



Here to Slay: Heroes of the Realm Semi Co-op Variant



Components

Here to Slay base game (Challenge, Magic, and Most Item cards not used)

Gold Coins

8-Sided dice

10 - Sided dice

12 - Sided dice

9 Location Tiles (Home, Graveyard, Café, Blacksmith, and 6 guild tiles)

Meeples

Set up

1. Place the home and the graveyard tiles next to each other in the center of the play area
2. Shuffle the remaining location tiles and place the deck facedown with-in reach
3. Shuffle the monster cards and place the deck face down with-in reach
4. Shuffle the Modifier (Potion) cards and place the deck face down with-in reach
5. Place the Mask cards face up and Dice within Reach
6. Shuffle a hero deck for each Hero type and the hero decks Face up with in reach
7. Place the Coins with-in reach
8. Each player chooses a Party Leader and place the corresponding Meeple on the home tile
9. Place a meeple of every hero type at the Home and graveyard tile
10. Place the rest of the Meeples with-in reach



Introduction

"In a world where anthropomorphic creatures thrive, a looming threat has cast its shadow upon the land. The once peaceful realm is now plagued by a surge of menacing monsters that wreak havoc on innocent towns and villages. In response to this crisis, heroes from various backgrounds gather to team up and combat the growing menace."

Objective

Players will work together to slay all the monsters in the monster deck. At the end of the Game the player with the Most glory points gets special recognition. 1 glory point is awarded for each monster slain and each hero type in your party. A tie is broken by who has the most coins.

Player turn

Move - A player may move their meeple to an adjacent tile, stay on their current tile, or explore a new tile, If there is an adjacent open space. To explore a new tile indicate the space you would like to go and draw a tile from the location tile deck. The type of tile you end on will determine what actions you can take. A player

Home Tile

"The heroes engage in lively discussions and debates. They share their expertise, strategize, and train together to synchronize their distinct hero types. Guardians demonstrate their unwavering courage, teaching their counterparts the art of defensive tactics. Thieves impart their agility and stealth, allowing others to move unseen through the shadows. Wizards reveal secrets of arcane magic while learning from the Rangers' profound connection to nature."

Action available at the Home Tile

Recruit - Randomly decide which hero type will join your team by rolling a six sided die. Match up the result with the chart below. Take the top hero from the corresponding deck, they have joined your Party! Unless There is no one left, in that case no hero joins



1.Fighter	2. Ranger	3.Thief	4.Bard	5.Guardian	6.Wizard

Tip: instead of whipping out the rules and consulting the chart every time you recruit a random hero you can just line up the meeples on the tile in a row from 1-6 and roll based on that order

Graveyard Tile

"The heroes gather at the graveyards, their hearts heavy with grief and a deep sense of gratitude for those who have come before them. Each hero, regardless of hero type, pays homage to their fallen comrades, their actions echoing through time and inspiring the present generation. With heads bowed and hands clasped, the heroes share stories and memories of their fallen brethren. They recount tales of valor, camaraderie, and sacrifice, ensuring that their legacies endure. The graveyards become places of solace, where heroes find strength in unity, bolstering their resolve to protect the realm and honor the fallen through their actions."

The Graveyard is a place where heroes can join your party and also serves as a discard pile for fallen heroes

Action available at the Graveyard Tile

Recruit - Heroes can be recruited here following the same drafting method as the home tile



Guild Tiles

"Across the realm, guilds dedicated to each hero type have served as sanctuaries and home bases for their respective heroes. These guilds once served as a source of training, camaraderie, and a place for heroes to gather and plan their adventures but now they serve as the last remaining bastions of hope. Engaged in a desperate battle against a fearsome monster. The heroes, outnumbered and fatigued, require immediate assistance to turn the tide of the relentless onslaught. Recognizing your unique abilities and the valor you have demonstrated thus far, they beseech you for aid."

- If you discover a Guild Tile, Place the corresponding Hero Deck nearby, Draw a monster card and put it face up on the location and add a coin.
- Anytime you Move to a Guild Tile with no monster a new monster will appear. Draw a monster card and put it face up on the tile and add a coin

