

HEROES OF THE SANCTUM™

THE STRATEGY CARD GAME



HOW TO PLAY

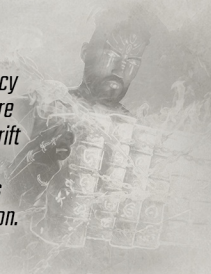
Heroes Of The Sanctum™

About This Booklet

This booklet provides a step-by-step approach to learn how to play Heroes of the Sanctum. Some rules may be explained briefly to facilitate this. Use the 'Rules Reference' booklet when needed to look up specific details!

Introduction

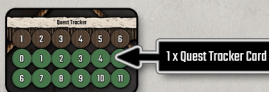
For millennia, the Sanctum of the Scribes have protected sacred tomes which speak of the rift between our realm and the darkness. The prophecy points to an event known as 'The Incursion', where ancient manifestations of the dark will enter the rift and force us all to the edge of extinction. It is foretold that the last of the Sanctum's champions will stand between the coming terrors and oblivion. That time has finally come to pass...



Game Overview & Objective

Heroes of the Sanctum: The Strategy Card Game™ is a strategic, quest-based solo adventure set in a dark, post-apocalyptic fantasy universe. Players must first assemble a party of 4 heroes (out of the available 12) and select a quest to undertake. Players will travel through dangerously reactive environments, interact with the area around them and become more powerful by defeating enemies, finding loot, managing equipment, and advancing their heroes. Players are victorious if they can successfully complete the objectives on their chosen quest card.

Game Components



Game Setup

Follow these steps to setup a game of *Heroes Of The Sanctum*:

- 1) Choose Heroes & Setup Battle Lines:** Place 4 heroes around 2 Sanctum Banners in the middle of the **Battlefield**. Heroes can start in any position but the layout shown in the diagram must be followed. New players should use *Pathbreaker*, *Assassin*, *Warlock* and *Spirit Dancer*. Heroes should not be **Advanced** (unless directed by a Quest card).
- 2) Choose & Setup Quest:** Select a Quest card. If it is your first play through, start with the tutorial Quest named '*Answering The Call*'. Read the setup side of the Quest card and follow its instructions.
- 3) Create Region Stack:** Setup a stack of Region cards by reading the *Region Stack Setup* text on the Quest card. Ensure the **ARRIVED** keyword is facing up on each Region. Place the Quest card (quest side up) above the **Battle Lines** and the Region stack close in front of you.
- 4) Setup Proximities:** Look at the *Proximity Setup Icons* on the first region in the stack. Find the Proximity cards that match the number shown on the icons. Position them in the corners of the **Battlefield** as shown by its icon. Then, place the other Proximity cards in a deck nearby.
- 5) Prepare Stratagem Deck:** Place the Stratagem deck (facing up) below the **Battlefield**. Ensure '*It Comes Full Circle*' is the top card.
- 6) Quest Tracker:** Place the Quest Tracker near the Stratagem deck. Set Time Token to 1 on the *Time Track* and Scout Token to 0 on the *Scout Track*.
- 7) Prepare Token Supply:** Place Damage and Quest Tokens in nearby supplies. Then, place 4 Hero Tokens (matching the icons of the chosen Hero cards) and Defending/Stunned Tokens next to the Stratagem deck.

8) **Prepare Threat and Loot Decks:** Shuffle and form Loot and Threat decks. Place them face-down above the **Battlefield**.

9) **Spawn Threats:** Find the *Threats To Spawn* (💀) value on the visible Region card. Starting with the hero in the top left of the **Battlefield**, **spawn** a threat by drawing 1 card from the Threat deck and placing it in that hero's **Battle Line**. Then, moving clockwise, **spawn** one new threat per hero until the *Threats To Spawn* value has been met. If the Threat deck is ever depleted, shuffle its discard pile and recreate it.

Ensure cards are in easy reach of players. Then, the **Hero Phase** begins.

