A DUNGEON DEFENSE GAME BY LUIS BRUEH

KEEP THE HEROES OUT!

BRUEH GAMES

Adventurers Beware

Keep the Heroes Out! is an asymmetric, cooperative dungeon defense game for 1-4 players where you play as the monsters protecting their hard-earned treasures against invading hordes of "heroes" trying to plunder it.

Components

Game Credits

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Special Thanks to: Better Half Reviews, Evellyn Bruehmueller, Ferdinand Capitulo, Fernando Celso Jr., Garry Clarke, Josef Sallen, K. Takayasu, Richard Ham.

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Warning: Choking Hazard! Not for use by children under 3 years of age.

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Please make sure to add into your email, photos of your game and your full shipping information, in case we need to send you a missing/damaged component.

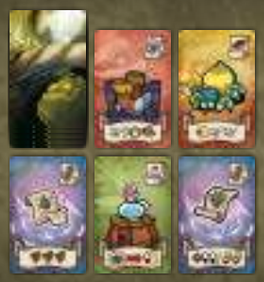
Game Setup

1

Build the Dungeon

At the beginning of the game, choose one of the scenarios available in the Dungeon Book and build the dungeon exactly as described in it.

2



Loot Availability

Shuffle all Beast, Potion, Equipment and Scroll cards together to create the Loot deck. Place it face down next to the dungeon and reveal the top 5 cards. Whenever a card is acquired, immediately reveal the top card from the deck and fill the empty spot.

3

Placing Treasures

Place all Treasure Tokens face down and shuffle them. When a scenario asks you to place one in a Dungeon Room, pick one at random from the shuffled pile.

4

Prepare the Guild

Shuffle all Warrior, Rogue, Mage and Archer cards along with the Scenario cards described in the scenario you chose to play to make the Guild deck. Place the deck face down next to the dungeon.

5

Create the Supply

Set aside all remaining tokens in easy reach of all players. This will be the Supply. Every time a token is discarded, it returns to the Supply.

6 **Starting with the youngest player and proceeding clockwise, every player chooses a Monster Clan, taking their matching Clan Card, Tactic Cards and Monsters.**

6.1 **Special Ability** — Every Clan has a Special Ability that can be performed only if you have Monsters in the dungeon and you spend Activate Actions ( ).

6.2 **Summon Monsters** — At the beginning of the game, place a total of Monsters equal to the number of ( ) on the card. You must place them in the room matching the type shown on the card, in any combination you wish.

6.3 **The Lair** — The rest of the Monsters are placed next to the Clan Card and they form your Lair. When a Monster is summoned in the dungeon, you take it from the Lair, every time it leaves the dungeon, it goes back to your Lair.

6.4 **Clan Attributes** — From the left, the first number is the number of Monsters in your clan, the second is the amount of wounds they can take before they must leave the dungeon, and the third is the number of your Clan cards.

6.5 **Tactics Deck** — Shuffle all the Tactics cards that match your Clan and place them face down next to your Clan Card, this is your Tactics deck. Draw the top 5 cards and put them in your hand.

7

Select the Difficulty Level:

At the beginning of the game, decide the difficulty level for this session. Place the Guild deck on top of the chosen Difficulty Level tile. Every time a player ends their turn, draw and resolve that many Guild cards as dictated by the selected difficulty level.

Family:	Challenging:	Hardcore:
(First timers, families & casual players)	*(Solo players & gamers)*	*(seasoned gamers only)*
Wave 1: 1 Guild card	**Wave 1:** 2 Guild cards	**Wave 1:** 2 Guild cards
Wave 2: 2 Guild cards	**Wave 2:** 2 Guild cards	**Wave 2:** 3 Guild cards

8 **The player with the least Monsters in their Clan takes the Active Player Token.**

Monster Clans

Every Clan starts with a deck of Tactic cards that highlight different aspects of 3 basic roles: **Crowd Control, Defender** and **Supporter**. As the game progresses and you acquire new cards, you might adjust your Clan's strategy to your group and scenario needs, deviating from its starting role, and that's great! None of the Clans play the same and choosing different combinations for each scenario is part of the fun.

Crowd Control: You have many attack cards, so you can defeat many heroes in a single turn.

