

Dawn of a Hero

Players: 2

Ages: +10

Materials

Provided:

2 Rule Cards

5 Bounty Cards

7 Mercenary Cards

20 Monster Cards

22 Item Cards

Story

You are an Amateur Hero. In an attempt to spread word of your greatness you travel to a town plagued by ruthless villains with bounties placed on them. If you can capture 3 bounties word of your greatness would spread!

Alas, there is a second hero attempting the same feat! Grab your weapons, defeat your enemies and capture the bounties to become a legend!!

How to Play

Setup

To start each player receives a purple rules card. The bounty cards are set face up with DashVenom the Drooling on top(followed by Wolf Doomkiller, Treecog The Slayer, Lord IronGrief, and SunRise DreadHunter). Mercenary cards are set next to the bounty cards. Monster cards are shuffled and placed below the bounty cards. Item cards are shuffled and

placed next to the monster cards.

Each player gets 2 Item cards at the beginning of the game. During a turn a player may buy items or mercenaries, must attack either a bounty or a monster, get a second chance to buy items, and then end their turn.

Combat

A player attacks either a monster or a bounty in combat. If monster is chosen the player reveals the top 3 cards of the monster deck, chooses 1 to fight, and discards the other 2. To defeat a monster, a player must have an attack greater than or equal to the monsters attack. The players attack is determined by adding

their innate attack(on the rule card), their weapon bonuses, mercenary bonuses and bonus from the dragon(if they have this). If the player does, they beat the monster and keep the card as a good deed. A player may not have more than 3 good deeds. If the player does not beat the monster, that monster is moved to the discard pile and the players turn ends.

Bounties are attacked and defeated in the same manner. Monsters and bounties may have text that alters their combat stats or what happens when you defeat them. Monster cards have points listed at the bottom of their card. These

points are used to buy items or mercenaries.

Items/Mercenaries

Players buy items and mercenaries using points they have gathered from monsters. A player may discard their deeds for their point values and buy an item for 3 points or a mercenary for 4 points. If a player has 3 deeds then acquires a fourth, all 4 are discarded and the player receives 1 Item and 1 mercenary.

Items

Items consist of weapons and spells. Weapons may be played in front of a player to alter their combat score. Weapons may not be played in combat. A player

may only be using two weapons at a time, one for each hand. A player may discard a weapon in front of them at any time.

Spells may be used during combat on your turn or your opponents turn. Each spell has a description of what it does on the card and has two names listed. The player playing the spell decides which part of the spell to play, and then discards the spell card.

Mercenaries

Mercenaries are played in front of players and fight alongside them for 3 fights(this may be tracked by the 3, 2 and 1 on the mercenary card. You may rotate the card to keep track of how

many fights he has been in). After 3 fights the mercenary is discarded. Each mercenary may be given 1 weapon by the player which will augment the mercenaries attack. A player may have no more than 2 mercenaries with them at a time. If a player receives a mercenary, such as by defeating a monster, and this gives them more than 2 mercenaries, that player chooses a mercenary to discard. Whenever a mercenary is discarded, any weapon he has is discarded.

How to Win

A player wins when they have defeated 3 bounties.

How many cards can I have in my hand?

A player has a maximum hand size of 3.

Do the Dragon, Kraken, or bounties count towards my total deeds?

No, bounties, the dragon and the kraken do not count towards your maximum deed size. So a player may have 2 bounties and 3 deeds and not have to discard all their deeds.

What if the deck runs out of cards?

When a deck runs out of cards,

shuffle the discard pile back into a new deck and resume play.