Twelve Heroes

The two Warlords are now facing each other, with their army ready to swoop in on the most strategic points. Conflict seems unavoidable! Choose the 12 Heroes that will form your troops. Hire and deploy them to conquer the opponent's forces and take control of territories. But food will be the vitality of war. Manage food and your Heroes' abilities best to triumph in the end.

Anatomy of a Hero card

Military strength

Hero's name

Knight

Game modes icons

When Knight is hired, you must take one of your Heroes currently in play back into your hand (can be Knight itself if needed).

Hiring cost, in Food

Hero's special ability : special abilities take precedence over the rules in all contradictory cases

Anatomy of a Territory tile

Victory points

Territory's name

City

City

Control cubes spaces

Components

6 Territory tiles ❶
22 Food tokens ❷
14 Control cubes (7 per player) ❸
51 Hero cards ❹
2 Player Aid cards ❺
3 Popularity tokens (for advanced rules)

Setup

Shuffle the 6 Territory tiles. Form a horizontal line between the two players by placing them randomly in three face down piles of two tiles each, then reveal the top tile of each pile ❶. Gather all the Food tokens into a common pool within reach of both players ❷. Each player chooses a color and takes the 7 corresponding Control cubes in front of them ❸. Players shuffle their 12 Hero card decks into a draw pile ❹ in front of them. For an initial play we recommend that players use the pre-constructed decks from the Factions game mode (see on page 8). The two Player Aid cards are kept within reach of each player ❺. Keep enough space close to the draw piles to form each player's discard pile ❻, face up. Players each draw 3 cards from their draw pile and keep them secretly in their hand.

At any moment during the game...
- Players are free to count how many cards remain in both draw piles.
- Players are free to check the cards in the discard piles.
- Players can know how many cards their opponent has in hand.

Camp
This is the area where you place the Heroes that you hire, and the Food that you take.
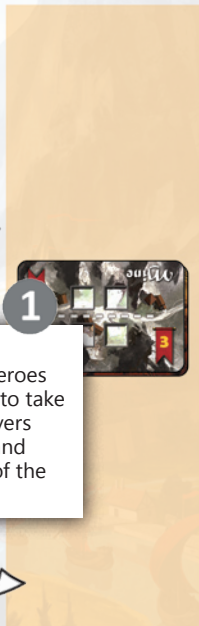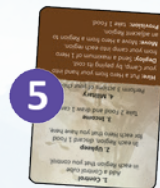
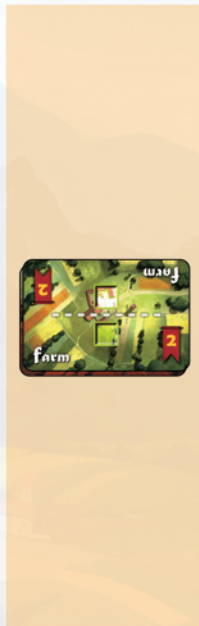**Region**
That is where the Heroes are deployed to try to take over a Territory. Players place their Heroes and Food on their side of the Territory.
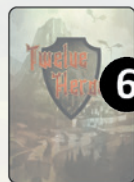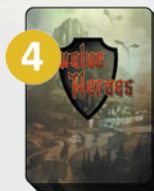
Object of the game

The aim of the game is to claim Territories for a total of 7 Victory points or more. The first player to achieve this immediately wins the game.

Game start

Randomly choose a first player. They may put as many cards as they want from their starting hand at the bottom of their draw pile and then redraw as many from the top of the pile. Then their opponent has the same option. The game starts from the first player's Military phase.

On a player's turn

A player's turn is made of 4 phases.

1. **Control**
2. **Upkeep**
3. **Income**
4. **Military**

Each player successively achieves the 4 phases of their turn, then play proceeds to the other player. Players take turns alternatively until the end of the game.

1 - Control

In each Region, the player compares the cumulative strength of their Heroes with the one of their opponent. If the player reaches a higher total, they add one of their Control cubes on an available spot on their side of the Territory tile in this Region.

If there are no more available spots remaining when the player is supposed to add a Control cube, they win that tile, by performing following steps:

1. **Both players take back their Control cubes from this territory.**
2. **All the Food on both sides in this Region is put back into the common pool.**
3. **Active player's Heroes in this Region go into their discard pile.**
4. **Opponent's Heroes go back into their Camp.**
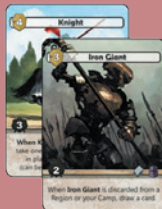
With a strength of 7, Blue player controls the Region and should place a blue Control cube on the tile. As he already has two cubes on the tile, he has no spot to add one more, so he can take this Territory tile with him. It is worth 3 Victory Points for him.

The active player places the Territory tile in front of them: it earns them the number of Victory Points shown on the tile. Reveal the next Territory tile from this pile. If there is no more available tiles in this Region, the Region remains empty but still exists so players may continue to deploy or move Heroes here.

2 - Upkeep

The player must feed their Heroes located in the Regions (but not those located in their Camp). Each of their Heroes must consume 1 Food in the Region where they stand. The player must feed as many Heroes as they can. For each missing Food, a Hero of their choice has to be discarded from this Region.