Red Dragon

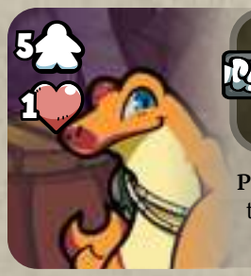
Heroes are best served roasted.

Activate to: Remove all wound tokens from your Dragon.

Pro tip: Avoid acquiring Equipment. Focus on Potions and Scrolls with Attack actions.

Lizardfolk

Freedom can't be won without struggle.



Activate to: Ranged attack with one of your Lizardfolk.

Pro tip: Hit and run is your way to go. Focus on Loot that gives you movement and attack.

Gnoll

In the midst of chaos there is also opportunity.

Activate to: Melee attack with one of your Gnolls.

Pro tip: Move coins along with you to have more options to summon your gnolls.

Defender: You can summon many Monsters in the dungeon with ease. This way you can better protect treasure and/or other Monsters.

Slime

Divide and conquer.

Activate to: Draw a Tactics card immediately.

Pro tip: Focus on Loot cards with Activate actions to use your special ability more.

Skeleton

Fear the undead.

Activate to: Place a bone on a Dungeon room where you have a Skeleton.

Pro tip: In the beginning, focus on acquiring Beasts and Movement actions.

Ratkin

Strength in numbers.

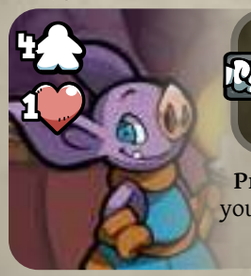
Activate to: Place a Ratkin in a room where you already have a Ratkin

Pro tip: Focus on acquiring Equipment. Swords and Axes may do wonders for you.

Supporter: You have many activate and move cards that allow you to buy new cards easily and/or help others do so too.

Imp

If you are clever enough, nothing can scare you.



Activate to: Move one of your Imps.

Pro tip: Place as many traps as you can! Focus on acquiring Trap, Attack and Summon cards.

Poltergeist

Let's get spooky.

Activate to: Move one of your Poltergeists (through passageways or walls).

Pro tip: Use your special ability to move resources and help the whole team acquire Loot cards.

Witch

Imagination is the real magic.

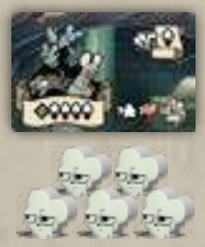
Activate to: Place a completed Portal in the same room as you have a Witch.

Pro tip: Build portals as fast as you can. This will help the whole team acquire Loot cards.

Game Overview

Keep the Heroes Out is a co-op scenario-based Dungeon Defense game where the players are monsters, trying to protect their treasures from being plundered by the "so-called heroes" who persist on invading their dungeon. The active player (the one who has the Active Player Token), takes a turn going through all their turn's phases. At the end of their Heroes Invasion, if the game hasn't finished, the active player passes the Active Player token to the player on their left. This player now becomes the active player, and it is time to take their turn. If you reached the end of the second wave's Guild deck, then CONGRATULATIONS, you all win the game! If at any time, your Treasure Token with value 4 is plundered, then you all immediately lose!

The Lair



Tactics Deck

Play Area

Discard Pile

Player's Turn

During your turn complete the following 5 phases, in order:
1) Play cards from your hand, 2) Refresh Loot, 3) Clean Up and Upkeep, 4) Heroes Invasion, 5) End your turn.

1

Play cards from your hand: Cards must be played one at a time. To play a card, choose one from your hand, reveal it, resolve its actions and then place it face up in front of you in the play area. When resolving a card, you may perform the actions on it in any order and from any of your Monsters. If at any point your Tactics Deck is empty, shuffle **only** the cards from your **Discard pile** and create a new Tactics deck.

2

Refresh Loot: You may discard a Tactics card from your hand to renew from 1 up to 5 Loot cards. Place the cards you want to dismiss from the available Loot at the bottom of the Loot deck and reveal new ones from the top of the deck to fill the empty spots. You may Refresh the Loot multiple times in your turn, but each time you have to discard a Tactics card from your hand.

3

Clean Up and Upkeep: Discard all cards in your play area to the Discard pile. If you have less than 5 cards, draw cards from your Tactics deck until you have 5 in your hand. If there are no more cards in your Tactics deck, shuffle all the Tactics and Loot cards in your Discard pile and place them face down to create a new Tactics deck.

