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LEGENDS OF SIGNUM

There are no people wiser than the elves of Keledanis, who have for centuries lived in blossoming forest-cities on Ataline island, also called Kaendyr, separated from the main continent of Signum, and there are no warriors fiercer than the wolfen, whose tribes are scattered across the entire continent. The advance of the Akkari armies have forced the elves to seek allies, and the nature-worshiping barbarians turned out to be the best choice. The symbol of their union became the unicorn - a creature sacred to the wolfen, which died out centuries ago on continental Signum, but which has been preserved on Ataline, thanks to the care of the elves who live in harmony with nature.

The untamed, wild strength and fiery hearts of the wolfen, and the cool-tempered elegant grace of the elves, honed to perfection for centuries, compliment and balance each other. Their combined strength will give a serious rebuff to the corruption spread by the insane spider-like elves, who had turned against nature itself ages ago, seeking to control and distort it.
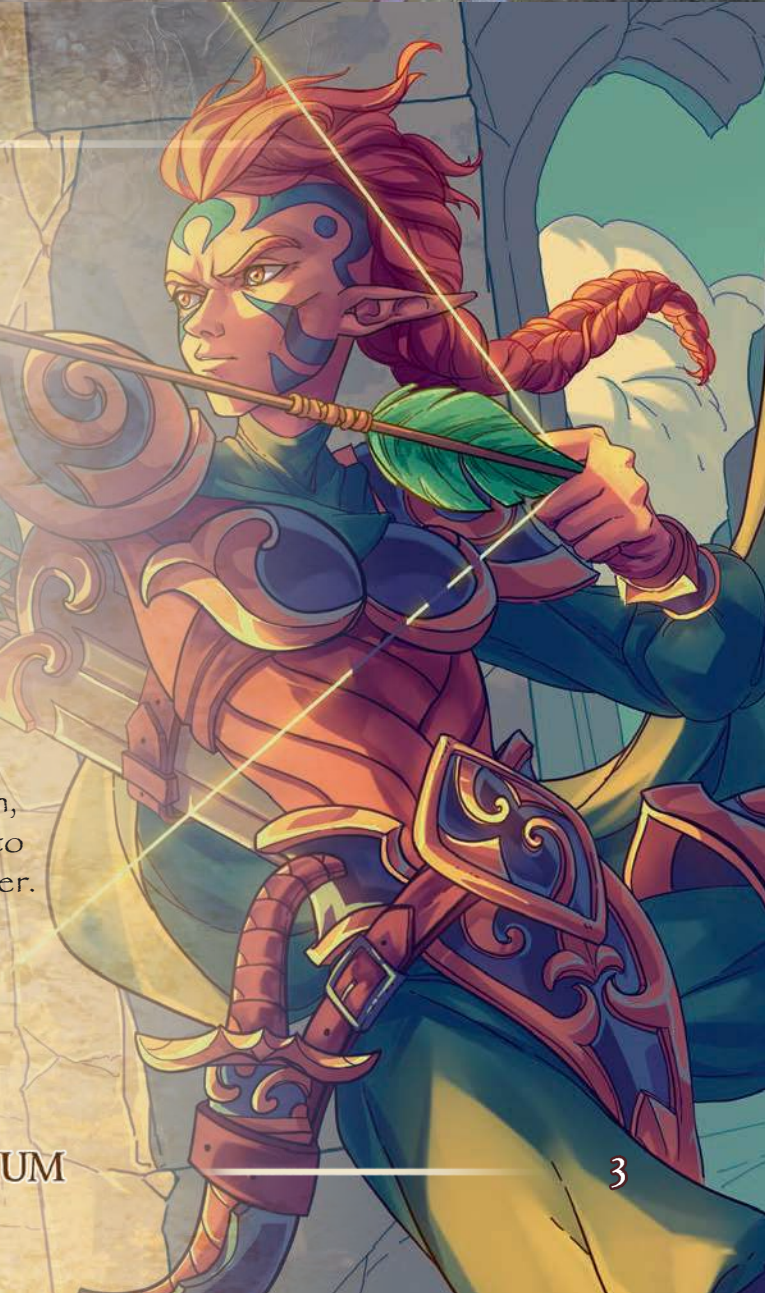
«Legends of Signum» is a miniatures wargame and a collectible card game. Squads of creatures fight under the leadership of heroes.

While constructing their City, players recruit characters, take advantage of spells and relics, and use cunning tactics.

In «Legends of Signum», players forge their own path to victory by creating unique Battle Decks and collections of miniatures.

Thanks to a team of excellent artists and sculptors, every miniature in the game has an original look and its own character.

LEGENDS OF SIGNUM

«Legends of Signum» is a two-player game. Before the game starts, players position their heroes on the Battlefield.

The main goal is to eliminate the opponent's hero or reach the victorious level of Prosperity.

Other creatures can be summoned after the construction of the respective buildings in your City.

Generally, a game lasts between 30 and 90 minutes.

LEGENDS OF SIGNUM

BASIC GAME COMPONENTS

Heroes and their cards

Minions and their cards

Characters and their cards

Supported cards: spell, relic and tactic cards

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Building and terrain cards

Effect markers
(Armour token, Wounds token, strength marker, Stealth token, Poison token, Disease token etc.)

If you are using a common D6, then the bullseye ✴ corresponds to 1, 2; axe 🪓 - 3, 4; shield 🛡 - 5, 6

Special dice with the following symbols: bullseye ✴, axe 🪓, shield 🛡.

Terrain templates

S (short, 8 cm),
M (medium, 10 cm),
L (long, 15 cm),
XL (extra-long, 25 cm)

Game rulers of set lengths

LEGENDS OF SIGNUM

GAME ZONES

BATTLEFIELD

BATTLE DECK

GRAVEYARD

HAND

CITY

LEGENDS OF SIGNUM

In «Legends of Signum», there are five main game zones: the **Battlefield**, the **City**, the **Graveyard**, the **Battle Deck** and the **Hand**.

Each player should prepare enough space for their Battle Deck, hero card and played characters, building and terrain cards, as well as some space for keeping the tokens.

The **Battlefield** is the game zone that is common for both players. Under the leadership of heroes, here are fighting troops of summoned characters. Standard rules set this field to 60 by 60 cm (24 by 24 inches). You can measure it with a ruler or use the original «Legends of Signum» game field. Players choose their side of the Battlefield and are placed opposite each other. All summoned creatures will enter the Battlefield with their bases adjacent to that side. Sides cannot be swapped during the game.

The **City** is a zone where players deploy their building as well as terrain cards. Usually, a player places this zone in front of him, beyond the Battlefield zone. This is a public zone, so the opponent can clearly see played cards.

The **Graveyard** is the zone for played spell cards, characters that have fallen on the Battlefield, destroyed relics and activated tactics. This is a public zone and players can look at the cards they have in the Graveyard at any time. Cards are always placed on the Graveyard in the same order that they were discarded there. A card is always discarded to its owner's Graveyard and loses all gained effects and abilities.

The **Battle Deck** is the game zone where the support and character cards of the players are located. This is a secret zone, so cards must be placed face-down, and they cannot be viewed or shuffled. However, the deck must be shuffled if any card returns to it. The cards cannot have any abilities or effects in the Battle Deck. If a card is returned to the deck, it always returns to its owner's deck, losing all gained effects and abilities.

The **Hand** consists of cards drawn from the Battle Deck that are available for the players to deploy during their turn. Players can view the cards in their Hand at any point, but their opponents cannot.

Keep in mind that when a card mentions one of the game zones, by default it means your game zone. Players can interact with their opponent's game zones only when it is directly stated in the card text.

CARD TYPES

In «Legends of Signum», the type of each card is designated by an icon in the lower left corner. There are eight card types: - hero, minion, character, relic, spell, tactic, building and terrain.

Character, spell, relic and tactic cards compose the Battle Deck. With the help of these cards you fight on the Battlefield.

Building and terrain cards are used to construct buildings in the City zone or for placing terrains on the Battlefield.

Most of the game cards contain the following information: primary parameters, card ability and additional information.

Card abilities are written in the text field beneath the illustration and name.

Additional information consists of symbols on the card that define its affiliation to a certain faction, type (hero, character, relic, spell, and minion) and edition series.

It also includes the character's race and flavor text.

PRIMARY PARAMETERS

- **STRENGTH**
- **MOVEMENT**
- **HEALTH**

COST SYMBOLS

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CREATURE CARDS

Creature cards contain the following information: primary parameters, card ability and flavor.

Primary parameters are strength, health and movement distance.

The **Strength** value indicates how many dice the creature can use in melee combat.

Health indicates the number of wounds the creature can take before it will be eliminated.

Movement indicates the maximum distance that the creature can use on the Battlefield within the bounds of one turn.

If the creature has one of the standard abilities, its card will contain the name of the ability or display the respective icon. Full description of all standard abilities is given in the Glossary section of the rulebook. If a creature has unique or rare ability, the card will contain its complete description.

During the game, creatures can both gain and lose effects and abilities.

Flavor text printed in italics and does not influence the gameplay. It can contain the creature's chosen quote, motto or war cry.

There are three types of creature cards: Hero, Minion, Character

HERO CARD

Heroes are crucial creatures on the Battlefield. If your hero dies, the game is over and your opponent wins. Heroes are always placed on the Battlefield first. Each player can only have one hero during one game.

Choice of a hero defines the faction of your squad, the Battle Deck forming principle and your style of play. A hero card is marked with a special symbol.

Each hero has unique support cards for the Battle Deck, the name of that hero is indicated in the abilities of the card. They can only be brought into play if your squad is led by that specific hero.

In most cases, the hero acts according to the same rules as other creatures on the Battlefield.

Take note: in the ability description on game cards, the terms «hero» 🛡, «character» 🛡, and «minion» ☘ are different. For example, if a spell says «Deal 2 damage to any 🛡 on the Battlefield,» this spell will not affect a hero. On the other hand, the effects that are only intended to work on heroes will not work on regular characters. Universal abilities that could work on every creature type - heroes, characters, and minions are united by the term «creature».

Card type

Ability

> 2. Fortitude.
> Sniper. Pathfinder.
> When an opponent's creature without stealth token enters into contact with the Aridan, it can move within S, once per turn.
>
> *Elf*

Primary parameters

Flavor text

«The ones who betrayed Two-Faced Goddess will feel the wrath of Keledanis!»

Relic

Faction

Aridan the Hunter

Name

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MINION CARD

Minions are one of the creature types. Minions can be summoned only by abilities of other cards, such as **Ritual** or **Parasite**.

You can summon any number of the same minions, but the total number of your creatures on the Battlefield cannot exceed eight, including the Hero.

Every minion is a stand-alone creature, having its own bonuses, penalties, and tokens.

Minion cards are indicated by a special symbol at the bottom left of the card ♣.

The minion cards cannot be in the player's deck analogously to the Hero cards. Each player can only have one minion card during one game.

The minion card is placed along with the Hero card on the game table at the start of the game and cannot be placed in any other game zone. This type of card designates the abilities of the minions you are going to use in the game.

If the minion is eliminated during the game, its template or miniature is removed from the Battlefield, but the minion card still should be next to the Hero card.

In most cases, the minions act according to the same rules as other creatures on the Battlefield, and also have their own icon in the ability text ♣.

Name

Evil chestnut

Primary parameters

1 M 1

Ability

When Evil chestnut is eliminated, a chosen opponent's creature receives **Poison**.

Rotting and wilting creates the most terrible monsters.