Discovering a Guild Tile Example



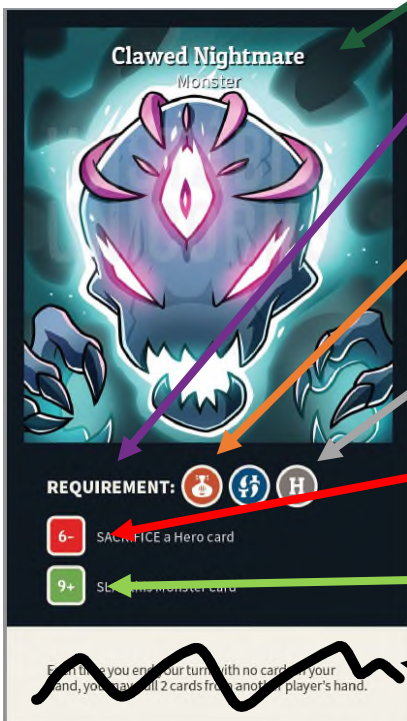
Example Guild Tile



Hero Type

This type of Hero can be recruited on this tile after usefully defeating a monster

Monster Card



Name

Requirements show types of Heroes and how many are needed to fight the monster

A hero Symbol indicates that a least one hero in your party must match this type

A H Symbol Shows any hero can help meet the requirement to fight

Fail - A hero has fallen if you roll this or lower

Success - Slay the monster if you roll this or higher

Ignore - does nothing in this variant

Hero Card



Name

Hero Type

Health

Ignore - does nothing in this variant

Action available on Guild Tiles

Slay. The top hero on the hero deck is on this tile and will help you fight the monster and counts towards that monster's requirements. If you do not meet the requirements nothing happens and your turn is over. If you meet the requirements you can battle the monster. Roll two D6 and add them together for your result. You may use a Potion to change this result.

-If your result meets the fail condition, The monster will slay the Hero with the lowest health between the active players' party and the top hero of the guild deck, (Party leaders are considered to have a health of 11). The slain hero is sent to the discard pile at the graveyard and the monster gets a coin from the supply.

-If your result is between the success and fail conditions nothing happens.

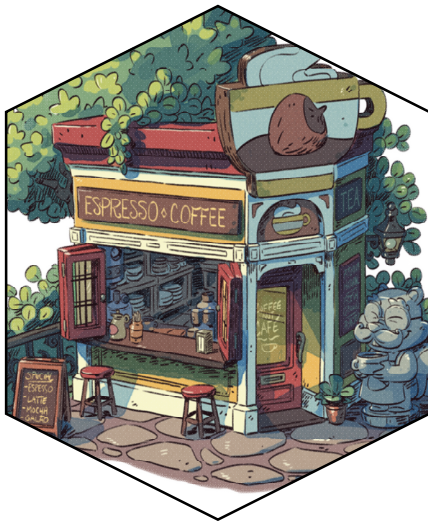
- If you meet the success condition or above you have defeated the monster. Collect the monster card and coin(s) from the guild tile. The top hero on the hero deck is impressed with your skill and joins your Party!

Cafe Tile

"Heroes approach the counter of a quaint yet bustling Cafe of Potions. Their eyes scanning rows of vials containing potions. The barista serves potions quickly and often gets orders wrong, the barista does tend to take more care when heroes spend more gold. As heroes gather, they exchange tales of triumph and defeat. The Cafe becomes a hub of shared experiences, where heroes forge new friendships and deepen existing bonds."

- If you discover the Cafe Tile, Place the modifier (potion) deck nearby and a meeple of each type at the location.

Cafe Tile



Cafe Prices

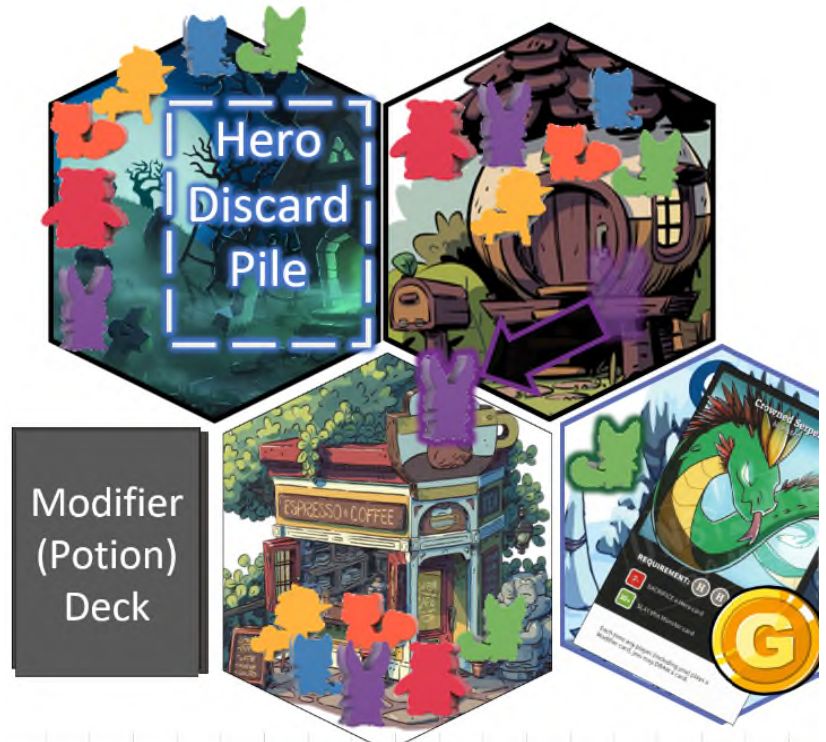
1G - Random Potion. Draw the top potion from the deck