4

Heroes Invasion: At this point, based on your chosen Difficulty Level for this session, and the Wave you are currently in, draw and resolve the relevant number of cards from the top of the Guild deck. If there are no more cards in the Guild's deck, and this is the first time you reached the end of the deck, then reshuffle all the Guilds cards and place them face down, you are now starting the second wave of attacks. If you reached the end of the second wave's Guild deck, then CONGRATULATIONS, you all win the game! If at any time, your Treasure Token with value 4 is plundered, then you immediately lose the game!

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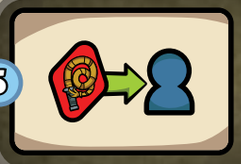


End your turn: After the end of a Heroes Invasion, if the game hasn't finished, the active player passes the Active Player token to the player on their left. This player now becomes the active player, and it is time to take their turn.

(Use the side of your choice of the Active Player Token, as this does not affect the rules).

Important: *In a 4 player game, for example, you will face 4 Heroes Invasions in a round (one in each player's turn).*

Actions

Unless otherwise stated, actions are resolved individually, in any order you choose, splitting the actions depicted in one card to one or more of your Monsters in the Dungeon. You may also choose not to use all the actions depicted in a card. If an action requires a Token and there are no more left in the supply, you can not perform the action. Each action has a unique symbol, you can see their meaning below:

Draw:
Draw a card from your Tactics deck and put it in your hand. This card is available for you to play it during the rest of your turn.

Activate:
You can use this action to perform various things in the game that require activation. For example: your Clan's Special Ability, activating a Dungeon Room, completing a Portal etc.

Move:
Move one of your Monsters to an adjacent Dungeon Room through passageways, or Portals. When you move, you can bring one resource or one trap token with you.

Melee Attack:
Deal 1 damage to a Hero in the same Dungeon Room as one of your Monsters. If the Hero's Health reaches zero, discard them.

Ranged Attack:
Deal 1 damage to a Hero in an adjacent Dungeon Room to one of your Monsters (must connect through a passageway). If the Hero's Health reaches zero, discard them.

Place a resource:
Place the relevant resource token in the same Dungeon Room as one of your Monsters.

Defend:
When a Hero attacks in the same Dungeon Room as one of your Monsters, as a Reaction, use this action to lower their damage by 1.

Trap:
Place a Trap token in the same Dungeon Room as one of your Monsters.

Portal:
Place a completed Portal token in the same Dungeon Room as one of your Monsters.

Ambush:
Summon a number of Monsters in rooms matching the depicted type. In the example above: summon up to 3 Monsters divided between the Sewers & the Beast Trainer rooms.

Choose wisely:
When actions are separated by a dash "/", you have to choose to perform either the left or the right group of actions. In the example above: you either do two Melee attacks or Move once.

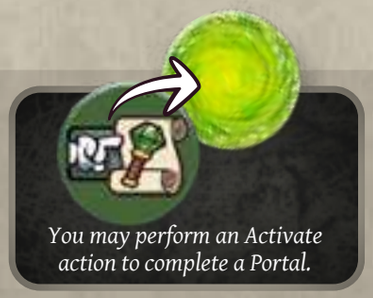
Surge:
If you succeed in the left action, you may perform the right action for free. In the example above: Discard a coin from a room in which you have a Monster and place 3 Monsters in the same Dungeon room.

Swarm:
All your Monsters in the same Dungeon Room perform the depicted action. In the example above they all may Move once.

Reinforce:
Look at the top 3 cards of your Tactics deck. Put in your hand the ones that match the depicted action, discard the rest. In the example above: get all cards with Melee Attack, discard the rest.

Portals

Each scenario starts with incomplete Portal tokens already placed in the Dungeon. In those rooms, you may resolve Activate actions to complete them, flipping their tokens to the completed side. When two rooms have Completed Portals in them, then they are considered adjacent **only** for purposes of moving. Unless otherwise stated, Heroes will always ignore Portals when moving inside the dungeon.



You may perform an Activate action to complete a Portal.

Once completed, moving a Monster through portals costs one move action only.

Traps

Traps are single-use defenses for your Dungeon. They can be acquired in the Workshop room or with the use of special cards. You may move a trap around the same way you carry a resource. When a Hero enters a room with a trap (either being summoned or move into it), they take 1 damage and the trap is discarded.