Card type

Faction

CHARACTER CARDS

Character cards are used to summon character miniatures to the Battlefield.

Each card of this type has a corresponding miniature in the game. Each character is unique and has its own inimitable appearance and special abilities.

When the character is eliminated, its card goes to the Graveyard. In some card effects, it's called «the character's death».

Character cards are a part of the Battle Deck Cards.

Card cost

Name

Lindaris the Knight of Early Spring

Primary parameters

3 M 2

Ability

Initiative. Veteran.
If it didn't receive any wounds during its activation, after attack, it can immediately declare another attack, once per turn.

Elf

other Nature has blessed my blades!»

Faction

Card type

BATTLE DECK CARDS

The Battle Deck consists of character, spell, relic and tactic cards. Players select cards according to their strategy.

All of them have an indicator of rarity:

- Common;

- Rare;

- Legendary;

- Mythical.

Spell, relic and tactic cards are called Support Cards.

Some support cards and characters gain additional abilities if you have unique buildings constructed in your city zone.

The card gains additional abilities that are indicated after the name of a unique building only if the specific building is constructed in your city zone.

Some of the cards are class cards, which means they get bonuses from unique class buildings. Such buildings are called, for example, Houses for Elves, Swarms for Akkari, etc.

All characters if they have House or Swarm affiliation get a special bonus indicated on the card of the respective unique building if that building is already constructed in the city zone.

Each faction has a few different class buildings, though one city zone cannot have more than one class building constructed.

SPELL CARDS

These cards are required to cast spells during the game.

Card cost

Name

Place your 👁 into contact with a chosen opponent's creature with **Poison**.

Famine
of the Daishan Forest

Ability

Faction

Card type

Spells can have a wide variety of effects: deal damage, increase or decrease creature parameters or affect game zones. The spell effect takes place immediately after the card has been played.

The spell card is discarded to the Graveyard immediately after being played.

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RELIC CARDS

The relic cards are dedicated to heroes only as mere mortals cannot withstand the power of the mighty ancient artifacts.

Card cost

Name

Holy Bow of Solstice

Type

2𝕏. Your 🏹 gains +2 ⚔
and **Quick Shooter**.
♫ *Silver Elves Clan:*
addition, ⚔ of your 🏹 ignores 🛡.

Ability

Faction

Card type

Relics can either possess their abilities or provide additional abilities to the Hero.

Relics are divided into six types, indicated by a symbol in the upper part of the card:

Melee weapon

Ranged weapon

Armour/Cloak

Shield/Banner

Helmet

Treasure

One hero can have access to relics of different types. A played relic card is placed near the hero card and considered to be active or «equipped». A hero can carry as many relics of one type as indicated by the number of symbols of that relic type on its card. Some heroes have access to two or more relics of the same type.

Relic

You cannot remove an active relic from your hero during the game. However, the active relic can be replaced by a new one of the same type. In this case, the old relic is immediately discarded to the Graveyard.

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For example:
A hero already possesses a Cloak of Spirit Medium relic of the Shield/Banner type. The owning player wants to play the Thornvine Shield card, in this case, the hero receives all the new abilities, and the Cloak of Spirit Medium relic is discarded to the Graveyard.

The ability of this card type indicates whether the relic can be used multiple times or has a certain durability.

Some relics have **Multiple Uses** ^{X}⧗. This ability means the relic bonuses can be used as many times as specified there. When you use a relic with Multiple Uses during the game you should mark it on the relic card once you used it. As soon as the number of marks equals the number of initial Multiple Uses of the relic, this relic is discarded and all of its bonuses are no longer applied. The Multiple Uses relic bonuses are triggered whenever there is a suitable condition for it.

For example:
Elven Blade has Multiple Uses 2 providing Expert of Attack 2 and Initiative. As indicated in Glossary, both of these abilities work when a creature assigns its dice to attack. That means one point of Multiple Uses is spent only if the hero, being in melee combat, assigns its dice to attack no matter if it attacks or is under attack. If the hero assigns dice only to defense, these abilities remain unused so Multiple Uses isn't spent.

Relics of other types have **Durability** ^{X}. When a card with Durability is played, collect the number of Armour tokens indicated in the durability stat and place them on the card. Once heroes have such relics equipped, any damage they take from non-magical attacks will first be delivered to the relics by consuming the Armour tokens.

The player will decide for himself from which relic Armour tokens will be taken – one for each point of damage dealt. Damage dealt by a single attack cannot be spread over different relics. Firstly, the player must remove all durability points from one relic and then, if there are still points of damage left, start taking Armour tokens from the next one. When the relic with Durability has no more Armour tokens left, it is destroyed. If a hero has at least one relic with Durability, the player cannot redirect damage that should be dealt to the relic to the hero itself and apply Wound tokens. Armour tokens protect the hero from any physical attacks, but not magical damage or effects.

Destroyed relics are discarded to the Graveyard and the hero loses effects of these relics.

For example Mask of Fury of the Cursed is a Helmet/Mask type relic with Durability 2. When this card is played, 2 Armour tokens are placed on it. Mask of Fury of the Cursed will remain in the game until the hero with this relic takes 2 points of physical damage.

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TACTIC CARDS

These cards allow players to use tactical maneuvers that take effect during the game event indicated on the card.

Card cost

Name

Force of Pain

When your ⬩ receives wounds - it can be activated twice during its next turn.
🜄 *Devastator's Nest*: addition, this ⬩ gains **Fortitude** until the end of next turn.

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Ability

Faction

Card type

Tactic cards are the only type of card that can be activated during your opponent's turn.

A played tactic card is placed face-down and should not be shown to the opponent. Unlike spells, tactics do not take effect immediately, but after a certain condition (indicated on the card) is met.

Activation of a tactic card is up to the decision of the player who played it – they can declare it as soon as the specific event occurs for the first time or wait for a better moment.

Tactics with the same name couldn't be activated by the same trigger.

After activation, the tactic card is discarded to the Graveyard.

A tactic can be activated **only during the opponent's turn** unless otherwise stated.

For example:
The tactic card Deadly Ambush has the following ability: «When an opponent's creature receives X damage - it receives X additional wounds.» When the player plays this card, it remains in the game until a creature of your opponent receives damage during the opponent's turn.
On this occasion, the player decides to either activate the tactic card for the creature to receive wounds in addition to the main damage or keep it for another similar occasion.

BUILDING CARDS

Building and terrain cards are not included in the Battle Deck, but just like the Battle deck, players will choose which cards will be used before the game commences.

Building cards are used to play cards from the Battle Deck: summon characters, use tactics, spells or play relics.

There are 9 basic types of buildings in «Legends of Signum»:

Barracks	Library
Tavern	Arena
School of Magic	Temple
Shooting Range	City Hall
Smithy	Unique building

In addition, each faction has its own unique buildings.

For example Fairy Garden for the Alliance of the Unicorn faction or Queen's Temple for the Akkari Spider Elves.

Some cards cause buildings in the City to be destroyed. While any of the nine basic buildings can be constructed again, each unique building can be constructed only once per game.

Card cost

Name

Barracks

2

Card type - building

Ability

: Your gains +1 until the end of your turn.

Building symbol

Faction

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TERRAIN CARDS

These cards are required to place special terrain templates on the Battlefield. These templates have different forms and sizes.

Terrain, placed on the Battlefield, can make movement more difficult or makes it completely impassable, stop ranged attacks or implement other special abilities.

There are several basic terrain types, including Forest and Rocks. The player can play an unlimited number of basic terrains during the game.

In addition, «Legends of Signum» has unique terrain types each of which can be played only once per game by the players. Most of them are faction-specific terrains that have special rules.

For example Mountain Spring or Circle of Equals terrain cards can only be found in the Alliance of the Unicorn faction cards.

Card cost

Name

Golden Grove

4

Difficult Terrain.
Defense against Shooting.
 in contact with a Golden Grove gains +1 and Master of Shooting 5.

Ability

Card type

Faction

Golden Grove

Game Setup

Before the game starts, both participants select a faction. Opponents can select the same faction and even the same heroes.

The players compose their Battle Decks, each one can contain between 20 and 40 cards.

You can only use Battle Deck, building and terrain cards that are affiliated with your faction. Also, your Battle Deck may include cards of the Dogs of War faction and universal support cards.

The Battle Deck can include any number of faction character cards as well as faction support cards, meanwhile, the deck may include no more than half Dogs Of War character cards of the total number of character cards in the deck, and no more than half Dogs of War support cards of the total number of support cards in the deck.

For example 20 cards Battle Deck has 6 characters, 3 of which could be from Dogs of War. The rest 14 cards of this deck are support cards, and only 7 of them could be Dogs of War support cards.

A deck cannot contain more than one character card of the same name.

Even if characters have the same name but different monikers, they still cannot be in the same deck at the same time.

The deck can include only a maximum of two spell, relic, and tactic cards of the same name.

The number of cards in the Battle Decks of both players does not have to be equal but must follow the general rules of creating a deck. Battle Decks are placed face-down so that the top card is not visible to either player.

Hikaru the Sun Slayer

2. Master of Shootng 2.
If Hikaru has dealt damage with his — of the attacked creature becomes S until the end of your opponent's turn.
If an «Arena» is constructed in your city zone, Hikaru gains +1 .

Kitsune

Rumors say that this bow belonged to the God of Death himself.

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After the Battle Decks have been created, the main game zones are marked, and a place for miniatures and tokens is chosen - set the City zone to place your terrain and building cards. Players choose which cards of buildings and terrains (according to the faction of their hero) they will use during the game.

Turns priority is determined by rolling dice. The player who rolled a higher number of Shields 🛡 decides who goes first. The turn order remains unchanged until the end of the game. The first player sets their hero miniature on the Battlefield with the edge of its base adjacent their field's side. Thereafter, the second player also sets their hero miniature adjacent to their side of the field.

After both players place their heroes on the Battlefield, there is no way to avoid conflict and the battle is about to begin!

Players start with three points of Prosperity each and draw four cards from the top of their Battle Decks to form their starting hand. Each player can return up to four cards from their Hand to the Battle Deck and replace them with an equal number of cards from the top of their Battle Deck, the Battle Deck needs to be shuffled only after replacing. This can only be performed one time before the game starts. Alternatively, players may discard any number of cards from their hand and get 1 Prosperity for each discarded card.

