

Twelve Heroes



The two Warlords are now facing each other, with their army ready to swoop on the strategic points. Conflict seems unavoidable ! Choose the 12 Heroes that you will be able to hire and deploy, who will form your troops. Overcome the opponent forces to take control over territories. But food will be the sinews of war. Manage food and your Heroes abilities best to triumph in the end !

Anatomy of a Hero card

Military strength

Hero's name



Game modes icons

Hiring cost, in Food

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

Components

- 6 Territory tiles ①
- 20 Food tokens ②
- 14 Control cubes (7 per player) ③
- 51 Hero cards ④
- 2 Player Aid cards ⑤
- 3 Popularity tokens (for advanced rules)

Setup

Shuffle the 6 Territory tiles. Form an horizontal line between the two players by placing them randomly by two, into three face down piles, then reveal the first tile on top of each pile ①. Gather all the Food tokens into a common pool, within reach of both players ②. Each player chooses a color and take the 7 corresponding Control cubes in front of them ③. Players shuffle their 12 Hero cards decks into a draw pile in front of them ④. For a first play we recommend that they use the preconstructed decks from the Factions game mode (see on page 8). The two Player Aid cards are kept in reach of each player ⑤. Keep enough space close to the draw piles to form each player's discard pile, face up ⑥. Players each draw 3 cards from their draw pile and keep them secret in their hand.

Anatomy of a Territory tile

Victory points

Territory's name



Control cubes spaces

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.

1

5



2



6

3



4



Object of the game

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

Game start

Randomly choose a first player. Once, He/she* is allowed to put as many cards from his/her starting hand at the bottom of his/her draw pile and then to draw back as many cards from the top of the draw. Then his opponent has the same option.

The game starts from first player's Military phase. Then players take turns alternatively by successively resolving the 4 following phases, until the game ends.

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

On a player's turn

1 - Control

In each Region, compare the cumulated strength of your Heroes with the one of your opponent. If you reach a higher total, add one of your Control cubes on an available spot on your side of the Territory tile in this Region.

If there is no more available spot remaining when you are supposed to add a Control cube, you win that tile, by applying following steps.

*We now will always use "he" to refer to a player for grammatical and clarity purposes. In no way did we intend to exclude any of our players based on gender.

1. **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. **Your Heroes in this Region go into your discard pile.**
4. **Opponent's Heroes go back into his 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.

Keep the Territory tile in front of you : it earns you the number of Victory Points shown on the tile. Reveal the next Territory tile from this pile. If there is no more available tile in this Region, The region remains empty but still exists (you can still deploy or move Heroes here).

2 - Upkeep

You have to feed your Heroes located in the Regions (but not the ones located in your Camp) . Each of your Heroes must consume 1 Food that you have in the Region where they stand. You must feed as many Heroes as you can. For each missing Food, you have to discard a Hero of your choice 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 you have in your 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 you are deploying them. If you have no more Heroes in a Region at a given time, all your Food in this Region is discarded.

3 - Income

Take 2 Food from the common pool and add them in your Camp.

Draw 1 card from your deck and add it to your hand. If, at any time, you are supposed to draw a card and your deck is empty, shuffle your discard pile into a new face down draw pile, then draw.

4 - Military

You must perform a total of 3 actions among 4 possible ones :

Provision - Hire

Deploy - Move

Each action can be used multiple times during the phase and you can perform them in any order.

Provision

Take 1 Food from the common pool and add it in your Camp

Hire

Put a Hero from your hand into play, in your Camp. Discard as many Food tokens from your Camp as indicated on the card.

If the hired Hero has a special **“when hired”** ability, apply it.

Deploy

Send Heroes from your Camp into Regions. As one sole action, you can spend up to one Hero in each of the three Regions. When you deploy a Hero, that Hero can take with him as much Food as you want from your Camp. This Food is then placed in the Region, next to your Heroes here. If this Hero has a special **“when deployed”** ability, apply it.

If you deploy more than one Hero with **“when deployed”** abilities at the same time, choose the order in which you resolve them.



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.



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

Move a Hero from one Region to an adjacent Region. This Hero can transport as much Food as you want with it, from one Region to the other.

The Regions on both ends of the Territories line are not 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 to control on it.

If the moved Hero has a special “**when moved**” ability, apply it.



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 spending your actions, you are not allowed to keep more than 5 cards in hand. Discard the cards of your choice if needed. Your opponent 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, he wins the game.



Advanced rules

Once familiar with the game, you can add these two rules to bring an extra layer of strategy.

Extra actions

During their Military phase, players 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, place a Popularity token on each of the revealed Territory tiles.

On your Control phase, possessing the Popularity token in a Region allows you to add a Control cube on the corresponding Territory even if you have the same strength as your opponent.

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

A player holding a Popularity token keeps it as long as he has at least one Hero in this Region. Otherwise he immediately loses its benefit. The Control token is directly claimed by the opponent if he has at least one Hero in this Region. Otherwise the token is replaced on the Territory tile.

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

The Golem Hero card comes in two versions, depending on whether you are playing with the Popularity rule or not. Make sure that you are using the good version in your decks.

Game Modes

Each player's deck is always composed of 12 Hero cards. We propose you different rules for building these decks.

Factions

In this mode, each player uses one of the 4 pre-built themed decks coming with the game : Mechanical Army , Elves , Humans  or Orcs and Goblins . For this, 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 player each draw 6 cards without revealing them.**
- 2. Each player chooses 2 cards that he keeps face down in front of him. He gives the 4 remaining cards to his opponent.**
- 3. Each player chooses 2 cards among the 4 and adds them to his face down pile in front of him. He puts the 2 remaining cards directly on his opponent's pile, without showing him.**

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

Players shuffle their deck without looking at the 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.

Twelve Heroes is a game designed by Takashi Sakaue and Masato Uesugi, illustrated by Tomasz Jedruszek.

© 2016 Product Arts LLC

© 2017 Catch Up Games

Catch Up Games thanks Product Arts LLC, Takashi Sakaue and Masato Uesugi. Yannick "Izobretenik", the IELLO team, Marie and Seb, Maël, Fred, Denis, Ben, Hugo, J-B.