You may bring a Trap with you when you move a Monster.

When a Hero enters a room, remove the trap and deal 1 damage to them.

Dungeon Rooms

Every dungeon room serves a purpose. Some of them have a special action that you can perform if you have a Monster in the room and you perform an Activate action ( ).

Vault: Place a Coin in this room.

Library: Place a Book in this room.

Sewers: Place a Frog in this room.

Graveyard: Place a Bone in this room.

Workshop: Place a Trap in this room.

In some rooms there is Loot that can be acquired! You will need to have a specific Resource available in the room, so plan ahead! Perform an Activate action, discard the relevant Resource, pick a card from the available Loot that matches the type shown and place it in your Discard Pile. Next time you reshuffle your Tactics deck it will be shuffled along with it. Immediately reveal the top card from the Loot deck and fill the empty spot.

Forge:
Discard a Coin to acquire an Equipment card from the available Loot.

Beast Trainer:
Discard a Bone to acquire a Beast card from the available Loot.

Apothecary:
Discard a Frog to acquire a Potion card from the available Loot.

Study:
Discard a Book to acquire a Scroll card from the available Loot.

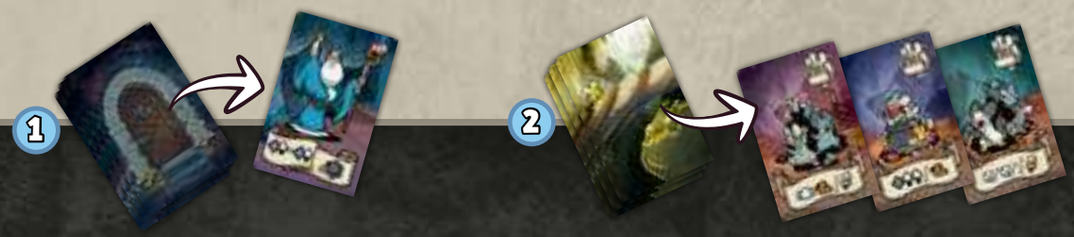
For example, to be able to acquire the spider, a player would need to first have a Monster in the Graveyard. 1) Activate it to generate a Bone, then; 2) move their Monster along with the Bone to the Beast Trainer room. 3) Activate the Beast Trainer room and discard the Bone to acquire the Spider, adding it to their discard pile. Then reveal a new Loot card.

Pro Tip: A good tactic would be to generate resources and leave them in the rooms for other players to acquire Loot in future turns. This is a cooperative game after all!

Special Room: Cells

Once per turn, at any point of your turn, you may push your luck by throwing a Hero in the Cells! To perform this action you do NOT need to have one of your Monsters in the Cells room nor do you need to resolve an Activate action. First draw the top card from the Guild deck. If you draw a scenario card, nothing happens! If you draw a Hero card, take their token from the Supply and place it in the Cells with the exhausted side up. Then draw 3 cards from your Tactics deck and place them in your hand.

Beware! Exhausted Heroes will perform their abilities when summoned! So, if a Mage is sent to the Cells, all the exhausted heroes break their cells and become active! In this case, resolve them immediately. Once all Heroes are exhausted again, if you haven't lost the game, the active player can continue playing.



For example, the Ratkin player, having no Monsters in the dungeon at the start of their turn, decides to push their luck and send a Hero to the cells. 1) They draw the top card from the Guild deck and it is a Mage! Oh no! 2) then, they still get to draw the 3 cards from their Tactics deck! and one of them has summon! 3) But wait! Before they get to use their cards, it is time to resolve the heroes... 3.1) The Mage's ability is breaking all heroes from the Cells, so he reactivates all exhausted Heroes there and now they need to act!

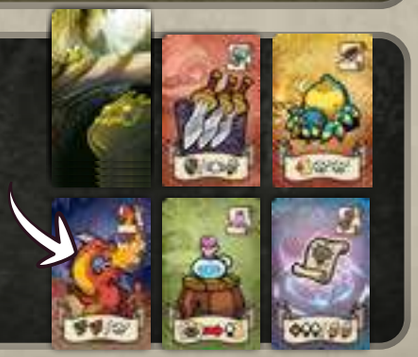
3.2) One of the Heroes will take the Treasure and become exhausted. 3.3) with no Monsters or Treasure in the Cells, the other 3 Heroes move to the Vault, which is also unguarded, reactivating the Archer! 3.4) The 4 of them can now take the Treasure with value 4, ending the game immediately, defeating the Monsters!