2G - Less Random Potion. Draw the top 3 potions from the deck and keep 1.

3G - Grab bag. Draw the top 3 potions from the deck and keep ALL 3.

4G - Choice Potion. Search the deck for any potion, shuffle, and return the deck facedown

Discovering the Cafe Tile Example



Actions available on the Café Tile

Recruit - Heroes can be recruited here following the same drafting method as the home tile

Shop - you may spend gold won in monster fights, you may buy any number of potions you can afford

Blacksmith Tile

"Inside the Blacksmith's Forge, a symphony of creation unfolds. The master blacksmiths, their muscles honed by years of toil, meticulously craft weapons and masks. Sparks dance in the air as they channel their expertise into each strike, infusing the items with a touch of their own spirit. Heroes line up, eager to enhance their gear. The blacksmiths work their magic, breathing new life into the heroes' equipment."

- If you discover The blacksmith Tile, Place the Mask Cards, 8D, 10D and a meeple of each type on the tile.

Blacksmith Tile



Discovering the Blacksmith Tile Example



Blacksmith Prices

1G - Mask. Search the deck for the Mask you want and equip it to one of your heroes

2G - Weapon upgrade. When attacking a monster you may swap a die for a D8

3G - D10 Weapon upgrade. When attacking a monster you may swap a die for a D10 (0 counts at 10 when calculating result)

Tip: The Blacksmith doesn't advertise during set up or on the Blacksmith tile the legendary stock of D12 weapons he has because they are so OP, but he does have them in the back

4G - D12 Weapon upgrade. When attacking a monster you may swap a die for a D12

Action available on the Blacksmith Tile

Recruit - Heroes can be recruited here following the same drafting method as the Home Tile

Shop - you may spend gold won by defeating monsters. The Blacksmith has a limited number of weapons and will only sell one of each type to each party. Other than that, there is no limit on the number of purchases.

Monster turn

"The heroes witness the devastation firsthand. Once vibrant and bustling, the guilds now lie in ruins, their walls scarred and their halls empty. The monsters have taken advantage of the chaos, seeking to eliminate the heroes."

After Each Player Turn, All Monsters will attack the guild hero on their current Tile.