After this, the preparation phase is completed and the first player starts their turn.
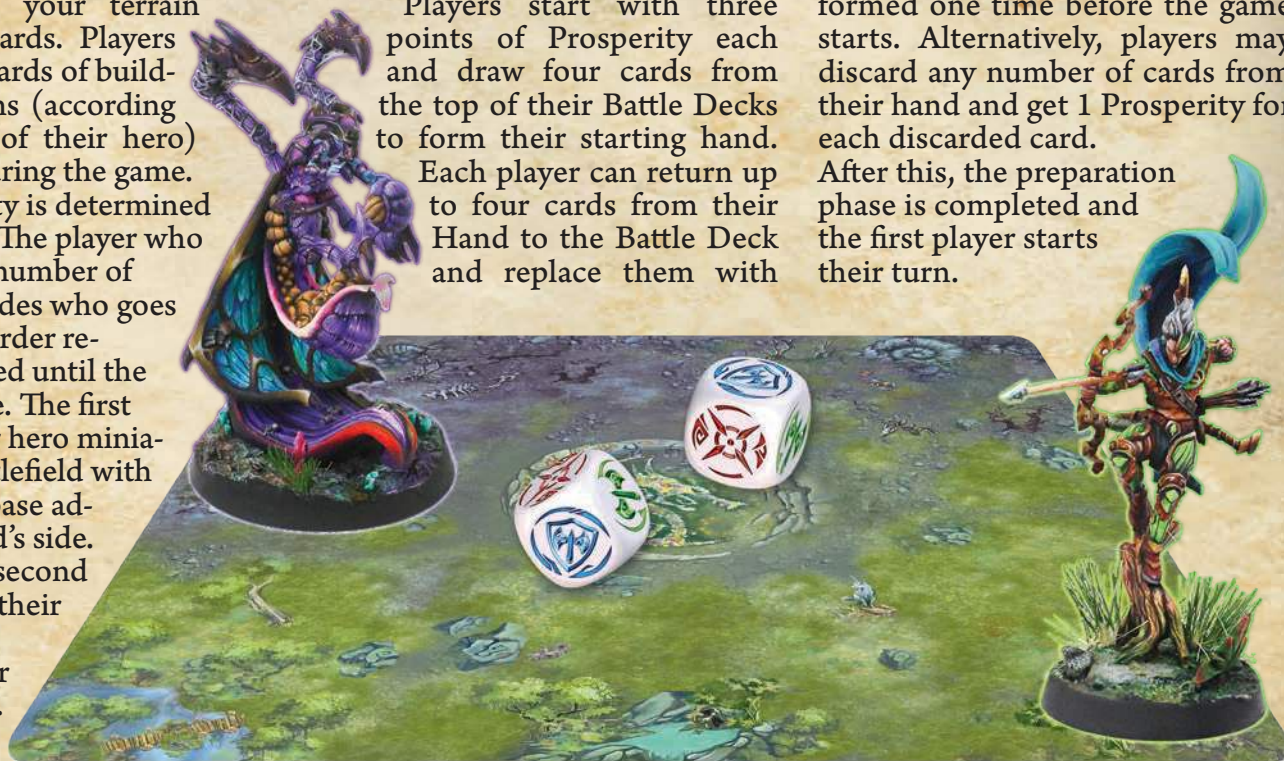
Turn Phases and Game Mechanics

The game consists of a series of turns that the participants take one after another. A turn consists of three mandatory phases:

- Beginning Phase;
- Construction Phase;
- Creature Activation Phase.

The player who is going through their turn is called the active player.

BEGINNING PHASE

This is the first phase of the active player's turn. The active player untaps all the tapped cards, if they have any. All creatures have an opportunity to be activated again. The player removes all temporary effect tokens and markers from their creatures if the effects expire before the start of the turn.

The active player takes one card from the Battle Deck into their Hand and receives one point of Prosperity. Players cannot have more than 10 Battle Deck cards in their Hand. If there are already 10 cards in their Hand, one of the cards, randomly chosen by the opponent, is discarded to the Graveyard.

If a player's Battle Deck runs out, every time they need to take a card from the deck, their opponent receives Prosperity points. The first time that happens, their opponent receives 1 point, and then the amount of Prosperity points doubles with every card drawn.

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CONSTRUCTION PHASE

At the start of this phase, the player may construct buildings or gain Prosperity points instead. If the player decides not to construct a building, they receive two additional points of Prosperity. In many cases, constructing a building requires accumulating enough Prosperity points.

The active player chooses which buildings and in which order they are planning to construct. Players cannot construct more than one building per phase.

To construct a building, the respective building card is required. The construction is considered finished if the building cost has been paid and the card has been placed in the active player's City zone. The order of placing building cards in the City does not matter, neither does the order in which they are constructed.

A building can be used in the same turn it is constructed. Buildings that are not currently in use are untapped, those that were used in the current turn are tapped. Cards of tapped buildings are flipped to the side, they cannot be used again in the same turn.

Buildings, constructed in your City, can be used for:
• playing Battle Deck cards from your Hand or terrain cards;
• using abilities indicated on the building card.

The maximum amount of buildings constructed in your City is twelve (12). Any player cannot remove constructed buildings from the City zone at will.

The City cannot contain two buildings with the same name. For example, you cannot have two City Halls or two Taverns. Also, the player cannot have two Houses or two Swarms in their City Zone, even if they have different names - such as the Devastator Swarm and Spinner Swarm.
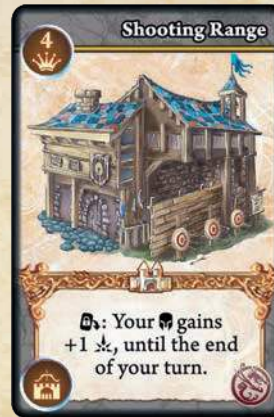
Untapped building

Tapped building

CREATURE ACTIVATION PHASE

During this phase the active player may:

• play any number of character, spell, relic or tactic cards from their Hand;

• activate creatures on the Battlefield;

• play up to one terrain card.

Players can carry out these actions in any order. Players cannot play building cards in this phase. Before the player plays cards from their hand, uses an ability, or activates a creature, the player must declare this action.

Each card in the Battle Deck has its cost indicated in the top left corner. The active player can play the card from their Hand if the City zone already has all nec-essary buildings constructed and untapped (i.e. they have not been used to play other cards or effects in that turn). You must also pay the cost of the card by tapping all the necessary buildings in the City, and removing Prosperity points when required.

Sometimes, any building 🏛 can be indicated on the card's cost. This means that playing this card requires a player to tap any build-ing in the City.

When you play a character card, you summon a corresponding character to the battlefield. The played character card is placed next to the hero card, and the character's miniature is placed on the Battlefield. If you summon it in this way, the edge of its base should touch your side of the field. It cannot be positioned closer than S distance (8 cm) to any of the op-ponent's creatures.

For example
You want to play the Caillion the Captain of Steel Blades charac-ter card. The character summon-ing requirements state: «Arena, Any.» Before summoning Caillion on the Battlefield, you must tap the Arena in your City and any building of your choice.

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If that is impossible, then the character can be placed on the field regardless, but will receive a Backstab from every hostile model positioned at S distance or less.

Creatures cannot be summoned in contact with an opponent's creature. A creature that has just been summoned to the Battlefield is considered activated and cannot perform any actions that turn. If the opponent enters melee combat with it or declares a ranged attack, that creature can defend itself according to the general rules. If the creature has any passive abilities that affect other creatures and do not require activa-

tion, these abilities will be active immediately after the creature is summoned to the Battlefield.

For example A character has an «Aura S: your 🛡 gain +1 strength» ability, this means that all friendly characters in S radius receive +1 strength. This ability will affect other characters as soon as the character is summoned to the Battlefield.

The player is considered the owner of all the cards he begins to play with. The cards cannot change their owner during the game. When the player summons a character to the Battlefield by playing its card or in any other way, the player immediately gets control of that creature. All creatures under your control are called «your» crea-

tures, and all creatures under the control of another player are called «your opponent's creatures» or «an opponent's creature». Some effects can deprive the player of control of their creature transmitting it to another player, but when that creature leaves the Battlefield, its card anyway goes to the game zone of its initial owner.

The creature card and its miniature on the Battlefield remain in play until the creature is eliminated until the amount of Wound tokens becomes equal to its health stat. After that, the character card is discarded to the Graveyard and the miniature is removed from the Battlefield.

The player can no longer summon creatures to the Battlefield if there are already eight or more creatures under the control of that player.

The next creature can begin its activation only after the previous one has completed all actions. During the creature's activation, it's impossible to declare activated abilities of other cards and play cards from Hand. However, the creature's activation can be interrupted by triggered abilities, including the activation of tactics, if there was such a situation on the Battlefield that caused them to trigger. It is also impossible to activate the same creature twice in one turn.

After all creatures of the active player on the Battlefield have finished their activations, the turn can be declared over. All abilities and effects active until the end of the turn or abilities that are only activated at the end of the turn are declared in the order chosen by the player controlling the cards with those abilities or effects. Then the other player's turn begins.

PLAYING SUPPORT CARDS

If a player plays a spell card (for example Flames of Fury or Second Rebirth), it takes effect immediately and the card is sent to the Graveyard.

Relic cards can only be given to the player's hero. Relics played in the current turn can be used by the hero immediately. A relic remains in play until it is destroyed or replaced by another one of the same type and then it is discarded to the Graveyard.

A played tactic card is placed face-down near the hero card. It is not revealed to the opponent, but a player must declare that they are playing a tactic card and tap all the necessary buildings.

Tactic cards remain concealed until the activation conditions are met. As soon as that happens, the player flips the card and demonstrates it to the opponent, the tactic effects are applied and the card is discarded to the Graveyard.

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PLAYING TERRAIN CARDS

The active player can only play up to one terrain card per turn and it may require certain buildings to be constructed in the City. A player can play terrain cards that are affiliated with their faction, as well as no faction terrain cards.
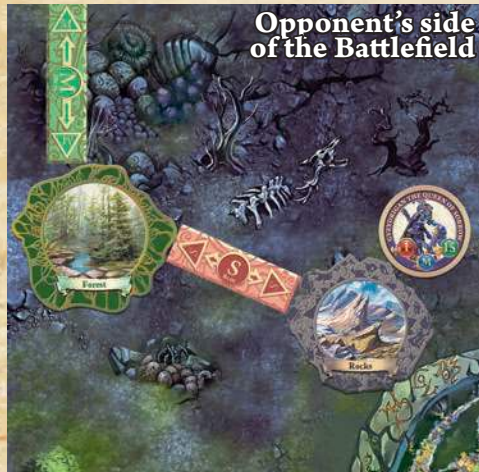
When playing terrain, the player must place the respective card in the City zone and place a template corresponding to the terrain type on the Battlefield. The template should be placed into any available space no closer than 3 mm to miniatures (height of the standard Legends of Signum base), at no less than S (8 cm) distance to your side of the battlefield and other terrains, and no less than M (10 cm)

distance to your opponent's side of the battlefield. If the Battlefield has no areas that fit these criteria, the terrain card cannot be played.

Basic terrain cards such as Forest or Rocks are available to any faction. Players can play them as many times as they wish during the game, but only once per turn.

Faction-specific unique terrain types have their own names (such as Circle of Equals, Spider Web Mushrooms and so on) and can only be played once per game. If the unique terrain has been played on the Battlefield by the player, that player cannot play it again this game. Some cards allow the destruction of terrains on the Battlefield.

Terrain abilities are active for as long as the terrain remains on the Battlefield. All the terrain abilities are listed in Glossary.

Opponent's side of the Battlefield

Your side of the Battlefield

RUINS

If a character is in contact with a terrain element of the Ruins type, a character can search it for a chance to receive hidden treasures. Results of the search are determined by rolling a die and affect the character that performed the search unless stated otherwise. After the search is completed, the character's turn ends immediately. Heroes cannot search ruins. Regardless of the result, one set of ruins can only be searched once per game.

Characters can use a secret entrance and move any distance between ruins that have been searched. To use a secret entrance, the owning player must roll a die while the character is in contact with the searched ruins. If the result is a ⚔, then no secret entrance was found – the character remains in place and ends its activation. If an 🏃 or 🏃 were rolled, then you are in luck and your character has found a secret entrance – the character can be moved into contact with another template of searched ruins on the Battlefield, a character also cannot be moved in contact with the opponent's creatures. The character's turn also ends after that. A character with the ability «Can re-roll a die while searching Ruins» can also re-roll a die while searching for a secret entrance.

Stealth characters may search ruins and use secret entrances without losing their Stealth token.

