

HEROES OF THE SANCTUM™

THE STRATEGY CARD GAME



MULTIPLAYER

Heroes Of The Sanctum™

Introduction

Welcome to the Heroes of the Sanctum: The Strategy Card Game - Multiplayer Expansion™, offering a modified Hero Phase to facilitate a better cooperative experience with multiple players. In 4 player games, each player takes control of a specific hero and is responsible for their actions. In 3 player games, two of the players control a single hero and one player controls two heroes. In 2 player games, both players control two heroes. Each player has exclusive control of their own heroes. This booklet assumes players already understand the rules for solo games.

Expansion Components

Below is a list of what is new in this expansion:



Game Setup & Skillsets

Multplayer games replace Stratagems with the new Multiplayer Stratagem deck. In addition, an area for each hero is setup outside of the **Battlefield** which consists of an Action Tracker, a hero's associated Skill Sheet and a Hero Token. This area is known as a hero's **Skillset**.



New Multiplayer Game Setup Diagram

Multplayer Stratagems



Skillsets

The Skill Sheet

The Skill Sheet gives each player a focused overview of the heroes they are controlling. There is one Skill Sheet for every hero in the core game. They are identifiable by the *Unique Hero Icon* in the top left corner. There are two additional rules that go along with this new layout:

- Loot is attached to an *Available Loot Slot* on a hero's Skill Sheet instead of its Hero card.
- When a hero is **advanced**, the Skill Sheet as well as the hero card is flipped to its 'Advanced' side.



The Action Tracker

Every hero's **Skillset** contains their associated hero token and an Action Tracker card. Action Trackers are used to keep track of a hero's previous action.

In multiplayer games, players assign hero **Actions** directly on their Action Tracker instead of the **Current Stratagem**.

How To Play

This booklet assumes players already understand the core game rules!

The Multiplayer Hero Phase

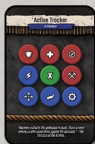
The Hero Phase works slightly differently in Multiplayer games. In the following order, players must:

- Ensure all Action Tracker cards in play are **Activated** (rotated vertically).
- Determine which hero is the **Standard Bearer**.
- Reveal and resolve the **Current Stratagem**.
- Players take turns to assign and resolve *Available Actions*.

Determining Which Hero Is The Standard Bearer

At the start of the game, the player controlling the hero in the top left Battle Line (relative to the Quest card) becomes the **Standard Bearer**.

At the beginning of every subsequent Hero Phase, the player to the right of the **Standard Bearer** becomes the new **Standard Bearer**. The Standard Bearer card is then placed in the associated hero's **Skillset**. If the player controls two heroes, one is chosen to be **Standard Bearer**.



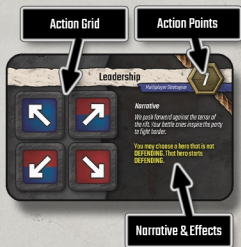
This example shows the current **Standard Bearer** moving the **Standard Bearer** card to their **Skillset**.

Revealing & Resolving The Current Stratagem

The Multiplayer Stratagem deck must be facing up so the top card is the only one in play and visible to all players - this is the **Current Stratagem**. After the first game round, the **Standard Bearer** moves the top Stratagem card to the bottom of the deck to reveal a new **Current Stratagem**.

After the **Current Stratagem** is revealed, the **Standard Bearer** must read the **Narrative** and resolve its effects.

IMPORTANT: *Action Points* are ignored in Multiplayer Mode, just use the *Action Grid*!



Understanding The Action Grid

The *Action Grid* shows which actions are available in specific Battle Lines (relative to the Quest card). Each of the 4 square icons refers to either the Top-Left, Top-Right, Bottom-Left or Bottom-Right Battle Line.



This indicates the hero in the top-left Battle Line can only resolve blue actions.



This indicates the hero in the bottom-right Battle Line can only resolve red actions.



This indicates the hero in the bottom-left Battle Line can resolve red or blue actions.