Special Room: Laboratory

Additional Setup: If the Laboratory is present in a scenario, choose a Clan that is not being used by a player and shuffle all their 10 starting tactics cards along with the Loot Deck.

When you activate the Laboratory, draw a card from the Guild deck. If the card is a Hero, send that Hero to the Cells to acquire a Tactics card from the available Loot and put it in your discard pile. Please note that playing a Tactics card from your hand does not require you to have the Monster from that Clan in your possession. You just resolve the actions on the card using your own Monsters.

For example, to acquire the "dragon" card, you must go to the Laboratory, Activate it to send a guild card to the Cells, then you add the dragon card to your discard pile. If a Mage was sent to the Cells this way the heroes would become Active breaking out from the prison as usual.



Special Room: Builder

Additional Setup: If the Builder is present in a scenario, shuffle the unused Dungeon rooms, place them face down next to the Dungeon creating the Builder's pile and reveal the top 3 of them, these are the Available Blueprints.

When you Activate the Builder, discard a number of coins from the Builder room equal to the value of the Treasure you want to place in the new room you will build. You need to spend at least 1 coin and up to a maximum of 3 to take the Treasure matching the value from the Supply. If there is no such token available in the Supply, you can not build the new room! Take the room from the Available Blueprints and place it adjacent to a room already in your dungeon, making sure there is a path through passageways from the new room to the Vault. Place the Treasure Token on it. Then reveal the top room from the Builder's pile and refill the empty spot in the Available Blueprints.

In this Example, the Ratkin player wants to build the Workshop from the Available Blueprints. They generate Coins in the Vault and then bring them one at a time to the Builder room.

1) When they activate the Builder room, they can choose to discard either one or two Coins. They choose to discard two Coins and place a Treasure with value two, to have a stronger defense in their Dungeon.

2) Now is time for the Ratkin to choose where to place the new Trap room, knowing that it must be connected via the available passageways to the Vault.

At this point, strategy is key! You want to build a dungeon that allows you to move resources easily to acquire Loot cards, but at the same time makes it more difficult for the Heroes to reach the Vault!

3) The Ratkin decided to place it on the rightmost spot, and to angle it so they can connect new rooms to the bottom. They check if the passageways are leading towards the Vault and then reveal a new tile from the Builder's pile, refilling the Available Blueprints.

Heroes Invasion

After a player finishes their Clean Up and Upkeep phase, it's time to draw and resolve as many Guild cards as dictated by your chosen Difficulty Level tile. If the deck is empty, reshuffle the discard pile to create a new deck and flip the Difficulty Level tile to Wave 2. If you survive that 2nd Wave without losing the Treasure with value 4, you win the game!

Family:
Wave 1: Reveal 1 Guild card
Wave 2: Reveal 2 Guild cards

Challenging:
Wave 1: Reveal 2 Guild cards
Wave 2: Reveal 2 Guild cards

Hardcore:
Wave 1: Reveal 2 Guild cards
Wave 2: Reveal 3 Guild cards

For example, if you are playing Wave 1 in Hardcore difficulty, you draw and resolve 2 Guild cards after each player's turn. If you go through the entire Guild deck, you reshuffle it, flip the Difficulty Level tile, and start the 2nd Wave. From then on you draw and resolve 3 Guild cards after each player's turn.

Resolving a Guild card

You always resolve one Guild card at a time before drawing the next. If there are multiple Heroes to be resolved, the players choose collectively which one to resolve first. **Keep the Heroes at bay! If you need to summon a new Hero and there are no more tokens in the Supply, then reactivate all exhausted Heroes of that class and any other heroes in the same rooms as them (even if they are in the Cells).**

1 **There are two different types of Guild cards that you may draw:**

Hero Card: You must summon 1 Hero of the class shown on the card in two different rooms that also match the room type on the card.

Scenario Card: These cards follow specific scenario rules. Read the Dungeon book for more information.