> **Characters cannot search ruins or use a secret entrance if they are in contact with an enemy creature.**

Bottomless well

LEGENDS OF SIGNUM

CREATURE ACTIVATION

When you start to operate a creature on the battlefield, it's called its activation. This creature is considered activated. There is only one activated creature at the same moment in the game.

Every creature in «Legends of Signum» can perform one of the following action combinations during its activation:

• move within the movement distance indicated on its card;
• use the Run rule;
• move up to or less than its movement distance and enter melee combat;
• enter melee combat if the creature is already in contact with an opponent's creature;

• perform Shooting or any other ranged attack, if the creature has the ranged attack abilities;
• use any other activation ability indicated on its card.

Players must activate all of their creatures on the Battlefield during their respective turns. The player might choose not to perform any actions for the creature, but this creature is anyway considered activated.

MOVEMENT

Movement distance is indicated on the creature card and is marked by a one-letter abbreviation against a blue background. For ease of use, all movement distances in the game are divided into 4 primary ones:

- short S (8 cm);
- medium M (10 cm);
- long L (15 cm);
- extra-long XL (25 cm).

Players can move their creature miniatures across the Battlefield up to or less than the distance indicated on the respective cards. Each miniature has its own base with a set diameter of 32 mm, 50 mm, 60 mm or 80 mm depending on the size of the miniature. No miniature can gain the advantage in movement due to the size of its base.

If at any point in its movement your creature touches the base of an opponent's creature, it stops immediately, even if it has not completed its movement. Your creature is considered to have entered in contact with the opponent's creature. If a creature ends its movement in contact with two or more of the opponent's creature, the active player chooses which creature to enter melee combat with.

If a creature has finished its movement during its turn, it cannot use activated abilities whatsoever.

If a creature starts or ends its movement while in difficult terrain or passes through its template during its activation, its movement distance is reduced to S.

Creatures cannot pass through each other, or impassable terrain, or end their movement there. They must bypass such obstacles, the distance of their movement must be taken into account.

Run

Movement

Take note that some cards could use «place» instead of «move». Unlike movement, the placement doesn't take into account any obstacles on its way, so a creature can be placed exactly how the card states. Movement is a special type of placement so if any ability implies «placement», that means it works with a normal movement as well.

LEGENDS OF SIGNUM

RUN

Before a creature moves, its owning player can declare that it will use Run in the current turn. In this case, its movement distance is increased to the next value, so that S increases to M, M to L, and L to XL. Any creature that has a movement distance of XL cannot use Run, nor can any creatures that are in contact with one or more enemy creatures. After a creature uses Run, its activation is over immediately after the movement is complete. No abilities can be used after running, including melee combat attack.

If your creature enters contact with an opponent's creature as a result of running, it must stop immediately and receive Backstab from the enemy that is now in contact with it.

BACKSTAB

Mainly backstab is declared in these cases:
• when a creature leaves contact with its opponent;
• when a creature enters contact with an opponent using the Run rule;
• when any ability implies declaring it.

Backstab is dealt only to creatures if they are in contact with the source in any case, except for cases of summoning creatures to the battlefield closer than S distance to their opponent's ones.
In each case, each opponent's creature that was in or enters contact with it should roll 1 die to perform a Backstab.
Backstab is not an attack, but it is considered successful with the value of ⚔ or 🛡.

If the opponent's creature has wounds, it can only cause damage with a Shield 🛡 rolled on the die. Creatures with the ability Fortitude are the only exception. A creature cannot defend itself against a Backstab, so every successful roll automatically becomes a hit. A character with a Stealth token can declare a Backstab, but in this case, it loses the Stealth token. Each successful Backstab die deals 1 damage.

In most cases, the Backstab rule will be applied when your creature is withdrawing from contact. But even if it moves while still being in contact with an opponent's creature (for example to get behind it and continue the battle), the Backstab rule will still apply.
Even creatures with a strength of 0 not capable of fighting in melee combat under normal circumstances deal Backstab to creatures.

MELEE COMBAT

If your creature enters contact with an opponent's creature during its movement or starts its activation already in contact, it can declare melee combat. A creature can only declare melee combat once per activation unless its card states otherwise.

The active player's creature is the attacker, and the second player's creature is the defender. If the active player's creature is in contact with several opposing creatures, the active player can only choose one of them to fight in melee combat that turn. A creature cannot fight several enemies at once. However several creatures can attack the same target during one turn as long as they are already in contact with it.

If a creature is attacked by several opponents, after the first attack it must assign all of its strength dice to defense. One attack is enough to tire a creature out and make it fight only to defend itself from the next opponent.

A creature can remain in contact with an opposing creature without declaring melee combat. It can simply remain in place, making it difficult for the enemy to move or shoot.

In melee combat, the creature's strength parameter shows how many dice it has available for melee. These dice can be assigned to attack and defense. Each attack die deals 1 point of damage if it hits. A defense die allows your creature to block 1 hit.

The defender must be the first to assign the strength dice to attack and/or defense and declare it. Then the attacker declares which dice are assigned to attack and/ or defense. Players can choose to assign all dice to attack or defense if they wish. If a creature has a strength value of 0, it cannot attack or defend itself in melee combat.

For example
A creature has a strength value of 3, which means that it has 3 dice available for melee combat. The player can assign all 3 dice to attack, or 2 to attack and 1 to defense, etc.

The active player always has an advantage when assigning their dice as he already knows their opponent's choice. For example, if the defender is using all available dice for defense, then there is no point to waste the attacker's dice on defense as well and it can use all dice for attack instead.

LEGENDS OF SIGNUM

ATTACK

After both players have assigned their strength dice to attack or defense, they roll all of the attack dice at the same time. If the creature has no Wound tokens, a roll of its dice is considered successful on Axe ⚔ or Shield 🛡.

If the creature has Wound tokens, its rolls are considered successful only on Shield 🛡. The only exception is creatures with **Fortitude** ability, on that occasion their rolls are successful on Axe ⚔ or Shield 🛡 whether they have Wound tokens or not. The rolls with such results are called successful attack dice or successful attack roll.

When determining successful rolls, if the unwounded creature rolls Bullseye ✴ (Bullseye ✴ or Axe ⚔ for wounded ones) that means the roll is unsuccessful and deals no damage.

DEFENSE

After both players finished rolling the attack dice, it's time to roll for defense. In order to defend itself, the creature should roll Shield 🛡 in melee combat. This value remains unchanged even if the defending creature is wounded. The roll with such a result is called successful defense dice or successful defense roll. Every successful defense die decreases the amount of successful attack dice by one.

If all of the opponent's attacks are a failure, and the defending creature still has defense dice set aside, no defense rolls are necessary, but the dice are still used and cannot be put into the attack. When hiding behind your shield, you lose the opportunity to deliver a mortal wound to your opponent. Such is the price of excessive caution.

The successful attack dice, which weren't blocked by successful defense dice, are called successful hits. Each hit deals 1 damage to the attacked creature.

Magical Strike

Magical Strike is a special melee attack. Its dice rolls are considered successful the same way as standard melee combat on Axe ⚔ or Shield 🛡 or only Shield 🛡 for wounded creatures with no Fortitude. Magical Strike is impossible to block, so no defense dice are rolled and all successful dice are automatic hits in this. Magical Strike is a magical attack, which means it deals wounds right away. Even if the target has Armour tokens, Magical Strike ignores it.

The melee combat attack, as well as Magical Strike attack that dealt either damage or wounds is called «successful attack».

WOUNDS

Damage is the number of wounds a creature receives after an attack or by the effect of card abilities. The damage taken by a creature is indicated by special tokens on its card. If it has any Armour tokens, they will be removed first upon taking any damage (one Armour token for one point of damage). When there are no more Armour tokens left, the creature will receive Wound tokens.

Damage Example:
If you play a spell card with the «3 damage» effect on a character with 3 ❤ and 2 🛡, this character first loses two Armour tokens and then receives one Wound token.

Wound Example:
If you play a spell card with the «3 wounds» effect against a character with 3 ❤ and 2 🛡, it gets 3 Wounds tokens and immediately dies.

If the amount of Wound tokens becomes equal to the health stat, the creature is eliminated. Its miniature is taken from the Battlefield and the card is discarded to the Graveyard, and the creature loses all Wound tokens and acquired effects and abilities. Because attack dice are rolled at the same time, both combatants can die in melee. Those were truly courageous warriors and neither would retreat...

A creature can also take damage as a result of using creature abilities, spell cards or tactics.

Although the rules state that attacking rolls of both players (and then defensive rolls) must take place at the same time, this is not important for the game mechanics. If you only have a few dice or you just find it more convenient to roll in turns, you can roll them in turns and in any order you want. But it is done only after both players assigned their defense and attack dice.

LEGENDS OF SIGNUM

Melee combat example:

The active player moves the miniature, Infected Wolfen Reaper, into contact with an opponent's miniature, Caillion the Captain of Steel Blades. Infected Wolfen Reaper has the following parameters: ⚔ 3 and ❤ 3. Caillion has ⚔ 2 and ❤ 2. Infected Wolfen Reaper declares an attack on Caillion. The second player must first assign the dice for defense and attack. As Caillion's ⚔ stat equals 2, the second player can use 2 dice. Aiming to save the character, the second player decides to assign all of the available dice to defense. Infected Wolfen Reaper, for its part, puts all of its 3 Strength to attack.

All dice for both attack and defense are rolled simultaneously. The active player rolled ✕, 🗡 and 🛡, while the second player rolled 🗡 and 🛡. Thus, the attacker rolled 2 successful dice, the defender rolled 1 successful dice. One successful defense accordingly absorbs one successful hit, so Infected Wolfen Reaper deals one successful hit while Caillion receives 1 damage thus receiving 1 wound. Caillion is still alive, albeit with only 1 Health remaining.

RANGED ATTACK

To perform a ranged attack, the creature must have one of the following abilities: Shooting X, Throwing X or Magical Shot X (X indicates the number of dice used for the ranged attack). The creature must not move before a ranged attack unless it has special abilities, such as Quick Shooter.

Ranged attacks cannot be performed after using Run.

The maximum possible range of these attacks in «Legends of Signum» equals XL (25 cm) between the closest points of the target's and the shooter's bases.

Before performing a ranged attack, the player must be able to draw a Line of Sight (LoS) between the shooter and the target. LoS is a straight line that goes from the base of your miniature to the base of the target and is not blocked by anything. LoS cannot be longer than the attack range. It doesn't matter if you see only a small part of the miniature base or its half; if you can draw LoS to any point on that base, you can perform a ranged attack. If there is no LoS available, the attack cannot be performed even if the target is within range.

LoS can be blocked by:
• your creatures (except for the creatures with a Stealth token);
• opponent's creatures (except for the creatures with a Stealth token);
• terrain template with the effect «Blocks Line of Sight.»

Keep in mind that creatures in «Legends of Signum» have a 360 degrees field of view, so front, rear, or any other side of the miniatures have no impact on the gameplay itself.

LEGENDS OF SIGNUM

LoS to creatures with Flight is drawn in the same way as to anything else. Flying creatures do not remain in the air constantly, but take off only when moving, so when they are not in motion other creatures and terrain blocks them according to the general rules.

Ranged attacks cannot be declared if the shooter is in contact with an opponent's creature.

The active player can choose an opponent's creature as a target, even if it's in contact with any other one of its own creatures.

After activating your creature you must do the following to perform a ranged attack:

• measure the distance to the target;

• draw LoS;

• roll X dice, where X is the current value of the shooter's ranged attack with all modifiers taken into account.