New Game Setup Diagram



How To Play

Choose A Difficulty Mode :

Adventurer :	At the start of a quest, Advance 2 Heroes and discard 1 threat.
Champion :	At the start of a quest, Advance 1 Hero.
Hero :	No changes (<i>for experienced players only!</i>)

Game Phases

Every **Game Round** of *Heroes Of The Sanctum* is played over 4 phases:

- 1) The Hero Phase
- 2) The Threat Phase
- 3) The Region Phase
- 4) The Quest Phase

After setting up a **Difficulty Mode**, the game begins with the **Hero Phase**.

1) The Hero Phase

The Hero Phase allows the player to plan strategies and control heroes. In the following order, the player must:

- Reveal and resolve the **Current Stratagem**.
- Spend **Action Points** to assign and resolve **Available Actions**.

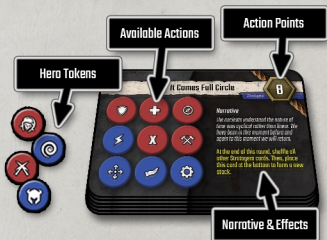
Solo & Collaborative Mode

The player resolves all actions in **Solo Mode**. In **Collaborative Mode**, multiple players can plan actions as a team with one player resolving them. Optionally, the *Standard Bearer* card is used to take turns resolving actions.

Revealing & Resolving The Current Stratagem

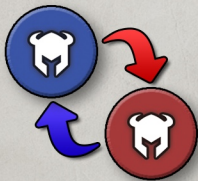
The Stratagem deck must be facing up so the top card is the only one visible and in play - this is the **Current Stratagem**. After the first game round, all Hero Tokens are discarded, and the top Stratagem card is moved to the bottom of the deck to reveal a new **Current Stratagem**.

After revealing the **Current Stratagem**, players must read the *Narrative* and resolve its effects, as it may introduce new rules for the current game round.



Spending Action Points On Available Actions

The top right of every Stratagem card shows how many **Action Points** the player can spend on **Actions** each round. On the left are 9 **Available Actions** that can be allocated to heroes by spending **Action Points**. Red actions cost 2 **Action Points** and blue actions cost 1.



This example shows both sides of the Pathfinder's Hero Token. It displays the same Hero Icon found on the Hero card.

Every hero card has a corresponding double-sided Token which displays its unique **Hero Icon**. To allocate a blue action to a hero, players flip its matching Hero Token to the blue side and place it on the chosen blue **Available Action** on the Stratagem card. Similarly, Hero Tokens are flipped to the red side when using a red **Available Action**.

Rules & Limitations

The cost of **Actions** cannot exceed *Action Points*.

Only one Hero Token can be placed on one *Available Action*.

Players cannot assign **Actions** to **STUNNED** or **defeated** heroes.

When a Hero Token has already been assigned, that hero cannot perform additional **Actions** (unless specifically stated by another game effect).

Heroes may remain unassigned (idle). Unspent *Action Points* are lost.

Example Of Spending Action Points

When a hero is assigned to an *Available Action*, that hero is referred to as the **Current Hero**.

1) The player finds the Hero Token with the matching Hero Icon and flips it to the blue side.

2) The blue side of the Hero Token is placed on the chosen blue *Available Action*.

3) The assigned **Action** is resolved (this is explained in the 'Resolving Actions' section).

This blue action has cost the heroes **1 Action Point** (2 if it was red). If there are more unassigned Hero Tokens and *Action Points* to spend, players may continue to assign *Available Actions* to the remaining heroes.



The above example shows the Pathbreaker hero along with its matching Hero Token.



The blue side of the Hero Token is placed on the available MOVE action. 1 Action point has been spent out of 8.

Resolving Actions

When an *Available Action* is assigned, it must immediately be resolved. This section explains what these **Actions** do and how to resolve them.



ATTACK

This action allows a hero to battle a threat. Unless otherwise stated, players target 1 threat from the hero's **Battle Line** (or if the *Quest Rules* permit it, the **Epic Threat** located on the Quest card).