Blue player has 3 Heroes deployed in a Region where he only has 2 Food. To resolve his Upkeep, he first spends the 2 Food. Then, as he is lacking 1 Food he has to choose and discard one of his Heroes here.

Food management

The Food that players have in their Camp can never be used for paying Upkeep. It can only be used to Hire new Heroes or to be taken into Regions by Heroes when players are deploying them. If a player no longer has Heroes in a Region at a given time, all their Food supply in this Region is discarded.

Food is not a limited resource. Players can use the way of their choice to count it, if needed.

3 - Income

The player takes 2 Food tokens from the common pool and adds them to their Camp. They also draw 1 card from their Hero deck and add it to their hand. Whenever a player is supposed to draw a card and their deck is empty, this player shuffles their discard pile to form a new draw pile, so that they are always able to draw.

4 - Military

The player must perform a total of 3 out of 4 possible actions:

Provision - Hire

Deploy - Move

Each action can be performed multiple times during the phase and they can be played in any order.

Provision

The player takes 1 Food from the common pool and adds it in their Camp.

Hire

The player puts a Hero from their hand into play in their Camp by paying with the Food tokens from their Camp. The hiring cost is indicated on the card.

If the hired Hero has a special **"when hired"** ability, it is then applied.

Red player spends 4 Food to Hire Archangel and lays it in his Camp. He applies the ability of the card, and adds 4 Food in the Region where he has Strategist and Treefolk.

Deploy

The player sends one, two or three Heroes from their Camp into Regions. To count as one single action, all Heroes have to be sent to different Regions. Whenever a Hero gets deployed, that Hero can take with it as much Food as desired from their Camp. This Food is then placed in the Region with the player's Heroes. If this Hero has a special **"when deployed"** ability, it is then applied.

If more than one Hero with **"when deployed"** abilities are deployed at the same time, it is up to the player to choose the order in which they resolve them.

As one action, blue player deploys two Heroes in two different Regions. He chooses to send 1 Food with Goat and none with Giant Hawk.

Move

The player moves one Hero from one Region to an adjacent Region. This Hero can transport with him as much Food as desired from one Region to the other. The Regions on the ends of the Territories line are not considered adjacent : It takes 2 distinct actions for a Hero to move from the Territory on the left to the Territory on the right. A Region always exists for the purpose of Movements, even when there is no more Territory tile on it.

If the moved Hero has a special **"when moved"** ability, it is then applied.

Blue player moves his Treefolk and decides to transport 1 Food with him. When it arrives in the new Region, it triggers its special ability, allowing blue player to take 1 Food from the pool and add it in this Region.

End of turn

After playing their actions, the player is not allowed to keep more than 5 cards in hand. They discard the cards of their choice if needed. Their opponent now starts a new turn.

End of game

As soon as a player has gathered 7 or more Victory Points through the Territory tiles that he has won, this player wins the game.

Advanced rules

Once familiar with the game, players should add following two rules for an extra layer of strategy.

Extra actions

During the Military phase, the player can discard as many cards as they want from their hand. Each discarded card earns them an extra action that they can only use during this phase.

Popularity

During setup, a Popularity token is placed on each of the revealed Territory tiles. On a player's Control phase, possessing the Popularity token in a Region allows them to add a Control cube on the corresponding Territory even if they have the same strength as their opponent.

During the game, whenever a player deploys or moves a Hero in a Region that was empty on both sides, they claim the Popularity token from this Territory, by placing it next to their Heroes here.

A player holding a Popularity token keeps it as long as they have at least one Hero in this Region. Otherwise they immediately lose its control and benefits. When this happens, the opponent directly claims this token if they have at least one Hero in this Region. Otherwise the token is placed back on the Territory tile.

When a Territory tile is won by a player, the Popularity token is placed on the newly revealed Territory.

The Golem Hero card comes in two versions, one to be included with the popularity rule and one without. Make sure that you are using the correct version in your decks.

Game Modes

Each player's deck is always composed of 12 Hero cards. Different rules for building these decks are as follows:

Factions

In this mode, each player uses one of the 4 proposed themed decks: Mechanical Army 🛡, Elves 🧝, Humans 🛡 or Orcs and Goblins 🗡. For this mode, simply gather the 12 cards with the corresponding Icon.

Draft

In this mode, players build their deck under restriction before playing a game.

Gather the 36 cards with the ◇ Icon and put the rest in the box. Shuffle these 36 kept cards and proceed with following steps.

1. **Both players draw 6 cards without revealing them.**
2. **Each player chooses 2 cards that they keep face down in front of them. They give the 4 remaining cards to their opponent.**
3. **Each player chooses 2 cards among the 4 and adds them to their face down pile in front of them. They put the remaining cards directly on their opponent's pile without showing to them.**

Repeat these three steps one more time, so that each player has 12 cards in a face down pile in front of them.

Players shuffle their deck without looking at their cards and can begin the game.

Tournament

For this mode, each player must have his own copy of Twelve Heroes. Both players freely build their deck of 12 cards by choosing among the cards available in their box.