

**Thank you for playing Heroes of History Card Game.** This set features Groovy Greeks vs. Vicious Vikings and can be played as a standalone game or combined with the Midnight Riders and Echoes of the Plains decks. These rules supersede the previous rulebook.

### **Special Terms**

1. **STATE POINTS:** Each player starts with 50 in a full game and 25 in a half game. You gain or lose them as a result of battles or instruction cards. Add or subtract points using score dice or a digital device.
2. **WAR ZONE:** This is where you play your own cards.
  - A. **BATTLEFIELDS:** This is where you play Battlefield cards.
  - B. **TRENCH:** Combatants are played here.
  - C. **MUSEUM:** This is your discard pile.
  - D. **EFFECT ZONE:** This will feature special cards that influence the War Zones.
  - E. **COMMAND ZONE:** This is where you play Supplies, including Weapons.
  - F. **DECK ZONE:** This is for your face-down deck.

### **Cards**

1. **TITLE:** This is the name of the card.
2. **TRIBUTE:** To summon this card, you must spend this amount, in cards, of the same Type.
3. **SUB-TYPE:** Combatants have Sub-Types. They are General, Civilian, Soldier, and Warrior.
4. **COMBAT STATS:** This determines the effectiveness of this card in battle. There are two stats: ATK (attack) and DEF (defense).
5. **TEXT:** The top section of this box has the Card Effect. The bottom half of this box has facts about the historic significance of the card. Some have both; some have one or the other.
6. **TYPE:** This is what kind of card this is.
  - A. **EXCEPTIONAL COMBATANT:** Blue border, stars next to portrait, crossed sabers icon.
  - B. **COMBATANT:** Blue border, crossed sabers icon.
  - C. **SUPPLY – ACTION:** Gold border, arrow icon.
  - D. **SUPPLY – HOLD:** Silver border, hand icon.
  - E. **SUPPLY – WEAPON:** Black border, cannon icon.
  - F. **BATTLEFIELD:** Green border, shield icon.

### **Before the Game**

1. Each player may build their own deck or do a draft from a common pool (mixing decks is allowed and actually encouraged). Decks must be between 40–80 cards.
2. Decks may contain a maximum of 3 of any 1 card by title, but only 2 of any 1 exceptional card by title. For example, you can have 3 Long Walls and Lagerthas but only 2 Thors or Alexander the Greats. Some cards are limited to 1 per deck. Check [bradansworld.com](http://bradansworld.com) for the latest on cards for official play.
3. Shuffle your opponent's deck, then put your deck in your Deck Zone. Each player draws 5 cards to start the game. You may never have more than six cards in your hand at the end of your turn. Discard excess cards directly to the Museum and do not gain their effects.

4. Decide who goes first in any manner you choose, or have a Viking mead-chugging contest (Shirley Temples for the under 21s). It's up to you. The winner goes first.
5. No player may attack on their first turn.

### **Let's Begin!**

#### **BEGINNING PHASE (BP)**

Heroes of History (HOH) has a "draw up" rule that allows you to draw more than one card at the beginning of your turn, until you have five in your hand. You must draw at least one card every turn. You may hold up to ten cards in your hand at the end of your turn, so excess cards must be discarded. After you have drawn your card(s) there may be card effects from previously played cards which must be resolved before moving to AP1.

#### **ACTION PHASE 1 (AP1)**

During either AP1 or AP2 you may:

**A. Play a Battlefield card:**

You may have one Battlefield on the field at any time and may only play one per turn.

You may discard an active battlefield at the beginning of your turn for no penalty or pay 2 State Points to replace or discard it during your Action Phases.

**B. Play a hold or weapon card:**

You may play an unlimited number of hold cards and weapons to your Command Zone provided you have the room to do so. To attach a card to a Combatant, slide the hold or weapon card underneath the Combatant. You may move one weapon and one hold card per turn to your Trench, unless a card effect says otherwise. Once active on the field (you used the effect) you can't take the card back to your hand. Swap weapons between Combatants, trash a weapon, or return it to your Command Zone at a cost of 2 State Points per occurrence.

