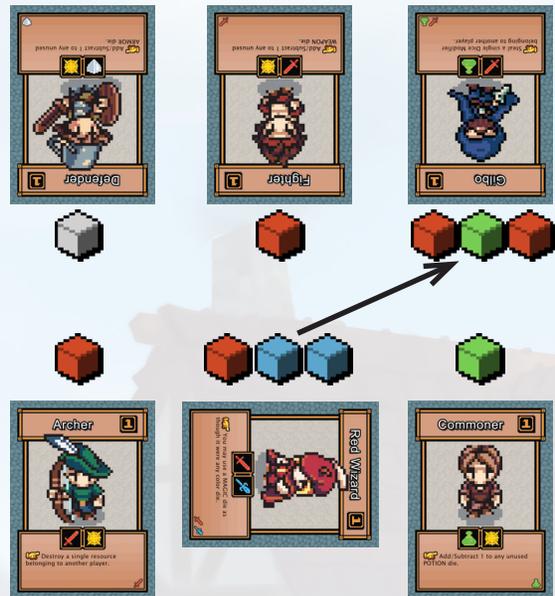
- Only Soldiers in the Attacking Front are part of the attack.
- If you're attacking the Front directly ahead of the activated Front, both Weapon and Magic Soldiers are attacking.
- If you're attacking a different Front, only Magic Soldiers are involved.

Play Emergency Reserve cards

The attacker *may* play a Hero Card from their hand face down; the card's level may not exceed the highest level Hero Card in the Attacking Front. The defender may then play a face down Hero Card of their own; the card's level may not exceed the highest level Hero Card in the Defending Front.

Once both players have played a card or opted not to, the cards are revealed. The revealed cards provide temporary Soldiers based on their Recruited Soldiers icons. These Soldiers function normally in combat and are subject to the same restrictions.

Do not pull Soldier Cubes from the supply to represent these Soldiers; simply use the icons on the card to represent the Soldiers.



Example: The player activates the center Front to attack the Front on the right. Since they are not attacking directly ahead, only the Magic Soldiers participate in the attack.



Attacking (Continued)

Apply damage

Only Soldiers in the attacking Front deal damage
- defending Soldiers do not attack back.

Weapon Soldiers attack first, killing defending Soldiers one-by-one.

- If the defending Front has any Potion Soldiers, those must be killed first.
- Armor Soldiers must be killed next.
- Otherwise, the attacker chooses which units die.

Magic Soldiers then attack.

- If the defending Front has any Armor Soldiers, no damage is done and the attack ends.
- If the defending Front has any Potion Soldiers, those must be killed first.
- Otherwise, the attacker chooses which units die.

When killing Potion & Armor Soldiers, temporary Soldiers must be killed before Soldiers represented by cubes. The reverse is true when killing Weapon & Magic Soldiers.

All killed Soldiers should be returned to the supply.

For both Weapon and Magic Soldiers, if there are no defending Soldiers when applying damage, the damage is applied to the opponent's Monarch. Track this by reducing the value on the Monarch's Health Die.

Wrapup

If the defending Monarch falls to 0 health, the game is immediately over and the attacker wins!

Otherwise, discard any Hero Cards played for emergency reserve units. Return any killed Soldiers to the supply. Play continues as normal.



There are no Weapon Soldiers participating in this attack since we are attacking diagonally.

Magic Soldiers attack, 3 in total (2 Soldiers represented by cubes and 1 temporary Soldier played as an emergency reserve).

The temporary Potion Soldier dies first, followed by the Potion Soldier on the Front. The final point of damage kills one of the defending Weapon Soldiers.

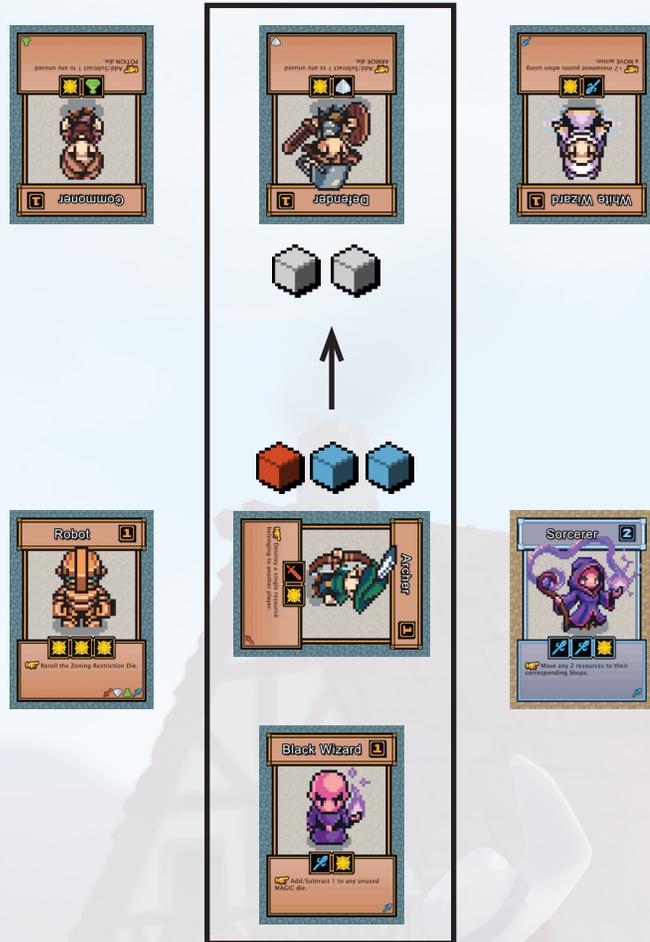
Every point of damage was blocked by a defending Soldier; the defending Monarch takes no damage. The defending Front is left with 1 Weapon Soldier at the end.