The target receives Damage (♠) equal to the hero's **Attack Value** (X). The equivalent Damage Tokens are placed on the target's card. Some game effects can modify the targets that can be chosen or how much damage (♠) to apply. Hero cards, Loot and other effects will inform players of this.

Refer to the 'Receiving Damage' section in the 'Rules Reference' for more details.

This example shows the Pathbreaker hero using the ATTACK action on a threat in his Battle Line. 1 Damage (equal to his Attack Value) is placed on the threat's card.



HEAL

This action allows a hero to remove 1 Damage (♠) from their horizontally adjacent Sanctum Banner. Other game effects may modify how much Damage (♠) can be removed or which hero may be chosen for healing.

Refer to the 'Healing Damage' section in the 'Rules Reference' for more details.

This example shows the Assassin hero using the HEAL action. 1 Damage is removed from the horizontally adjacent Sanctum Banner.





DEFEND

This action allows a hero to start **DEFENDING** which temporarily increases the hero's *Defence Value* (♥) by 1. A Defending Token is placed on the hero's card. Only 1 of these tokens can be placed on a hero at a time. After a threat attacks a hero, the Defending Token is removed.

Refer to the 'Defending/Stunned Tokens' section in the 'Rules Reference' for details.

This example shows the Pathbreaker hero using the DEFEND action. The Defending icon is flipped to the correct side and placed on his Hero card.



SCOUT

This action allows heroes to find a way through the **Current Region**. Unless otherwise stated, the *Scout Token* on the *Scout Track* is incremented by 1. Some Loot, proximities and other game effects may modify how much to increment the *Scout Track*.

This example shows how to increment the Scout Track with the SCOUT action.



ANY RED / BLUE ACTION

This *Available Action* means it is replacable. The red background means it can be replaced with any other red **Action** and the blue background allows it to be replaced with any other blue **Action**.



USE

This action allows a hero to **USE** one attached Loot card or Proximity card (assuming they are the **Nearest Hero**). The effects of the **USE** keyword on the chosen card are immediately resolved.



TAUNT

This action allows a hero to force a threat card in another hero's Battle Line to move into their own.

This example shows how the Pathbreaker hero uses a TAUNT action to force a threat to move from another Battle Line into his own Battle Line.



ASSIST

This action allows a hero to target another hero. If the target hero is **STUNNED**, the Stunned Token is removed from the target hero's card. Then, both heroes may give, take, exchange or discard any of their attached Loot cards.



MOVE

This allows any two heroes to swap their position (as long as neither of the two are **STUNNED**). The heroes, attached Loot and any tokens are all moved. This action can affect the **Maximum Health** of Sanctum Banners.

This example shows how a MOVE action swaps two hero's Battle Lines. The threats stay in the same place but the hero, attached Loot and any tokens are swapped with the other hero.



Free Actions

Some game effects may state a specific **Action** is “free” or may be “freely spent”. If this happens, that **Action** no longer requires *Action Points* to be assigned (for the duration described by the card).

Completing The Hero Phase

Once the players have finished assigning and resolving hero **Actions**, the Hero Phase ends and the **Threat Phase** begins.

2) The Threat Phase

All **ACTIVE** threats retaliate in this phase. Any **EXPENDED** threats cannot attack or perform **Threat Actions**. In the following order, the player must:

- Attack the Heroes and apply damage.
- Perform **Threat Actions**.

Attacking The Heroes

Starting with the top left **Battle Line** and moving clockwise, the threats attack the heroes. The *Attack Value* (✕) of every **ACTIVE** (vertical) threat in a **Battle Line** is tallied and subtracted by the hero's current *Defence Value* (♥). Any result higher than zero is applied as Damage to that hero. If the hero was **DEFENDING** during an attack, the Defending Token is immediately removed from the hero and put back in the supply. Lastly, if an undefeated **Epic Threat** exists and can **ATTACK** (check the *Quest Rules*), players decide which hero it should target. No additional *Attack Values* are tallied when an **Epic Threat** attacks a hero.

