

HEROES OF THE SANCTUM™

THE STRATEGY CARD GAME



RULES REFERENCE

Heroes Of The Sanctum™

About This Booklet

This booklet does not teach players how to play Heroes of the Sanctum. This supplementary booklet aims to provide clarity on specific cards, tokens, and game concepts. Whenever the need arises, players may use this booklet to easily look up more information about specific game rules. Players should begin the game with the 'How To Play' booklet!

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Game Components



12 x Hero Cards



30 x Threat Cards



11 x Quest Cards



16 x Loot Cards



15 x Proximity Cards



18 x Region Cards



2 x Sanctum Banner Cards



12 x Stratagem Cards



1 x Standard Bearer Card



1 x Quest Tracker Card

5 x Quest Tokens

33 x Damage Tokens

Time & Scout Tracker Tokens

4 x Stunned / Defence Tokens

12 x Hero Tokens

Initial Concepts

Heroes

The player controls a party of 4 unique heroes. These heroes are represented by Hero cards. An example Hero card is shown below:



If instructed to **Advance** a hero, that hero card is flipped to reveal the 'Advanced' version. If any game effect instructs you to trigger a hero's **UNIQUE ACTION**, resolve the *Unique Action* effects on that hero's card.

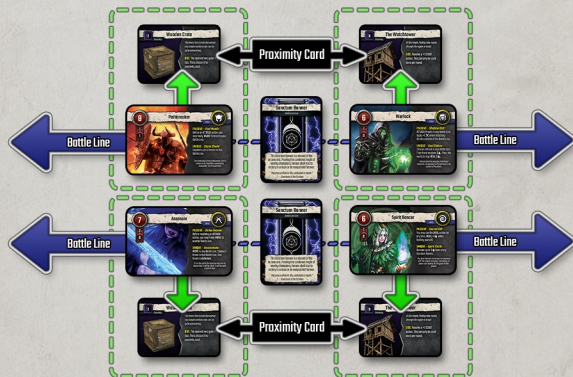
Sanctum Banners & Battle Lines

Heroes are always in formations of two and surround a Sanctum Banner. Heroes also have their own **Battle Lines** facing outwards. If heroes do not adequately protect their Sanctum Banners, they will be **defeated**.



Battlefield

The **Battlefield** represents the immediate area surrounding the heroes. When starting a new Quest in *Heroes of the Sanctum*, the heroes are placed two at a time in horizontal rows, along with a Sanctum Banner in the middle. Players may freely decide the starting position of their heroes. Heroes are usually in proximity of special objects and places that can be interacted with. These are represented by Proximity cards.



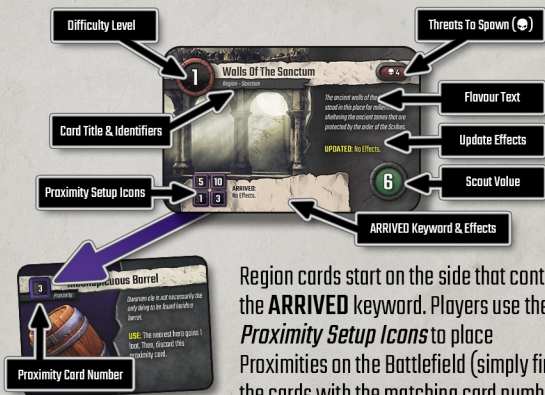
Proximities And The Nearest Hero

Only the **Nearest Hero** can use or be affected by Proximity cards. The green arrows in the diagram above show the **Nearest Hero** to each Proximity. If only one horizontal row of heroes remain, the **Nearest Hero** is the hero either above or below a Proximity card.

Some Proximities can be used and others apply effects at certain times. The **Current Region** determines what proximities surround the heroes.

Regions

Heroes must journey through various regions to complete quests. These locations are represented by double-sided Region cards. Region cards setup the proximities, threats, and effects of the current area. The Region the heroes are currently located in is referred to as the **Current Region**.



The Region card above instructs players to find the Proximity card with ID "3" and place it in the bottom right of the Battlefield.

Region cards start on the side that contains the **ARRIVED** keyword. Players use the *Proximity Setup Icons* to place Proximities on the Battlefield (simply find the cards with the matching card number). When arriving at a new region, the **ARRIVED** keyword effects are resolved.