Attack Example

The bottom player activates their center Front, choosing to attack the Front straight ahead.

Neither player chooses to play an Emergency Reserve card for temporary Soldiers.

Since the player is attacking the Front straight ahead of the Attacking Front, both Weapon and Magic Soldiers are involved in the attack.



Weapon Soldiers attack first. In this case, the Weapon Soldier must kill one of the Armor Soldiers.



Next the Magic Soldiers attack. However, since the Defending Front has an Armor Soldier left, all the Magic Soldiers are completely nullified. The attack ends.



Attack Example Continued

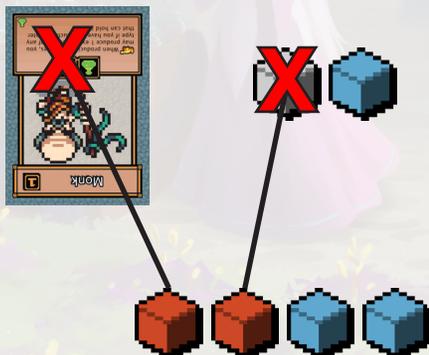
Later that game, the bottom player again attacks from their center Front to their opponent's center Front.

This time, the defending player plays a Monk from their hand for a temporary Potion Soldier.

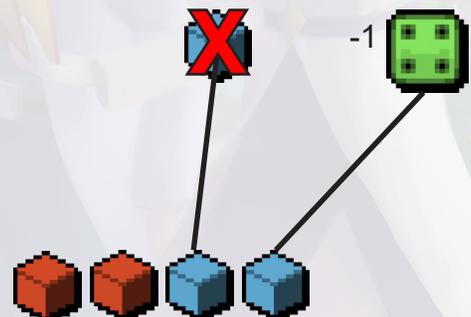
Again, since the player is attacking the Front straight ahead of the Attacking Front, both Weapon and Magic Soldiers are involved in the attack.



Weapon Soldiers attack first. The temporary Potion Soldier must be killed first. The other Weapon Soldier kills the Armor Soldier.



Magic Soldiers attack. One Magic Soldier kills the remaining defending Soldier. Since there's nobody left defending, the last Magic Soldier hits the defending player's Monarch for one point of damage, which is tracked by changing the Health Die.



End Game

Once a player's Monarch falls to 0 health (as tracked by the green Health Die), that player immediately loses and the attacking player wins. The game is over, congratulations!

Component Limits

1. The component counts in this game are strictly enforced. If you need to gain a specific type of Soldier but there are none left in the supply, you simply don't get anything.
2. If you want to draw a Hero Card of a specific level but there are none left, reshuffle the discarded Hero Cards and recreate the relevant Hero Card stack (ie: recreate the Level 1 stack if it's empty and you want to draw a Level 1 card). If this is impossible because all the cards are in play or in someone's hand, you can't draw that type of card.

Quick Reference

Play Overview

- Players take turns activating a single Front to perform an action on that Front.
- Once all Fronts are activated, the First Player card passes to the next player and all Fronts refresh.
- Repeat the above until either the King or Queen is dead.

Attack Flow

1. Declare which Front you are attacking
2. Determine which Soldiers are attacking
3. Play Emergency Reserve cards
4. Apply damage
5. Wrapup

Soldiers



Magic - Can attack any Front. Completely blocked by Armor Soldiers.



Weapons - Can only attack straight ahead; can kill any defending Soldiers.



Potions - Protects other Soldiers. When attacked, these die first.



Armor - Blocks Magic Soldiers. When attacked by Weapon Soldiers, these die second.

Actions

- Hire: play a new Hero Card or replace an existing Hero Card with one of the next higher level; gain new Soldiers
- Recruit: gain new Soldiers and draw Hero Cards
- Flank: move Soldiers
- Attack: attack an opponent's Front to kill Soldiers and potentially hurt their Monarch.

Applying Attack Damage

Only Soldiers in the attacking Front deal damage - defending Soldiers do not attack back.

Weapon Soldiers attack first, killing defending Soldiers one-by-one.

- If the defending Front has any Potion Soldiers, those must be killed first.
- Armor Soldiers must be killed next.
- Otherwise, the attacker chooses which units die.

Magic Soldiers then attack.

- If the defending Front has any Armor Soldiers, no damage is done and the attack ends.
- If the defending Front has any Potion Soldiers, those must be killed first.
- Otherwise, the attacker chooses which units die.

When killing Potion & Armor Soldiers, temporary Soldiers must be killed before Soldiers represented by cubes. The reverse is true when killing Weapon & Magic Soldiers.

Apply excess damage to the opponent's Monarch.