Discarded Guild cards are open information. You may check them or even organize them in piles to make calculating future odds easier.
Below you can see the icons, the name and the rooms that correspond to the various room types shown on the Guild cards:

Jewel: Vault

Swords: Forge & Workshop

Hats: Library & Apothecary

Mystic Eye: Graveyard & Study

Crossbones: Sewers & Beast trainer

Special: Cells, Laboratory, Builder

2 **Show off**: Immediately after being summoned, a hero will always perform their **special ability**:

Archer: Range attack for 1 damage to one monster in an adjacent room, targeting Monsters closer to the Vault.

Warrior: Discard up to 2 resources from the room he is summoned.

Rogue: Discard 1 trap from the room she is summoned.

Mage: If summoned in the Cells, reactivate all imprisoned Heroes (himself too), breaking them out!

Unless otherwise stated, all Heroes have only 1 health, and are removed from the Dungeon once they sustain 1 damage.

3 **Check the room:** If there are traps in the room, resolve them one at a time, dealing 1 damage to this hero and discarding the trap token. If a Warrior, Rogue or Archer was summoned in the Cells, then flip their token to the Exhausted side. If the Hero is still Active in the Dungeon, proceed to step "4".

4 **Inspire:** If the hero was summoned (or charged) into a room where there are other Exhausted Heroes, reactivate them ALL by flipping them to the Active side, and they will need to be resolved this turn as well!

When a Hero attacks, plunders or waits, flip them from the Active to the Exhausted side!

When a Hero is Summoned or Charges into a room, and they are not killed by a trap, Inspire all previously exhausted heroes in that room by flipping them to their active side.

5 **Attack:** If there is a Monster in the same room as the Hero, exhaust the Hero and deal 1 damage to the Monster. Any Monster in the room may use a defense card as a Reaction to this Attack to defend it. If the Monster dies, discard it from the Dungeon back to the player's Lair. If the Monster has more than 1 Health, use the Wound Tokens to track the damage taken.

6 **Plunder**: If there are no Monsters in the room and the number of Active Heroes present is equal or greater than the value of the Treasure in the room, then exhaust a number of Heroes equal to the Treasure's value to plunder it! Flip the Treasure, resolve its effect and then discard it.

Spoil: Discard one resource from this room.

Curse: All players discard a card of their choice from their hand.

Heal: Re-activate all Heroes in this room.

Prisoner: Draw a Guild card and send the relevant Hero to the cells.

Defeat: You lose the game!

7 **Wait:** If there are no Monsters in the room and there is a Treasure, but the number of Active Heroes is less than its value, then the Hero will wait for reinforcements. Exhaust the Hero.

For example a Rogue is summoned in the Beast Trainer. They will: 2) Show off and discard the Trap using their special ability and then 7) Wait, exhausting themselves, as they need 2 Heroes to plunder this Treasure.

Later on, a Mage is summoned in the same room. They will: 3) Inspire the Exhausted Rogue, flipping them to the Active side and then 6) Plunder the Treasure with value 2 by exhausting both the Mage and the Rogue.

8 **Charge:** If there are no Monsters or Treasure in the room, all Active Heroes in the room (at the same time) move to an adjacent room closest to the Vault (if there is a tie between rooms, players decide collectively). **When Heroes move into a new room, perform steps 3, 4, 5, 6, 7 & 8 again for each one of them.**

When every Guild card for this turn was resolved, and all Heroes in the Dungeon are exhausted, the next player takes the Active player token and starts their turn. If the last card of the 2nd Wave was resolved, and the Treasure with value 4 has not been plundered, you all win!

Player's Turn Example

This example covers a complete turn of the Ratkin player.

Phase 1: Play cards from your hand

1) At the start of their turn, the Ratkin player decides to push their luck by sending a Hero to the Cells to draw 3 extra cards. The Hero revealed is a Warrior who enters the Cells exhausted; 1.1) The player draws the 3 cards from the Tactic deck and places them in their hand. Now they have a total of 8 cards.

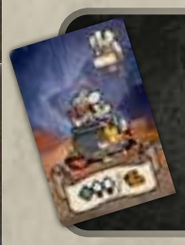
2) They play the card shown on the left. This card has two choices divided by "/" (Swarm and Attack). They choose the "Swarm" action and move all their Monsters from the Vault to adjacent rooms. 2.1) two Monsters move to the Sewers, while; 2.2) one Monster moves to the Workshop.