In terms of Shooting and Magical Shot, dice rolls are considered successful on Bullseye ✴. For Throwing on Axe 🪓 or Shield 🛡.

The creature can also defend itself in case it is attacked by Shooting or Throwing. The target of the ranged attack rolls the same number of dice as the number of **successful attack dice** of the attacker. Defense against the ranged attack is considered successful on Shield 🛡.

The roll with such result is called **successful defense die**.

Depending on the type of attack, successful attack dice that aren't blocked by successful defense dice are considered a successful shot, successful throwing', or successful magic shot, dealing 1 damage.

Magical Shot follows the same rules as Shooting, but the target cannot defend itself. Therefore, no defense rolls are needed. Magical Shot is a magical attack, which means it deals wounds right away. Even if the target has Armour tokens, Magical Shot ignores it.

An example of ranged attack:

The active player controls Caltael the Sentinel Arche with a Shot 2 ability. Before activation it gets +1 🏹 by Barracks, so now Caltael the Sentinel Arche has 🏹 3. The second player has Gah-Ar-Rit the Crusher, with strength 2, and health 4. There are no other miniatures or terrain elements between Caltael the Sentinel Arche and Gah-Ar-Rit the Crusher, so a Line of sight can be drawn. The distance between them is less than 25 cm (XL). The active player declares a shot at Gah-Ar-Rit the Crusher and rolls 3 dice. The results are Bullseye ⌘, Axe ⚒, Bullseye ⌘. Therefore, Caltael the Sentinel Arche has two successful ranged attack dice. However despite the fact Gah-Ar-Rit the Crusher has only 1 Strength owing to the effect of Rain of Arrows, the second player can roll 2 dice to attempt to evade the shots. The player rolls o Axe ⚒ and Shield 🛡. This means Gah-Ar-Rit the Crusher rolled 1 successful defense die One successful defense absorbs one successful hit, therefore Caltael the Sentinel Arche's deals 1 successful hit. Successful Caltael the Sentinel Arche hit deals 1 damage, thus dealing 1 wound as Gah-Ar-Rit the Crusher has no Armour tokens.

Some terrain abilities can affect ranged attacks, such as «Defense against ranged attacks» or «Blocks Line of Sight».

The ranged attack that dealt either damage or wounds is called a «successful attack».

All types of attacks in «Legends of Signum» are divided into magical and non-magical.

	Non-magical	Magical
Melee attack	Melee combat	Magical Strike
Ranged attack	Shooting	Magical Shot
	Throwing	

LEGENDS OF SIGNUM

SPECIAL ABILITIES

Cards contain information about abilities they possess. If an ability on a card contradicts the general game rules, the card text prevails.

If a creature only possesses one of the basic abilities, the card will only indicate the name of that ability. If the ability is unique, the card will have its full description.

If an ability requires you to choose the target of its effects (for example, Infected Mushroom ability stating «When Infected Mushroom is eliminated, a chosen opponent's creature receives Poison.»), then the choice is made by the player who controls that creature.

Some abilities require an entire activation of the creature. Such abilities are called activated abili-

ty; they are thoroughly explained in Glossary. Unique activating abilities are described on its card and marked with 🔒↻. Which means that the creature spends its entire activation. If it has moved or is in contact with an opposing creature, it cannot use the special ability that requires activation.

> For example
> The Healer ability allows to heal other creatures, it requires activation. Any creature with that ability must use it in its own turn and not move after that, or act according to general rules without using the Healer ability.

Furthermore, abilities that require activation can be also found on the relic cards. In this case, it means that the specific relic is activated but not the Hero who's carrying it. If the relic requires the

Hero's activation, it is specified by two icons: 🔒↻ ⛊.

Either way, unlike characters the relic with such ability can be activated right away by playing it from Hand.

If the ability description does not state that it requires activation, then the ability is active at all times.

> For example
> The Difficult Target ability forces your opponent to reroll all successful ranged attack rolls that target the creature with that ability. It is active at all times and does not require any further activation conditions.

Other abilities can require a special condition to be met for them to take effect. Such a condition can be met as «dealing damage», «eliminating an opponent's character», etc.

For example
The Predator provides your creature with +1 Strength only if it attacks an already wounded character.

Abilities with the same name are not cumulative, therefore the game uses a replacement principle: in which the highest parameter replaces the lower one. Take note that if the ability value has a «+» in its name, the number its ability provides can be added to the same ability of the target, if applicable. 🛡 is an exception; a character may not have it initially, but after becoming a target of the «+2🛡» ability, it will gain two Armour tokens.

For example
A player summons Ruphus, the Young Squire, to the Battlefield, and uses its First Word, giving Herrick +2 🛡. Although Herrick didn't have the ability initially, it will receive two Armour tokens.

Card abilities are given in the text field under the illustration and name. During the game, creatures can both gain new abilities or lose the ones they had.

For example
A creature has Master of Attack 1 ability that allows it to reroll one failed roll in melee. A spell, cast on this model, gives it Master of Attack 2. After the spell is cast, the owning player can now reroll 2 failed melee attack dice.

Sometimes abilities have a negative effect that does not allow a character to use general rules.

For example
«Slow» does not allow any character with this ability to use Run.

Abilities such as First Word α and Last Word Ω only take effect once per game. First Word α is activated when the player plays the card from their Hand. Last Word Ω activates when the card is discarded to the Graveyard.

By default, if a creature or a card receives any bonus or gains a new ability, it lasts until the end of the game unless otherwise stated.

LEGENDS OF SIGNUM

STEALTH

Stealth – activated ability, allows receiving a Stealth token. For this, the creature with Stealth ability should activate not being in contact with the opponent's creatures and not being a target for ranged attacks at the previous turn of the opponent. The creature cannot have more than one Stealth token.

When a creature with stealth is summoned to the Battlefield, it gains a Stealth token.

The creature with a Stealth token is considered hidden and cannot be targeted by attacks or abilities of the opponent's creatures, but still can be targeted by support cards.

The creature loses its Stealth token if:

• declares attack;
• uses «Backstab»;
• uses activated ability;
• was detected by the opponent's creature.

To detect the hidden creature of the opponent, the activated creature should enter into contact with that creature and roll a die for detection. The creature is considered detected losing a Stealth token on 🎲 or 🎲.
If the detection is successful, the opponent's creature can attack the detected creature right away. If the detection is failed, the creature that performed it terminates its activation.

The creature with the Stealth token:

• doesn't block LoS (Line of Sight) for ranged attacks;
• cannot be a target for «Backstab»;
• can declare «Backstab», in this case, it loses its Stealth token;
• can use «Run»;
• can search ruins without losing the Stealth token, even if in contact with an opponent's creature;
• can attempt to detect an opponent's hidden characters without losing the Stealth token.

If the opponent's creature is in contact with the creature with a Stealth token, the opponent's creature can declare ranged attacks and can be activated for other abilities, but cannot use Run. It doesn't receive «Backstab» if it breaks contact.
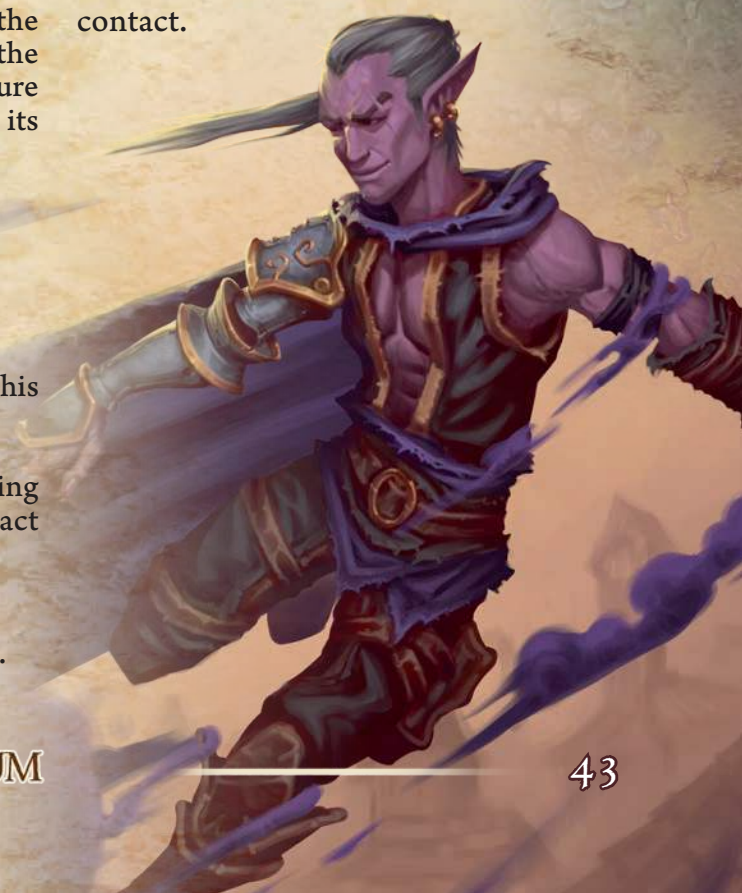
END OF GAME AND VICTORY CONDITIONS

A game is not over when one of the players runs out of cards in the Battle Deck, but every time that player has to draw a card, their opponent receives Prosperity points. The opponent receives one point for the first time, then two points, then four, eight and so on. The number of Prosperity points will be doubled every time until it reaches the amount necessary for victory.

VICTORY CONDITIONS

Victory in «Legends of Signum» can be attained in one of two ways.

The first way is by eliminating the opponent's hero. The player whose hero survives becomes the winner.

If the elimination of the hero activates any tactic cards or other effects that can influence the game result, all of these effects will be taken into account before the game is finished. For example, such effects might eliminate the opposing hero as well.

The second way to win the game is through Prosperity. The player wins if has constructed all basic buildings and accumulated 33 Prosperity points.

The first way of victory has a priority above all.

There may be time limitations based on a mutual agreement or tournament rules. If at the end of the time limit both heroes remain on the Battlefield, then the player whose hero has fewer Wound tokens wins.

If both heroes have the same number of wounds or if they've eliminated each other simultaneously, then players compare Prosperity points and the cost of buildings constructed in their Cities. If these numbers are also the same, then the most bloodthirsty player wins; whoever managed to eliminate the most opposing characters during the game.

LEGENDS OF SIGNUM

DRAGON RULES OF «LEGENDS OF SIGNUM»

1. If the ability indicated on the card contradicts basic game rules, the card text has priority.

2. When performing the attack, if any effect, or a creature's strength value becomes less than 0 after all modifiers were applied, it is considered to be equal to 0. If any action produces an effect with the value of 0, it is considered that no one gained any effect. Abilities or attacks cannot be declared if their value equals 0 after applying all modifiers.

3. If the creature is affected by two effects, the description of which contradicts each other, in this case the effect that cancels something or negative effect always takes priority.

4. Unless an effect text states target restrictions – all the available targets for the effect are implied.

5. If the creature card mentions the creature's name – that means the exact creature specified on the card.

6. If there are two triggered abilities which trigger each other several times, this chain is interrupted once one of the abilities is going to be triggered by the same ability again.

7. When the subject is «not in contact with something», that means the subject is not closer than 3 mm to it (this is the width of the standard base in Legends of Signum). Therefore, if you have to move the miniature «not into contact with the subject», you cannot move the miniature closer than 3 mm to it.