**C. Play an Action card:**

You may play an unlimited number of action supply cards, provided you have room in your Command Zone. Once an Action Card has been used, it remains in your Command Zone until the end of your turn, at which time it's sent to the Museum.

**C. Play a Combatant:**

You may play one Combatant per turn, provided you have room in your Trench. Place the card face-up vertically for attack mode, and face-up horizontally for defense mode. A Combatant may switch positions as often as you want, except during battle. Combatants' special abilities take place before any other card type's special abilities, beginning with the Combatant attempting to use his/her effect. If you wish, you may send a Combatant from your Trench to your Museum (but never back to your hand) for a cost of 2 State Points per occurrence. You lose all cards attached in this case.

**D. Exceptional Combatants:**

1. Reassignment: Exceptional Combatants are denoted by stars next to their portrait. The number of stars on the card is the number of cards of that type that must be sent to the Museum from your Trench or hand in order to play. For example, 1-star Combatant = 1 Combatant discarded, or a 2-star Combatant = 2 Combatant discards, and so on. You may play only one Exceptional Combatant per turn.

2. Special Orders: Combatants specially ordered due to a card effect don't count against your one per turn.

### **BATTLE PHASE (BP)**

#### **ATTACK STEP**

You may choose to attack in a turn to reduce your opponent's State Points. Each Combatant in attack mode may attack once per turn. There is no attack penalty unless a card effect says otherwise.

Choose one Combatant in your Trench with which to attack and tell your opponent which Combatant in their Trench your chosen Combatant will attack. There is no "ganging up".

\*Note that no Combatant may fall below "0" in ATK or DEF.

1. The attacking Combatant determines its Total Attack Value:
  - a. Base ATK value:
    - + Battlefield effect bonus
    - + Hold/weapon bonus
    - + Bonus from other active card effects
    - Effects of other cards that affect that Combatant
2. The Combatant being attacked determines its Total Attack Value or Total Defense Value, depending on which mode it is in at the time of the attack:
  - a. Base ATK value for attack mode:
    - + Battlefield effect bonus
    - + Hold/weapon bonus
    - + Bonus from other active card effects
    - Effects of other cards in play that affect that Combatant
  - b. Base DEF value for attack mode:
    - + Battlefield effect bonus
    - + Hold/weapon bonus
    - + Bonus from other active card effects
    - Effects of other cards in play that affect that Combatant

#### **DAMAGE STEP**

Whichever Combatant has the higher "Total number" wins the duel. The losing Combatant and all attached cards are sent to the Museum. If the losing Combatant was in attack position, subtract the total difference between "Total ATK" from the losing player's State Points. If the losing Combatant was in defense mode, no State Points are deducted. If the opponent has no Combatant on their side of the field, attacking Combatant may deal damage directly to opponent's State Points equal to the Combatant's "Total Attack". If the battle ended in both Combatants having equal value, both are sent to their Museums at no State Point cost to either player.

Example 1: You have Alexander the Great holding a Xiphos with no other cards in play, for a total ATK of 9. Your opponent has Rollo in attack mode with no weapon but Paris is in play. Alexander kills Rollo and you pay 3 State Points (for Paris's effect). Your opponent loses 5 State Points and Rollo.

Example 2: Rollo is in defense mode. The same result occurs except your opponent loses 0 State Points.

### **ACTION PHASE 2 (AP2)**

After your battle phase, you may make any move legal in Action Phase 1, except you may not attack again.

### **END PHASE (EP)**

Your turn ends when you run out of legal moves during **AP2** or because you feel like it. Resolve any effects by active cards that need to be resolved. Then, it's your opponent's turn.

### **WINNING!**

The winner is the player who successfully reduces their opponent's State Points to zero or is the last player with cards remaining to draw.

### **MULTIPLAYER**

All players must have their own deck, either pre-built or drafted from a common set of cards (min. 25 cards per deck in this case). Each player starts with 25 points. Cards which specify a round mean all players must go to count as a round.