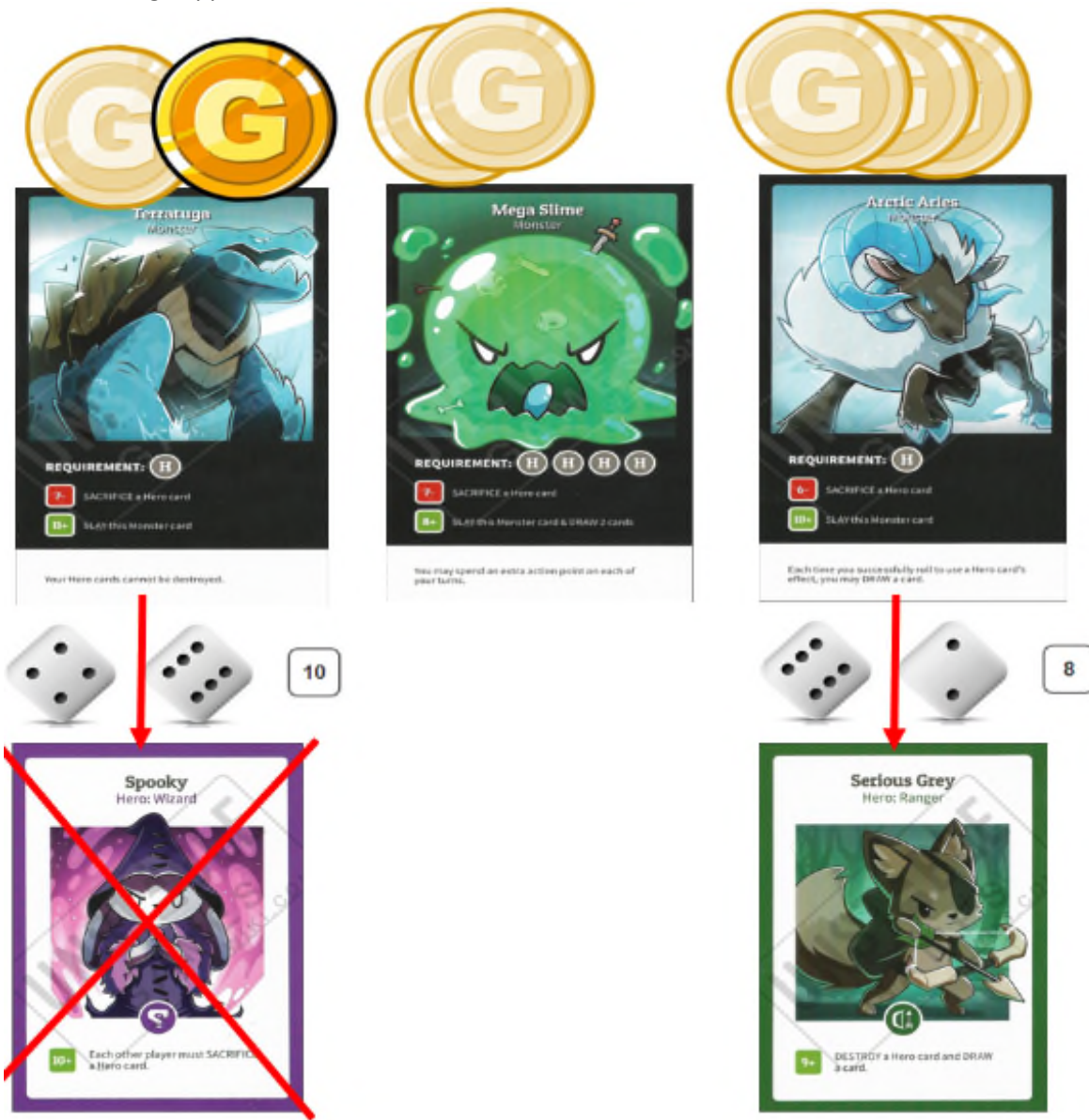
Monsters do not move.

Monsters do not attack heroes in a party on their turn

Tip: Monsters gain gold when they enter play and when every the slay a hero.



Monster turn example: Terratuga is on the Wizard guild Tile with 1G, he attacks Spooky and rolls a 10. Spooks health is exactly 10, the attack is a success and Spooky is slain and sent to the graveyard. Terratuga gains another coin. Mega Slime is on the Fighter guild tile, but the Fighter deck is empty so monster slime does not attack and does not get a coin. Artic Aries is on the Ranger Guild Tile with 3 gold, He attacks serious Grey and rolls and 8. Serious Grey's health is 9, The attack Fails and nothing happens. The monster turn is over



Tip: With multiple monsters attacking it can be hard to keep track of who already attacked, gold, heroes, turns etc. In this case rolling once and using that result for all monster battles can greatly simplify things. In this case a potion used to lower the result would only effect 1 monster's result.

After all monsters have attacked it is the end of the monsters turn. Play proceeds clockwise to the next player.

Game End

The game ends and Players win when all the monsters have been Slain

"With the defeat of the Monsters, peace and tranquility return to the land. [The hero Party with the most Glory], having proven their worth and bravery, become legendary figures in the realm. Their unity and unwavering resolve inspire future generations of heroes, ensuring that the realm remains protected against future threats"

The game ends and Players Lose if

- A party leader is Slain or

"As the other heroes mourn their fallen leader, they grapple with a crisis of purpose. Without their guiding light, questions arise about their collective mission and whether they have the strength to carry on. Doubts seep into their hearts, threatening to extinguish the flame of hope that once burned so brightly."

- All heroes of the same type (including party leader or other party members) have been slain.