3.1) The player then plays their second card. This one also gives two choices, and they choose the left side gaining two Activate actions. First they Activate the Sewers and place a Frog, and then;

3.2) Activate the Workshop to place a Trap. They get both tokens from the Supply and place them on the respected rooms.

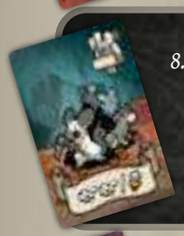
4) The player then plays their third card. From the two choices available on the card, they choose again the left side gaining two Activate actions. They use both of them to Activate the Workshop twice, taking 2 more Traps from the Supply and placing them on the Workshop room!

5) For their fourth card, the player chooses the Swarm and moves two of their Monsters from the Sewers to the Apothecary, bringing the Frog token along with them.



6) The player then plays their fifth card, choosing the Move action to move their Monster from the Workshop to the Beast trainer, bringing one trap along with it.
Remember: *each Monster can only carry one resource or trap token at a time while moving from one room to another.*

7) Then they play their sixth card, choosing the Swarm action to attack once with each of their Monsters in the Apothecary. Each Monster attacks one Hero dealing 1 damage. Both Heros are defeated and removed from the Dungeon!



8.1) The player then plays their seventh card, choosing to gain two Activate actions. With the first they activate the Apothecary, discarding the Frog and acquiring a Potion from the Available Loot! The Potion card goes to their Discard pile. 8.2) With the second Activate action, they use their clan's Special Ability to place a new Monster in the dungeon!

9) Using their last card, the player chooses the Attack action and removes one Hero from the Beast Trainer room. ***Remember****: You do not have to play all the cards from your hand during your turn. Sometimes a card may be more useful under better circumstances so it might be worth keeping it for later.*

Phase 2: Refresh Loot

In this phase, if the Raktin player still had unused cards, they could decide to either discard one or more to Refresh the Available Loot, or to keep them in their hand for their next turn. As they have none, they just move on to the next phase.

Phase 3: Clean Up and Upkeep

10) All the cards played by the Ratkin in their turn go from their play area to their discard pile, and the Ratkin player draws cards from the Tactics deck until they have 5 cards in their hand.

Phase 4: Heroes Invasion

This example covers phase 4 (Heroes Invasion) of the Ratkin player, during Wave 2 in Hardcore difficulty. So they will draw and resolve 3 Guild cards, one at a time.

11) The first Guild card to be revealed is a Rogue in 2 different Swords rooms. This means you must place a Rogue in the Forge and another one in the Workshop room.

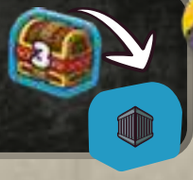
11.1) The Rogue in the Forge exhausts to Attack the dragon, placing a wound token on it! The dragon has a Health of 5, so they stay in the Dungeon.

11.2) The Rogue in the Workshop disarms one of the traps with their special ability discarding it, but then takes 1 damage from the 2nd trap! Discard both the Rogue and the 2nd trap.

12) The 2nd Guild card to be revealed was a Warrior, but now in 2 different Mystic Eye rooms. This means you must place a Warrior in the Graveyard and another one in the Study.

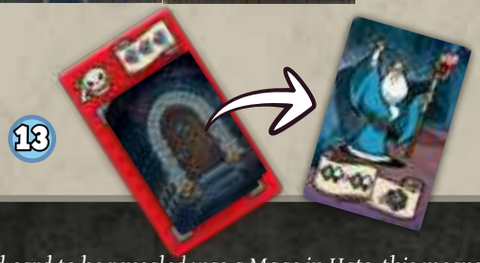
12.1) The Warrior in the Graveyard discards the 2 bones with their special abillity, then exhausts to plunder the Treasure. You flip the Treasure token and it is a Heal! So this Warrior will be reactivated! Flip them to the Active side.

12.2) The Warrior in the Study Inspires both Archers when summoned! The 3 active Heroes will be exhausted to Plunder the Treasure with value 3. You flip the Treasure token and it is a Prisoner, so you must draw a Guild card and send the relevant Hero to the Cells immediately!



12.3) The Guild card that you draw is an Archer! She uses her Ranged attack ability to deal 1 damage to one of the Ratkin Monsters in the Apothecary and then remains exhausted in the Cells.