If a square in the *Action Grid* is blue, the hero in that Battle Line may only perform blue actions. If the square is red, that hero may only perform red actions. If squares have both red and blue stripes, that hero is able to resolve any available red or blue action on their Action Tracker. However, there are some limitations.

NOTE: If only 2 heroes remain, use the top row of the Action Grid.

Multiplayer Rules & Limitations

After openly discussing strategies, the **Standard Bearer** decides the order players must follow to assign **Actions** to their heroes.

A hero can either be assigned **1 Action** (using the Hero Token and Action Tracker in their **Skillset**) or kept idle (the Hero Token stays in place).

Unless otherwise stated, heroes **cannot** re-assign an **Action** that is already covered by a Hero Token. Keep Hero Tokens in place to track this.

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

Example Of Assigning Actions

In this example, the player controls the Pathbreaker hero who is located in the Top-Left Battle Line:

1) Before an **Action** is assigned, the **Current Stratagem** is checked. It instructs heroes in the Top-Left Battle Line to only assign blue **Actions**.

2) The player controlling the Pathbreaker flips his Hero Token to the blue side and places it on a blue **Available Action** on the Pathbreaker's Action Tracker. That **Action** is then immediately resolved.

NOTE: If players choose (and are able) to assign a **Unique Action**, the Hero Token is placed on the Green X icon in the middle of the Action Tracker.

Players continue to assign and resolve **Actions** for any unassigned heroes (or opt to keep a hero idle).



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



As the Pathbreaker is in the Top-Left Battle Line, he can only be assigned a Blue Action as indicated on the Stratagem card. Players move their Hero Tokens on the Action Tracker to do this.

Ending A Player's Turn

After a player has resolved an action for a Hero (or chooses to keep the hero idle), that Hero's Action Tracker card is immediately **Expend**ed (rotated horizontally).

IMPORTANT: Hero Tokens must always remain in the same slot whenever an Action Tracker card is **Expend**ed or **Activated**.



When all Action Tracker cards in play are **Expend**ed, the **Multiplayer Hero Phase** ends and the **Threat Phase** begins. The **Standard Bearer** resolves the rest of the round in the same way as solo mode.

You are now ready for Multiplayer quests!

Compact Layout

An alternative and more compact layout is available for Multiplayer Mode. Skill Sheets are not used and loot attaches to hero cards in the same way as Solo Mode. Multiplayer Stratagem cards remain and Action Trackers with Hero Tokens are setup into smaller **Skillset** areas as shown below:

Compact Multiplayer Layout Diagram



Frequently Asked Questions

» Where does my Hero Token go on the first round?

Hero tokens are placed next to Action Trackers on the first round. When you assign your first **Action**, the token stays on the last slot assigned.

» Should I check my **Action Points** when performing actions?

No, in Multiplayer Mode, these limits are taken care of by the *Action Grid*. **Action Points** are still displayed on the card to be compatible with future expansions that may reference it for other purposes.

» What happens to my **Skillset** when my hero is defeated?

It is discarded along with your Hero card, Hero Token, Loot, etc.

» If only 2 heroes remain, how should I read the *Action Grid*?

Use the top row of the *Action Grid* when 2 heroes are in play.

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

Ultimately, the **Sanctum Bearer** decides.

» Can I tactically assign a blue **Action** that doesn't do anything in order to unlock a red action for the next round?

Yes, you can **ASSIST** another hero but choose not to trade anything.

» Can I attach Loot to hero cards rather than Skill Sheets?

We've got you covered, try the Multiplayer Compact Layout instead!

Credits

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ACTION REFERENCE



ATTACK



HEAL



DEFEND



SCOUT



ANY RED



USE



TAUNT



ASSIST



MOVE



ANY BLUE

MULTIPLAYER GAME PHASES

The Standard Bearer resolves phases 2 - 4 each round.

1) HERO PHASE

- Setup Action Trackers & Standard Bearer.
- Reveal and resolve the Current Strategem.
- Players take turns to assign 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.

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