Certain events in the game may instruct players to **UPDATE** the Region. When this happens, the Region card should be flipped to the other side. Players should then find the **UPDATED** keyword and resolve any effects.

Heroes may travel to a new Region when they have scouted enough to match or exceed the **Current Region's Scout Value**. The Regions that heroes travel through is determined by the **Current Quest**.

Quests & Epic Threats

To play *Heroes of the Sanctum*, players must first choose a Quest. Every Quest card contains setup instructions, special game rules and quest events. Some also have battle values. When the Quest begins, it is flipped to the **Quest Side** and placed at the very top of the **Battlefield**. When **Attacking** heroes, this card is referred to as the **Epic Threat**.



The **Setup Side** of the Quest card shows the *Quest Narrative*, the estimated *Game Duration* and *Setup Rules*.

Players should follow the *Region Stack Setup* instructions to correctly prepare the order of Region cards for the Quest. The item on top of the list must be the first visible Region card in the stack. Some quests may only use a single Region card. All Regions in the stack must be flipped so the **ARRIVED** keyword is facing upwards.



In the example from the Quest card shown above, players are instructed to order a specific stack of Regions with the 'Larkwood' card at the top and flipped so the **ARRIVED** keyword is visible.

Loot

Loot is found while defeating threats and other game events. When a hero gains Loot, a card is drawn from the Loot deck and attached to their Hero card. If Loot has the **USE** keyword, it can only be activated by a hero's **USE Action**. If the **REACTION** keyword is used, it can only be activated after the described event has happened. Lastly, if the **PASSIVE** keyword is present, its effects are persistent while attached to the hero.

*In this example, the Loot card contains the **USE** keyword. The hero holding this Loot card can only activate it by spending Action Points on a **USE** action. Hero actions are explained in the 'How To Play' booklet.*



When a hero gains Loot, it is attached under a hero card and lowered to reveal its text. An example of a hero with attached loot is shown below.

Each hero can only hold a maximum of 2 loot cards. If they gain more, they must choose which 2 to keep and place the rest in the Loot discard pile.

If a hero gains Loot but there is no more cards left in the deck, a new deck is shuffled and created from the Loot discard pile.



In the example above, the Assassin hero has two Loot cards attached under its hero card. This hero is at maximum capacity and cannot hold additional Loot.

Threats

Enemies and other moving dangers that can cause damage to heroes are usually represented with threat cards.



Threats have attack and health values but can also have unique effects. *Passive Effects* should always be read before targeting a threat with any **Action**. Threat cards are always located and **spawned** in a hero's **Battle Line**. Note that Quest cards never reside in **Battle Lines**.

Regardless of whether Threats are spawning, moving or attacking, they are always located in a hero's Battle Line.



Card States

Threats and other cards can be in the following **states**:



Active cards are face-up and indicate they can be used normally.

Expend cards are used to indicate that it should temporarily not be used. They are rotated horizontally.

Receiving Damage

Damage Tokens have a value of either 1 or 3 and must be used to track the exact amount of damage (♠) that has been applied to a target.

When a threat receives damage, Damage Tokens are placed directly on its card. The same applies to Quest cards. A threat is **defeated** when its damage matches or exceeds its **Maximum Health**. When **defeated**, any **DEFEAT** keyword effects on the card are immediately resolved. Threats are then discarded.



A threat receives damage directly on its threat card. The same applies to the unique 'Epic Threats' found on Quest cards.

Hero Damage & The Sanctum Banner

Using powerful arcane energies, Sanctum Banners connect adjacent heroes to make them stronger. However, this means that horizontally adjacent heroes not only share health but damage and even death.



Hero damage is absorbed by the horizontally adjacent Sanctum Banner. Its Maximum Health is $(8+6)=14$.

When heroes receive damage, it is absorbed and placed on the adjacent Sanctum Banner card. A banner's **Maximum Health** is the combined **Health Value** of both adjacent heroes. If damage equals or exceeds that value at the end of a game round, it is **defeated**. The Banner, adjacent Heroes and any attached Loot cards are discarded. The **Battle Lines collapse**: existing threats move vertically to other **Battle Lines** and proximities are squeezed tighter. Players fail when no heroes remain.