ADDITIONAL GAME VARIANTS

We recommend players use these only after they have fully mastered the basic rules of «Legends of Signum».

EXPERIENCED ARCHITECT

In this game variant, before the game starts, both players create their **Construction Decks** that consist of building cards in any desired order, but no more than 12 cards. This Deck becomes a secret zone like the Battle Deck.

You cannot change the order of cards in the **Construction Deck** during the game.

During the construction phase, you must draw a card from the **Construction Deck.** No more cards can be drawn until this building is constructed.

LEGENDS OF SIGNUM

GAME FOR THREE PLAYERS

The Battle of Three, as the name suggests, allows three players to take part in the game at the same time. The game ends when only one hero remains on the Battlefield or when one of the players constructs all basic buildings in the city zone and accumulates 33 Prosperity points.

Roll a die to determine which player goes first. The first player chooses one of the corners and measures a distance equal to an XL ruler from that corner and along the side of the field clockwise to claim that side. The player to the left chooses their corner and so on. Turn order proceeds clockwise.

Example of players' placement in variant The Battle of Three

Field side of player №1

Field side of player №2

Field side of player №3

All card abilities that are active until the end of the opponent's turn, or take effect at the end of the opponent's turn will be active until the end of the third player's turn or at the end of the third player's turn. Which means, both opponents must complete their turns.

If an ability allows a player to affect the creatures or cards of their opponent, the player chooses which of the opponents will be affected.

GAME FOR FOUR PLAYERS

This variant allows four players to take part in the game in a «free for all» scenario.

The game continues until only one hero remains on the Battlefield and all three others have fallen, or when one of the players constructs all basic buildings in the city zone and accumulates 33 Prosperity points.

As before, the first player is decided by rolling a die. The player at the winner's left takes the next turn and so on clockwise.

The first player chooses one of the corners and measures a distance equal to an XL ruler from that corner and along the side of the field clockwise to claim that side. Then the player to the left chooses their corner and so on. Turn order proceeds clockwise.

Example of players' placement in variant Free for all

Field side of player №1
Field side of player №2
Field side of player №4
Field side of player №3

All card abilities that are active until the end of the opponent's turn, or take effect at the end of the opponent's turn, will be active until the end of the last player's turn or at the end of the last player's turn. Which means, all three opponents must complete their turns.

If an ability allows a player to affect the creatures or cards of their opponent, then the player chooses which of the opponents will be affected, with all conditions and rules of the ability taken into account.

LEGENDS OF SIGNUM

SHOULDER TO SHOULDER

This mode allows you to fight side by side with an ally as four players take part in a «two vs two» game.

Players agree on the composition of their teams beforehand as it cannot be changed in the process of the game. In order to claim victory, one team must eliminate both heroes of the opposing team. If one of the heroes falls, the ally can still continue the game and wrest victory from the jaws of defeat. The team wins when all the players from that team have constructed all basic buildings in both of their city zones and both players have accumulated 33 Prosperity points. If one of the teammates is eliminated, this player no longer participates in the game, in this case, it's enough for the remaining teammate to construct the buildings only in their own city zone and accumulate 33 Prosperity points.

The first player chooses one of the corners of the battlefield and measures a distance equal to XL towards the corner of their ally. The player who has the first turn chooses their side of the field first in a way that their opponents are set opposite and the ally's corner is to the left or right.

Field side of player №1

Field side of player №2

Field side of player №3

Field side of player №4

Turn order proceeds clockwise. Both players of the first team must take their turns, and then the players of the opposing team take their turns.

Allied creatures cannot be attacked in the same way your own ones cannot be attacked, and any cards or abilities affecting «opponent's creatures» do not affect the creatures and cards of your ally.

All card abilities that are active until the end of the opponent's turn, or take effect at the end of the opponent's turn will be active until the end of the last player's turn or at the end of the last player's turn. Thus, both opponents must complete their turns.

If an ability allows the player to affect creatures or cards of their opponent, then the player chooses which of the opponents will be affected.

This is the mode in which the Hero of Signum is up against the Overlord. The Hero's objective is to earn as many Honour Points as possible, overcoming difficult challenges on its way.

Although Overlord can be controlled by the second player, it is possible to play this mode alone.

The player takes on the role of the Hero. Playing by the standard rules of Legends of Signum, the Hero should complete special quests to earn Honour and Prosperity Points for development. But be careful, the higher level of Honour the Hero has, the angrier the Overlord becomes.

ADDITIONAL GAME COMPONENTS

THE COUNTER OF OVERLORD'S RAGE AND THE HERO'S HONOUR

As the game progresses, the Hero will be earning more Honour Points. However, with the increase of Honour Points, the Overlord increases its Rage Points that strengthen the Overlord's cards. The Rage Points cannot be accumulated, and its number resets each turn.

PVP side

Hero's Honour	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	⬡
Overlord's Rage				3				6					8							10							10			⬡

Overlord Wins	Draw	Hero Wins

PVE side

Hero's Honour

Overlord's Rage

0-5	SEEKER
6-11	APPRENTICE OF THE CLAN
12-17	ADEPT OF THE CLAN
18-23	MASTER OF THE CLAN
24-30	PRIESTESS OF THE NATURE
30-36	SEER-PRIESTESS
36+	HIGH PRIESTESS

0-5	LARVA
6-11	INFECTED
12-17	MUTANT
18-23	REBORN
24-30	CONTROLLER
30-36	KEEPER
36+	SUBLIME

TERRAINS

In the quest mode, the only way the player can place terrains on the battlefield is to use effects of Quest Cards.

Each time the Quest says to place the terrain on the Battlefield, the Hero player should take the corresponding terrain template from the box (if there are any left) and place it on the Battlefield. The terrains should be placed no closer than L distance to the Hero's side of the Battlefield and no closer than M distance to other terrains, and not into contact with creatures.

In the Player vs Player mode, all the terrains are placed by the Hero player.

The terrains with the same names gain the same abilities described on the cards of the active Quests.

All the abilities of the unique terrains are also indicated on side A of the special terrain cards. Once the quest is complete, flip the card over to side B.

Side

Basic abilities

Special abilities

Difficult.
Blocks Line of Sight.

Masters of Herbalism

Place a Forest template on the Battlefield at no less than L distance from your side of the Battlefield and no less than M distance from other terrain templates, not into contact with creatures.

Your creature in contact with a Forest can use its activation to perform an action: roll a die – on (Axe) put 2 (Prosperity) on this quest card, on (Shield) put 3 on this quest card.

Quest is completed when: there is 4 on this quest card.

You gain from this quest card and 2

Foggy Thickets

Difficult.
Blocks Line of Sight.

BEAST CARDS
(Overlord's creatures)

The creature cards, that can be summoned by the Quests and the cards of the Overlord, have 2 sides – one for the solo mode and another for PvP mode.

On the PvP (Player versus Player) side, they have abilities in terms of the classic Legends of Signum rules.

Wolf

Pathfinder.
Instead of moving, it can be placed into contact with a creature in contact with the closest forest.

PVP Abilities

LEGENDS OF SIGNUM

QUEST CARDS

The Quest Cards contain special missions the Hero should complete to earn Honour Points. The Hero could carry out up to 2 Quests at the same time. While the Hero has 2 Quests, they cannot draw another one from the Deck in the corresponding phase.

On the PvE (Player versus Environment) side, there are abilities and behaviour pattern of the creatures in PvE.

Playing Stage:
Early Deck (3 pieces) - are placed on top of the Late Deck (12 pieces) ☾ .

Action when playing
It describes which terrains and tokens are placed on the Battlefield once the Quest is drawn from the deck.

And also, if you are going to place an Overlord's creature but the box ran out of its corresponding tokens, you can remove the missing quantity of the tokens beforehand.

If you are going to place a terrain on the Battlefield but the box ran out of its corresponding templates, this action is ignored.

Playing Stage

Name

Action when playing

Abilities

Conditions to complete

Reward

Wolf
Stamina. Pathfinder.
At the start of its activation, it is placed into contact with an opponent's creature in contact with the closest Forest and attacks it.

PVE Abilities

Test of Poisons
Place a Rocks template on the Battlefield at no less than L distance from your side of the Battlefield and no less than M distance from other terrain templates, not into contact with creatures. Place 4 Evil Eyes into contact with any Rocks template on the Battlefield.

Evil Eyes receive wounds from **Poison** on ⊗ (Bullseye) and ⚒ (Axe). Put 1 ⚡ (Prosperity) on this quest card whenever an Evil Eye dies or put 2 ⚡ on this quest card whenever an Evil Eye dies from **Poison.**

Quest is completed when:
there are no Evil Eyes on the Battlefield.

You gain
⚡ from this card and 2 ⭐

Placement Rules

When playing the Quest in PvP, the Hero player places terrains and creatures he controls under the Quest text, while the Overlord player places the other creatures.

Control:
Some Quest cards allow the Hero to place a friendly creature on the Battlefield. In this case, the card states «Gain control of...».
If such a creature is placed on the Battlefield, it is not taken into account in the limit of the creatures on the Battlefield (The Hero and 7 creatures). In this case, the creature is not considered «your creature/character» for effects of cards.

Abilities:

Abilities section describes abilities of the terrains that are used in the Quests, as well as additional rules that are active as long as the quest is incomplete. These rules may relate to the terrain, certain creatures, or some effects.

Completion:

This section describes necessary conditions that must be respected in the Quests Phase in order to complete the Quest.

Reward

Shows you the reward you can get by completing the Quest (it could become a penalty for the Hero at the end of the game if the Quest was failed)

OVERLORD'S CARDS PVP

There is a 22 cards deck that is used by the Overlord.

Deck Type **Name**

Card Type

Main Ability.
Uses the Overlord's Rage.
Usually has the «**Multiple Rage**» ability.

Extra Ability
(usually is played for free as a bonus to the main ability).

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🜋 X: text
For every X RP (Rage points) you spend, execute the text once.

The Overlord can use its action 4 times. 4 bandits will appear in contact with the Hero.

All cards of the Overlord are considered cards that cost 2 🏰 .
Their type is specified in the lower corner.
You can activate corresponding tactics to cancel effects of those cards or to gain benefits.

OVERLORD'S CARDS PVE

There is a 10 cards deck from which the player draws a card if he is unable to draw a Quest card.

Deck Type   **Name**

Card Type

Main Ability.
If it has the «**Multiple Rage**»ability, it spends all available Rage of the Overlord

OBJECTIVE OF THE GAME

Objective of the Hero is to earn as many Honour Points as possible.

On the other side, objective of the Overlord is either to defeat the Hero or not let him accumulate the required number of Honour Points.

GAME PREPARATIONS PVP

1. Prepare the standard Legends of Signum battlefield and all required game components. The Hero player always makes the first move and begins the game by the standard LoS rules.

2. In this mode there are special terrain cards. Replace the original Legends of Signum cards by them.

3. The Hero player uses the starter 20 cards deck for the standard Legends of Signum.

4. The Overlord player begins with the Overlord's 22 cards deck for the PvP mode, Overlord's creature tokens and its cards.

Overlord's Number of Creatures Limit (take the tokens):

• the total number of bandits and wolfs shall not exceed 6;

• the total number of skeletons and evil eyes shall not exceed 6.

We recommend using this limit. However, you can freely increase or decrease that limit on your own.

5. Quest Cards and Rage Scale are placed in any convenient place next to the Battlefield.
Set the points tracker ✦ to 0 on the Rage Scale.