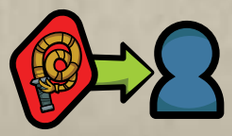
12.4) The warrior in the Graveyard that was Healed is still active, so now they move into the Beast Trainer and take 1 damage from the trap there before having a chance to inspire the Rogue. Please note, Heroes only perform their abilities when summoned, so the Warrior would not remove the bone from the room, even if there was no trap there.



13) The 3rd Guild card to be revealed was a Mage in Hats, this means you must place a Mage in the Library and another one in the Apothecary.

13.1) This Mage was summoned in the Library, but there is no Monster or Treasure there, so he will Charge into the next room closer to the Vault (through passageways). When he enters the Forge he Inspires the exhausted Rogue. Both of them will now Exhaust to Attack, dealing 2 more damage to the Dragon! Please note, as the Mage was not summoned in the Cells, his ability will not break out any prisoners.

13.2) The Mage in the Apothecary will Exhaust to Attack the Ratkin Monster there, removing it from the Dungeon. As all 3 Guild cards have been resolved and the Treasure in the Vault has not been plundered, the next player can now start their turn!



Phase 5: End your turn

After the end of a Heroes Invasion, as the game hasn't finished, the Ratkin player passes the Active Player token to the player on their left, who is playing with the Dragon. Now, the Dragon player becomes the active player, and it is time to take their turn.

Player's Turn

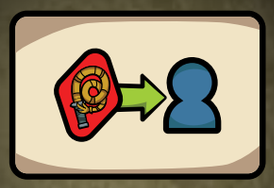
In your turn you will need to complete the following 5 phases in order:
1) Play cards from your hand, 2) Refresh Loot, 3) Clean Up and Upkeep, 4) Heroes Invasion, 5) End your turn.

1 Play cards from your hand

2 Refresh Loot

3 Clean Up and Upkeep

4 Heroes Invasion



5 End Your Turn

Important: *In a 4 player game, for example, you will face 4 Heroes Invasions in a round (one in each player's turn).*

Actions

Unless otherwise stated, actions are resolved individually, in any order you choose, splitting the actions depicted in one card to one or more of your Monsters in the Dungeon. You may also choose not to use all the actions depicted in a card. If an action requires a Token and there are no more left in the supply, you can not perform the action. Each action has a unique symbol, you can see their meaning below:

Draw:
Draw a card from your Tactics deck and put it in your hand. This card is available for you to play it during the rest of your turn.

Activate:
You can use this action to perform various things in the game that require activation. For example: your Clan's Special Ability, activating a Dungeon Room, completing a Portal etc.

Move:
Move one of your Monsters to an adjacent Dungeon Room through passageways, or Portals. When you move, you can bring one resource or one trap token with you.

Melee Attack:
Deal 1 damage to a Hero in the same Dungeon Room as one of your Monsters. If the Hero's Health reaches zero, discard them.

Ranged Attack:
Deal 1 damage to a Hero in an adjacent Dungeon Room to one of your Monsters (must connect through a passageway). If the Hero's Health reaches zero, discard them.

Place a resource:
Place the relevant resource token in the same Dungeon Room as one of your Monsters.

Defend:
When a Hero attacks in the same Dungeon Room as one of your Monsters, as a Reaction, use this action to lower their damage by 1.

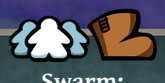
Trap:
Place a Trap token in the same Dungeon Room as one of your Monsters.

Portal:
Place a completed Portal token in the same Dungeon Room as one of your Monsters.

Ambush:
Summon a number of Monsters in rooms matching the depicted type. In the example above: summon up to 3 Monsters divided between the Sewers & the Beast Trainer rooms.

Choose wisely:
When a actions are separated by a dash "/", you have to choose to perform either the left or the right group of actions. In the example above: you either do two Melee attacks or Move once.

Surge:
If you succeed in the left action, you may perform the right action for free. In the example above: if you melee attack a Hero, you may also summon one of your Monsters in the same Dungeon room.



Swarm:
All your Monsters in the same Dungeon Room perform the depicted action. In the example above they all may Move once.

Reinforce:
Look at the top 3 cards of your Tactics deck. Put in your hand the ones that match the depicted action, discard the rest. In the example above: get all cards with Melee Attack, discard the rest.