When A Sanctum Banner Is Defeated

If a Sanctum Banner is **defeated**, its surrounding **Battle Lines** collapse. This happens **after** checking *Quest Objectives* and resolving *Quest Events*:



This particular Sanctum Banner is connecting a hero with a **Health Value** of 7 and another hero with a **Health Value** of 6. Therefore, the Sanctum Banner's **Maximum Health** is currently **13** ($7 + 6$).



During the **Quest Phase**, the same Sanctum Banner is checked and found to have taken **13** Damage (equal to its **Maximum Health**). The Sanctum Banner has now been **defeated**. The banner, its adjacent heroes and any attached Loot are discarded. **Battle Lines collapse**.



Existing threats move vertically to any neighbouring **Battle Lines**. Proximity cards are then packed tighter around the remaining heroes.

Damage Token Rules

Damage tokens cannot be added in excess of a card's **Maximum Health**. Any additional damage is ignored. Damage Tokens may also be exchanged for the equivalent amount at any time (e.g. three Damage Tokens with a value of 1 can be swapped for one token with a value of 3).



Quest cards and threats heal damage by removing the equivalent value of Damage Tokens from the card.

Healing Damage

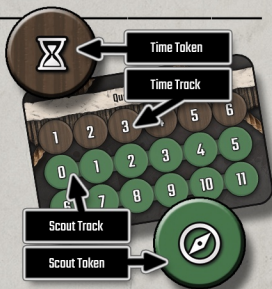
If instructed to **HEAL** damage from a threat or Quest card, the equivalent Damage Tokens are removed directly from that card and placed back in the supply.

Sanctum Banners absorb both hero damage and healing effects. If a hero is instructed to **HEAL** damage, the tokens are removed from the Sanctum Banner that is horizontally adjacent to that hero.

Unless otherwise stated, **HEAL** actions subtract 1 from the value of damage. All **HEAL** actions cannot exceed the actual value of damage on a card.

Quest Tracker

Players use the Quest Tracker card to keep track of the current game round and the progress made in scouting the **Current Region**. The Quest Tracker uses the Time Token to increment the **Time Track** and a Scout Token to increment the **Scout Track**.



Defending / Stunned Tokens

These double-sided yellow tokens are placed on Hero cards to track if heroes are **STUNNED** or **DEFENDING**.

STUNNED heroes cannot perform any actions until another hero **ASSISTS** them (or they recover from another game effect). When **DEFENDING**, heroes gain a temporary **+1** bonus to their **Defence Value** (♥).

Only one of these tokens can be placed on a hero card at a time. **STUNNED** takes precedence. A hero cannot start or continue **DEFENDING** if they are **STUNNED**.



Defending Icon



Stunned Icon

Quest Tokens

Double-sided Quest Tokens are used in some Quests. Their rules are defined on the Quest cards that use them.



Stratagem Deck & Hero Tokens

Players use Stratagem cards each turn to receive **Action Points**, **Available Actions** and the current **Narrative**.

Players use Hero Tokens to spend **Action Points** and assign **Actions** to heroes.

*This is explained in the **Hero Phase** section of the 'How To Play' booklet.*

Rule Clarifications

Players may refer to this if the need arises

The Golden Rules

» If the text of a card directly contradicts the rules in the game's booklets, the card overrides the rules. Rules and effects are prioritized in the following order: Quest rules and effects, Region effects, Proximity effects, Threat effects and then all remaining effects.

» All effects must be resolved as completely as possible.

» If any card uses the word "cannot", that effect is absolute and can never be superseded by other effects.

» If any effect uses the word "may", that effect is optional.

» If there is more than 1 valid way to resolve an effect, the player chooses which of the valid ways to resolve it.

» If an effect has any requirements or costs, it cannot be resolved unless all requirements and / or costs are met.

» If more tokens are needed, players may use suitable substitutes.

Discarding & Rebuilding Decks

» When Threats and Loot are discarded, they are placed in their own discard piles. If the Threat / Loot deck is depleted, its discard pile is shuffled to form a new one. Discarded Stratagem cards are placed at the bottom of the Stratagem deck. Discarded Proximity cards are returned to the Proximity deck. Discarded Heroes, Regions and Quests are placed back in the game box. All discarded tokens are placed back in the supply.

Credits

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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.*