6. Shuffle 12 Late and 3 Early Quests apart from each other. Put 3 Early Quests at the top of the deck.

7. At the start of the game, the Hero player draws 4 cards from the deck. Before the game starts, the Hero player can put up to four cards from his hand at the bottom of the deck to replace them with the same amount of cards from the top of the deck and then shuffle the deck. Only one redraw of the selected cards is allowed.

8. At the start of the game, the Overlord player draws 4 cards from the deck. Before the game starts, the Overlord player can put up to four cards from his hand at the bottom of the deck to replace them with the same amount of cards from the top of the deck and then shuffle the deck.
Only one redraw of the selected cards is allowed.

TURN ORDER IN PVP

Hero's Turn

Hero's Turn is analogous to the standard Legends of Signum rules.

• Draw a card from the deck.
• Receive 1 Prosperity point.
• Construct a building or receive 2 additional Prosperity points.
• The Hero activates creatures and plays cards in any order.

Overlord's Turn

• Draws 1 card.
• Activates Overlord`s creatures by the general Legends of Signum rules.
• It is required to play at least 1 card per turn at any moment. Overlord can play any number of cards from hand, spending all Rage Points available this turn.

Quests Phase

• Active Quests check for completion. If the necessary requirements to accomplish the Quest are met at this moment, the Hero is awarded the Reward, and the Quest Card goes to the Hero.
• Active Quests check for failure. If the necessary requirements to fail the Quest are met at this moment, the Quest is discarded, and the Hero receives a penalty equivalent to the Reward for that Quest at the end of the game.
• If there are less than 2 active Quests on the Battlefield, a new Quest is added from the deck. Implementation of the conditions from the section marked by the exclamation point of the new Quest.
• The game ends if the Hero ran out of cards in the deck.
• The game ends if the Overlord ran out of cards in the deck.

Point Scoring

• Honour Points for the accomplished Quests and defeated bandits are awarded during the game.
• +1 point for every 5 Prosperity points remaining at the end of the game.
• -1 point for every 2 wounds the Hero has at the end of the game.
• –X for failed Quests at the end of the game.

The game ends when:

• the Hero dies;
• All the Quests were accomplished;
• The Hero is unable to draw a card at the start of its turn;
• The Overlord ran out of cards in the deck at the end of its turn.

GAME PREPARATIONS PVE

1. Prepare the standard Legends of Signum battlefield and all required game components.
You play the game by the standard LoS rules except for a few additions.

2. In this mode there are special terrain cards. Replace the original cards by them.

3. You use the starter 20 cards deck for the standard Legends of Signum.

4. Prepare the Overlord's creature cards (using the PvE side of the card).

Overlord's Number of Creatures Limit (take the tokens):

• the total number of bandits and wolfs shall not exceed 8;
• the total number of skeletons and dragon whelps shall not exceed 8.

We recommend using this limit. However, you can freely increase or decrease that number on your own.

5. The Overlord's PvE cards are placed in any convenient place next to the Battlefield.

6. Shuffle 12 Late and 3 Early Quests apart from each other. Put 3 Early Quests at the top of the deck.

7. Quest Cards and Rage Scale are placed in any convenient place next to the Battlefield.
Set the points tracker ⚜ to 0 on the Rage Scale.

TURN ORDER IN PVE

The Player's Turn Phase
(is analogous to the standard Legends of Signum rules):

• draw a card from the deck;
• receive 1 Prosperity point;
• construct a building or receive 2 additional Prosperity points;
• the Hero activates creatures and plays cards in any order.

Overlord's Turn Phase

• The same common Overlord`s creatures move in any order.
• Unique creatures move in any order.

In this mode, the player activates Overlord's creatures on his own, following the text on their cards and also the general recommendations. Instead of rolling dice for Overlord's creatures, the player uses the deck of dice (see relevant sections).

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Quests Phases

• Active Quests check for completion. If the necessary requirements to accomplish the Quest are met at this moment, you are awarded the Reward, and the Quest Card goes to your pile of accomplished quests.

• If there are two active Quests, draw and immediately play the Overlord's card. This card uses all of the available Rage Points of the Overlord if possible.

• Active Quests check for failure. Failed Quests are discarded, and you receive a penalty equivalent to the Reward for that Quest at the end of the game.

• Draw 1 Quest if there are less than 2 active Quests on the Battlefield.

• The game ends if the Hero ran out of cards in the deck.

• The game ends if the Overlord ran out of cards in the deck.

When you advance to the next section of the Rage Scale, you should immediately draw and play the Overlord's card.

The game ends when:

• the Hero dies;
• all the Quests were accomplished;
• the Hero is unable to draw a card at the start of its turn;
• the Overlord's deck ran out of cards at the end of turn.

THE RULES OF OVERLORD CREATURES' ACTIVATION IN PVE:

• the Overlord's creatures move by the special rules, described on their cards on the PvE side of the card;

• avoid Backstab: (while being in contact with your creatures, it attacks the weakest ignoring all other patterns in its turn);

• never use Run;

• if an Overlord's creature has a goal, it is moving to the target by the shortest way, bypassing all obstacles and avoiding its enemies unless otherwise stated;

• the Overlord's creatures always successfully deal Backstab;

• they are considered the opponent's characters when using spells and effects.

DICE CARDS

Instead of rolling dice for the Overlord's creatures in PvE, we recommend using the following cards with corresponding values: «Bullseye ✷», «Axe ⚒», and «Shield ◗». Every time the Overlord's creature should roll X dice, draw a dice card and count X dice, starting with the top one. If a specific effect makes the opponent reroll any number of dice in one roll, take two of the cards and choose any of them.

Examples: Regeneration 3 implies to take a dice card and heal a creature by the number of bullseyes ✷ among the three top values on the card.

Melee Combat

1. Attacking the Overlord's creature, you assign the strength dice in melee combat perform rolling a dice event.

2. Draw the top card of the Dice deck.

3. Count the number of dice on the card equal to the number of the creature's strength.

4. Every Bullseye ✷ is one miss. Axe ⚒ – successful hit on your creature. Shield ◗ – successful block of one of your successful dice.

All NPC are considered to have Fortitude and Stamina abilities.

If NPC is required to assign all of its strength dice to defense, it still deals damage to your creature. In this case, only Shield ◗ is counted as a success.

Example
VETERAN: When your creature with Veteran enters melee combat with the Overlord's creature in PvE, you draw two cards from the Dice deck and choose a preferred outcome for you.

Shooting

When you successfully hit the Overlord's creature in PvE, you draw a card from the Dice deck and count the number of dice equal to the number of successful hits. The number of Shields ◗ means the number of successful blocks.

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FAQ

Can Overlord summon its creatures into contact with the Hero's ones?

– **No, unless the card states otherwise.**

The Forest blocks Line of Sight in this mode but doesn't provide Defense against Shooting?

– **Yes.**

If I play with a specially created deck and destroy a unique terrain necessary for completing a quest, does it mean the quest is failed?

– **Yes.**

How far the Evil Eyes can move away from the Rocks?

– **The closest to the Evil Eyes point of the Rocks should not be more than S to the Evil Eyes' base.**

What if Overlord's creature cannot be placed on the spot a quest card requires?

– **In this case, it's placed in contact with the Overlord's side of the battlefield.**

Can I cancel the effect of Overlord's card in PvE or PvP and shuffle it back to the deck using a tactic card if I play with a special deck?

– **Yes, but only during Overlord's Turn Phases or Quest Phases.**

-X from attacks, passive ability, modifier – the creature receives X damage less from the current attack.

Agile, passive ability – the creature cannot be a target for Backstab when leaves contact by movement or placement with one or more opponent's creatures not moving or placing into contact with the opponent's creatures.

Armour X, triggered ability – When the creature is summoned to the Battlefield, it receives X Armour tokens.

Armour token: Whenever a creature with Armour tokens receives damage from a non-magical attack or Backstab, that creature loses 1 Armour token per 1 damage instead of receiving wounds. If one attack deals more damage than Armour tokens the creature has, this damage removes all Armour tokens and the rest damage deals wounds. If any card or ability gives +X armour to the creature, it means that creature receives X Armour tokens.

Aura X: [text], passive ability – all creatures, unless indicated otherwise, at a distance within X receive an ability or effect described in [text]. The source of Aura doesn't receive the abilities that the Aura provides.

Battle Mage, passive ability – the creature can declare a Magical Shot even if it already moved during its activation.

Beast, passive ability – the creature cannot be targeted by Control or any abilities of buildings.

Berserk X, passive ability – while the creature is wounded (has Wound tokens on its card) it receives +X Strength.

Blocks Line of Sight, terrain ability – players cannot draw a Line of Sight through this terrain template.

Buckshot, triggered ability – if Shooting has dealt at least 1 damage and if the target is within M distance, the target creature is moved backwards from the shooter at S distance along the line drawn from the centre of the attacker's base to the centre of the target's one. If it leaves a contact, it does not receive a Backstab. If a target of this shot cannot be moved for the full distance, it receives an additional 1 point of damage.

Cautious X, passive ability – the creature with this ability must assign at least X dice into defense in melee combat, but no more than the creature's strength.

Charge: [text], triggered ability – the creature gains [text] till the end of the current turn, if it moved before attacking in melee, once per turn.

Concentration X, activated ability – when the creature is summoned to the Battlefield, it receives X Concentration tokens. The creature with **Concentration** has: «🔒↻: gain 1 Concentration token». The creature cannot have more than X Concentration tokens. You can spend the Concentration tokens anytime during your turn.

Contract: [text], triggered ability – at the start of the activation of any creature with Contract, the active player can pay 1 Prosperity point and a creature will receive all effects indicated in [text] until the end of the active player's turn.

Control X, activated ability, impact – the character can take control of an opponent's character or minion. Choose a target for **Control** within XL to the character taking into account the Line of Sight; roll X dice – if there is the same number of Bullseye ✕ rolled as the current target's health, you gain control of the target until the end of turn. You can activate this character or minion this turn.

Defender, passive ability – if an opponent's creature declares attack in melee combat while in contact with the creature, it must select the creature as the target. If there are several creatures with this ability in contact with the attacker, it can choose which one to strike.

Defense against shooting, terrain ability – if a creature is currently standing in contact with the terrain template with this ability and becomes the target of ranged attack, or if that template is on the Line of Sight, the owning player can reroll any failed rolls to defend against Shooting or Throwing one time per each successful ranged attack. In the case of Magical Shot, the creature receives a single defense die, as if it were a target of Shot, following standard ranged attack rules.

Difficult target, passive ability – when performing a ranged attack against a target with this ability, the attacker must reroll all successful hits.

Difficult (Difficult terrain), terrain ability – if a creature without Flight touches the template of this terrain during movement, its movement dis-tance decreases to S. Creatures that already have a movement distance S are not slowed down by difficult terrain. Running through such terrain is not possible. If a creature has already moved beyond S distance before touching the terrain template, it must immediately stop upon contact. If a creature starts its turn in Difficult terrain, its movement distance is S until the end of its activation.

Disease, triggered ability, indicated by Disease token – the creature receives 1 wound if it declares attack; at the start of its activation, it can skip its activation to lose **Disease.**

Drill, triggered ability – when the character is summoned to the Battle-field, you can summon a minion of your faction into contact with each of your creatures with **Drill**.

Durability X, relic ability – when a relic with durability is played, it receives X Armour tokens. Any non-magical attack at the hero deals damage first to relics with this effect. When the relic no longer has Armour tokens, it is destroyed and the hero loses all its effects.