How Threats Attack Battle Lines

This example shows how **ACTIVE** threats attack each **Battle Line**.



The three **ACTIVE** threats in this **Battle Line** each have an **Attack Value** of 1 $\times$. After tallying the **Attack Values**, the total is 3 $\times$.

This hero has a **Defence Value** of 1 $\heartsuit$ and a Defending Token (+1 $\heartsuit$). He has no other Loot or game effect that increases his defence. His total **Defence Value** is 2 $\heartsuit$. Note that a **Defence Value** cannot be less than 0.

The attack is resolved: **Attack** (3 $\times$) - **Defence** (2 $\heartsuit$) = **Damage** (1 $\diamondsuit$).

1 $\diamondsuit$ is then placed on the hero's horizontally adjacent Sanctum Banner.

Threat Actions

After the threats have attacked the heroes, they proceed to perform their unique actions. Starting from the **Battle Line** in the top left and moving clockwise, players select an **ACTIVE** (unrotated) threat card and resolve its **ACTION** keyword.

When a threat **ACTION** keyword is resolved (or if no **ACTION** keyword exists), that threat is **EXPENDED** (turned sideways). Once all threats are **EXPENDED**, the **Region Phase** begins.



3) The Region Phase

The Region phase simulates environmental effects and ultimately allows heroes to journey to new areas. In the following order, the player must:

- **UPDATE** the Region.
- Resolve the **REGION** keyword on any Proximity cards.
- Decide to leave the **Current Region** if it has been **Fully Scouted**.

Updating The Region

Players flip the Region card and resolve the effects of the **UPDATED** keyword on the other side.

Resolving The Proximities

Starting from the top left Proximity card and moving clockwise, players check if that Proximity card has a **REGION** keyword. If it does, its effects are immediately resolved.

Deciding To Leave The Region

If the *Scout Token* on the Quest Tracker meets or exceeds the **Current Region's Scout Value**, it is **Fully Scouted** and players may choose to travel to the next Region (if one exists). If this happens, The *Scout Token* is reset to 0 and the **Current Region** is discarded to reveal the next Region card. All proximities and threats on the **Battlefield** are discarded. New proximities are setup, new threats are **spawned** and the **ARRIVED** keyword is resolved. Then, the **Quest Phase** begins.

Example Of Leaving The Region

This example demonstrates how to travel to a new Region:



After **UPDATING** the Region card and resolving Proximities, players check if the *Scout Token* matches or exceeds the **Current Region's Scout Value**. In the above example, both have a value of **8** which indicates the region is **Fully Scouted**. This gives heroes the choice to leave the **Current Region** (as long as there are more cards in the Region Stack). Otherwise, the game proceeds to the **Quest Phase**.

If the heroes leave, the *Scout Token* is reset to **0**, the **Current Region** is discarded and the proximities on the **Battlefield** are placed back in the Proximity deck. The new visible Region card becomes the **Current Region**. New Proximity cards are placed on the **Battlefield** using the *Proximity Setup Icons* in the bottom left of the **Current Region** card.

Once the Proximities are setup, all threats in **Battle Lines** are discarded and new threats are **spawned** using the *Threats To Spawn* (☠) value in the top right of the Region card. Starting with the top left hero and moving clockwise, **1** new threat card is drawn and placed in its **Battle Line**. Repeat this until the *Threats To Spawn* (☠) value has been met.

Lastly, any **ARRIVED** keyword effects on the **Current Region** are resolved.

4) The Quest Phase

The **Quest Phase** tracks the current objectives of the chosen Quest and resolves unique events. In the following order, the player must:

- Check if the Quest's objective has been met.
- Check and resolve *Quest Events*.
- Check if any heroes have been **defeated**.
- Increment the *Time Tracker*.
- **Activate** all threats and begin a new game round.