Executioner: [text], **triggered ability** – if the creature enters the Battlefield or the previous Victim is eliminated, the creature can choose a character to be its victim: When attacking its victim, the character gains [text] until the end of the attack.

Exhaustion X: [text], **triggered ability** – at the start of the creature's activation, it can receive 1 wound to gain [text].

Expert of Attack X, triggered ability – if a creature assigns all available dice to attack in melee combat, it receives additional X attack dice.

Expert of Defense X, triggered ability – if a creature assigns all available dice to defense in melee combat, it receives additional X defense dice.

First word: [text], **triggered ability** – when the card is played, [text] must be immediately applied.

Flight (Flying), passive ability – the creature can ignore obstacles when moving across the Battlefield, including other creatures and terrains. Miniatures with this ability still can't end their movement in Impassable areas.

Forged, passive ability – Forged cannot be healed and cannot gain Poison or Disease. Creatures with Vampirism cannot be healed if they deal wounds to Forged.

Fortitude, passive ability – creatures with this ability always hit their target in melee when rolling Axe 🪓 or Shield 🛡 whether they are wounded or not.

Hammerblow, passive ability – when attacking in melee combat, every successful hit deals 2 points of damage.

Healer X, activated ability, impact – when activating, choose a target, roll X dice and remove as many Wound tokens as there are successful rolls. In contact with the target, Axe 🪓 and Shield 🛡 are considered successful rolls. If a target is away at a distance within XL, only rolled Bullseye 🎯 results are considered successful.

Healing (Heal) X, activated or triggered ability, impact – remove X Wound tokens from a target of healing. If there are fewer wounds than the ability can heal, they all are removed and a creature is considered fully healed. Healing cannot be declared if the target of **Healing** doesn't have wounds or if there is any factor that restricts **Healing**.

Howl X: [text], activated ability – all creatures within X receive an ability or effect described in [text] unless otherwise stated. Effects of [Howl] last until the end of turn, if [text] doesn't imply a different option. The source of **Howl** cannot receive these benefits.

Impassable, terrain ability – creatures without Flight cannot cross this type of terrain when moving. The creatures cannot be placed on Impassable terrain templates.

Initiative, passive ability – players assign their Strength dice following common rules. The creature with **Initiative** strikes first. Its target can defend as normal, but it attacks second and will not attack if it is killed by this creature with **Initiative**. If both combatants have **Initiative**, melee combat occurs according to common rules.

Jump, passive ability – when moving, the creatures can ignore other creatures on the Battlefield. The Jump can take place only in a straight line at any distance no more than the creature's Movement. The creature can't finish its movement on other creatures.

Last word, triggered ability – must be applied once the already played character or support card goes to the Graveyard.

Lunge, passive ability – the creature can declare melee combat within S distance away from its target if it's possible to draw LoS between the attacker and the target. If during this attack the target is not in contact with the attacker, the target should assign all of its Strength dice to defense only.

Magical Shot X, activated ability – a magical ranged attack within XL distance, that allows you to roll X dice. The dice of Magical Shot are considered successful if Bullseye 🎯 is rolled. The target of Magical Shot cannot defend itself, so each successful die instantly becomes a successful hit dealing 1 wound each.

Magical Strike X, magical melee attack – magic melee attack. The creature can declare it to a creature in contact, after the creature's movement or not moving during its activation. When performing Magical Strike, you roll X dice. Dice are considered successful if Axe 🪓 or Shield 🛡 are rolled.

If the attacker already has wounds and doesn't have Fortitude ability, only Shield 🛡 is considered successful. Each successful Magical Strike die deals 1 wound. The target of Magical Strike cannot defend itself.

Master of Attack X, passive ability – the creature can reroll up to X different dice that it assigned to attack in melee combat.

Master of Defense X, passive ability – the creature can reroll up to X different dice that it assigned to defense in melee combat.

Master of Healing X, passive ability – the creature can reroll up to X different dice that it used for healing.

Master of Magic X, passive ability– the creature can reroll up to X different dice that it used for a Magical Shot.

Master of Ritual X, passive ability– the creature can reroll up to X unsuccessful dice that it used for Ritual.

Master of Shooting X, passive ability – the creature can reroll up to X different dice that it used for a Shooting or Throwing.

Monster, passive ability – cannot be healed; cannot be returned to hand; cannot be brought under control; cannot search ruins; cannot be affected by any effects of support cards.

Multiple uses X, relic ability – Every time you use Multiple Uses ability, mark it. Once the number of marks equals the number of initial Multiple Uses of the relic, this relic is discarded and all of its bonuses are no longer applied.

Parasite X, triggered ability – whenever the creature eliminates a character, roll X dice: If at least 1 Bullseye ☀ is rolled, summon a minion of your faction into contact with the eliminated character before removing it from the Battlefield.

Pathfinder, passive ability – the creature ignores Difficult terrain ability.

Persecution X, triggered ability – when the creature eliminates an opponent's creature, the creature can declare another attack in melee combat, X times per your turn. The creature can move within S into contact with another opponent's creature before each of these additional attacks.

Poison, triggered ability, indicated by Poison token – at the start of the creature's activation, roll a dice: on Bullseye ☀ the creature receives 1 wound. The creature with Poison has: «🔒↘: lose Poison».

Predator, triggered ability – if the creature enters melee combat with a wounded opponent's creature, the creature gains +1 ⚔ until the end of its turn.

Quick shooter, passive ability – a creature can declare Shooting or Throwing even if it moved in its turn if Run was not used.

Quick, passive ability – the creature can declare melee combat after using Run.

Rain of Arrows, triggered ability – whenever the creature declares Shooting, the target character gains -1 Strength until the end of the opponent's turn. The effect cannot be accumulated.

Reckless X, passive ability – in melee combat, this creature must assign at least X dice to the attack, but no more than its Strength value. If the creature is in melee combat again during the opponent's turn, after the first attack it must assign all its dice to defense.

Recruitment, activated ability – when a building is constructed in your city zone, you can summon a minion of your faction into contact with each of your creatures with Recruitment.

Regeneration X, triggered ability – at the start of its activation roll X dice. This creature is healed by 1 for each rolled Bullseye ⊠.

Requiem, triggered ability – when the character dies, before the miniature is removed from the Battlefield, roll a die individually for each other creature within S from it: On Axe 🪓 or Shield 🛡 that creature receives 1 wound.

Resurgent, passive ability – **Resurgent** cannot be healed and cannot gain Poison or Disease. Creatures with Vampirism cannot be healed if they deal wounds to **Resurgent**.

Ritual X, activated ability – roll X dice, if at least one Bullseye ⊠ is rolled, summon one minion of your faction into contact with the creature.

Rush, triggered ability – the creature can be activated right away after being summoned to the Battlefield, only in your turn.

Shield against [text], passive ability – the creature cannot be targeted by [text].

Shot (Shooting) X, activated ability – non-magical ranged attack within XL distance and with a Line of Sight that allows you to roll X dice. Dice of Shooting are considered successful if Bullseye ⊠ is rolled. The target of Shooting can defend itself by rolling the same number of dice as the number of successful dice the shooter rolled. Each successful hit deals 1 damage.

Slow, passive ability – a creature with this ability cannot use Run.

Sniper, triggered ability – a creature with this ability can reroll any of its Shooting dice when shooting at the distance of L and more. At the same time, each successful shot when Shooting at this distance deals 2 points of damage.

Stamina, passive ability – the creature can assign its melee combat dice into attack no matter how many melee combats it was engaged in.

Stealth, activated ability – allows receiving a Stealth token. For this, the creature with **Stealth** ability should activate not being in contact with the opponent's creatures and not being a target for ranged attacks at the previous turn of the opponent.

Stealth token: When a creature with **Stealth** is summoned to the Battlefield, it gains a Stealth token. The creature with a Stealth token is considered hidden and cannot be targeted by attacks or abilities of the opponent's creatures, but still can be targeted by support cards.
The creature cannot have more than one Stealth token.

Steam Engine: [text], triggered ability – is triggered when the creature declares an ability or effect indicated in [text], once per turn. The player must roll a die for Steam Engine and carry out [text] before doing the ability or effect itself. If the creature gains a bonus from Steam Engine, that bonus lasts until the end of turn.

Sting: [text], **passive ability** – when the creature declares an attack on a creature without Poison, the attacked creature gains Poison. When the creature declares an attack on a creature with Poison, the creature with Sting gains [text] until the end of the attack.

Throwing X, activated ability – non-magical ranged attack that can be declared on a target within L distance and within Line of Sigh, allows you to roll X dice. Dice of Throwing are considered successful if or Shield 🛡 or Axe 🪓 are rolled. The target of Throwing can defend itself by rolling the same number of dice as the number of successful dice the thrower rolled. Each successful hit deals 1 damage.

Vampirism, triggered ability – when the creature deals wounds in melee combat, it can be healed by 1.

Veteran, passive ability – when attacking a creature with Veteran in melee combat, the attacker must reroll all successful dice results.

Vulnerability, passive ability – when receiving damage, the creature receives 1 extra damage.

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TURN STRUCTURE

Beginning Phase (page 24)

• The active player untaps all the tapped cards, if they have any. All creatures have an opportunity to be activated again.
The player removes all temporary effect tokens from their creatures if the effects expire before the start of the turn.
• The active player draws one card from the Battle Deck into their Hand and receives one point of Prosperity. Players cannot have more than 10 Battle Deck cards in their Hand. If there are already 10 cards in their Hand, one of the cards, randomly chosen by the opponent, is discarded to the Graveyard.

Construction Phase (page 25)

• In order to construct a building, you are required to pay its cost in Prosperity.
• The maximum number of buildings in the city zone is 12. You cannot construct more than one building per turn. The city zone cannot have two buildings with the same name and more than one class building.
• If the player decides not to construct a building this turn, they receive two additional points of Prosperity.

Creature Activation Phase (page 26)

During this phase the active player may:
• Play any number of character, spell, relic or tactic cards from their Hand;
• Activate creatures on the Battlefield;
• Play up to one terrain card.

The player can no longer summon creatures to the Battlefield if there are already eight or more creatures under the control of that player.

Every creature in «Legends of Signum» can perform one of the following action combinations during its activation:
• Move within the movement distance indicated on its card;
• Use the Run rule;
• Move up to or less than its movement distance and enter melee combat;
• Enter melee combat if the creature is already in contact with an opponent's creature;
• Perform Shooting or any other ranged attack if the creature has the ranged attack abilities;
• Use any other activation ability indicated on its card.

The player might choose not to perform any actions for the creature, but this creature is anyway considered activated.
After all creatures of the active player on the Battlefield have finished their activations, the turn can be declared over.
All abilities and effects are active until the end of the turn. Abilities, activated at the end of the turn, are declared in the order chosen by the player controlling the cards with those abilities or effects. Then the other player's turn begins.

LEGEND

⬢ Hero	⬥ Stealth
⬢ Character	⬥ Building
⬢ Minion	⬥ Healer
⬢ Activation	⬥ Armour
⬢ Prosperity	^{x}⬥ Durability
⬢ Shooting	^{x}⬥ Multiple Use
⬢ Throwing	α First Word
⬢ Magical Shot	Ω Last Word

⬢ Honour	⬥ Multiple Rage

Dice

	Basic Attributes
⬢ – 1-2 D6	⬥ Strenght
⬢ – 3-4 D6	⬥ Movement
⬢ – 5-6 D6	⬥ Health

LEGENDS OF SIGNUM

THE CURSED FOREST

RULE BOOK