Checking The Quest Objective

The *Quest Rules* on the Quest card will state the objective, e.g. "*Heroes are victorious when the Dread Knight is defeated*".

If the conditions are met, the heroes are **victorious**, any **defeated** heroes are revived, and the **Quest Phase** ends.



Resolving Quest Events

Starting from the top of the card and moving downwards, *Quest Events* instruct players to do something based on its icon. If the icon shows a number from the *Time Track*, the effects should only be resolved if the number matches the actual *Time Tracker* value. Sometimes the Time Tracker will display an 'X', or a completely unique event will be displayed with a different icon. They too are resolved by following the instructions in the text.

Check If The Heroes Have Been Defeated

If a Sanctum Banner has taken more damage than its *Maximum Health* value, it is **defeated** and its adjacent **Battle Lines** collapse (see 'When A Sanctum Banner Is Defeated' in the 'Rules Reference' booklet). If all Sanctum Banners have been **defeated**, the Quest ends in defeat.

Increment The Time Tracker

Unless a *Quest Event* has already moved it this round, the *Time Tracker* is incremented by 1 to a maximum of 6.



This demonstrates how to increment the Time Tracker token from 1 to 2.

Activate All Threats

All threats in the **Battlefield** that have been **Expended** (rotated horizontally) should now be **Activated** (rotated vertically).



*All threats should be **Activated** before the **Hero Phase** repeats.*

Start A New Game Round

If heroes are not **victorious** or **defeated**, the **Hero Phase** starts again.

Strategy Tips

Selecting Your Heroes

As all heroes have unique advantages and disadvantages, assembling a well-rounded party is wise. It's recommended to focus the upper **Battle Lines** on defence and melee combat with a lower **Battle Line** focus on ranged combat, healing and specialist support. Players may use the guide below to help assemble a party of heroes before each quest:

Recommended Heroes for the upper Battle Lines:



Recommended heroes for the lower Battle Lines:



Managing Loot

Loot management should be a core part of your strategy. Try to ensure that a Loot item is given to a hero that will maximise its effectiveness.



Frequently Asked Questions

» If the *Quest Track* is on 6, does it reset back to 1 in the **Quest Phase** during the “Increment Time Track” step?

No. Unless a *Quest Event* specifically tells you to change it, it stays on 6.

» Do all threats attack during the **Threat Phase**?

No. Any **EXPENDED** threats cannot attack or perform **Threat Actions**.

» Which hero does the **Epic Threat** attack?

After all other threats attack, players decide which hero will be targeted.

» What happens when the **Threat/Loot Deck** is depleted?

All cards from its discard pile are reshuffled to recreate the deck.

» Can a **Defending Token** stay on a Hero after the round is over?

Yes it can. A **Defending Token** is only removed after a Hero is attacked.

» If I cannot “directly assign” **ATTACK** actions, can I use other effects such as the “**Berserker's Axe**” to get around it?

Yes you can! The same applies to “directly assigning” other actions.

» What happens if I fulfill the **Quest Objective** but my heroes are defeated on the same game round?

Because the *Quest Objective* is checked first, you will be **victorious!**

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QUICK REFERENCE

2 ACTION POINTS



ATTACK



HEAL



DEFEND



SCOUT



ANY RED

1 ACTION POINT



USE



TAUNT



ASSIST



MOVE



ANY BLUE

GAME PHASES

The game is played in order over the following 4 game phases:

1) HERO PHASE

- *Reveal and resolve the Current Stratagem.*
- *Spend Action Points to assign and resolve Available Actions.*

2) THREAT PHASE

- *Attack the heroes and apply damage.*
- *Perform Threat Actions.*

3) REGION PHASE

- *UPDATE the Region.*
- *Resolve REGION keyword on Proximities.*
- *Decide to leave the Region (if able).*

4) QUEST PHASE

- *Resolve Quest Objective and Events.*
- *Check if heroes have been defeated.*
- *Increment Time Track (if unmoved).*
- *Activate threats.*