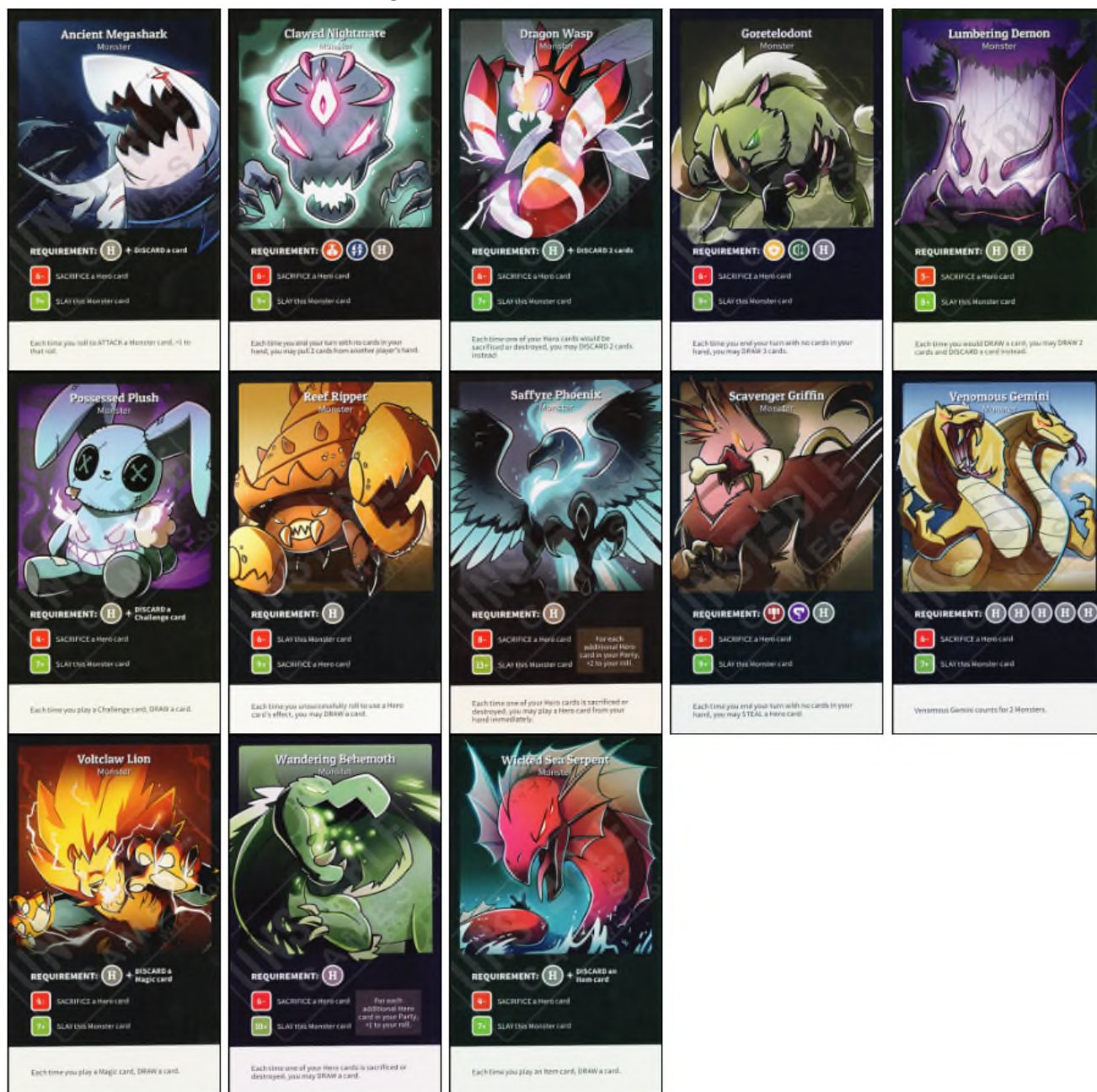
"A dark cloud descends upon the realm as news spreads of a catastrophic event that has unfolded. An entire type of hero, once a formidable force, has been tragically wiped out. The loss reverberates through the land, leaving a void that seems insurmountable. The remaining heroes, filled with shock and grief, grapple with the devastating reality of the annihilation. They mourn the fallen heroes, their comrades, and friends. The absence of their unique skills make victory impossible, leaving the survivors feeling lost and powerless."

Monsters Expansion

After the game has been won, play can continue with a 2nd wave of monsters

"A sense of foreboding sweeps across the realm as new monsters emerge, more powerful and malevolent than ever before. The land, still recovering from past battles, now faces an even greater threat. The heroes, caught off guard by the intensity of this new wave, must rise once again to protect the realm from this resurgent darkness."

Form a new monster deck with the following monsters:



Some monsters have the requirement + Discard... . Since this game variant does not use all the cards needed, to attempt to slay any of these monsters the player may choose a party member, potion, or mask to sacrifice regardless of the card text. If the roll Fails a hero is still slain regardless of any hero that was previously sacrificed.

Tip: The Monster expansion from the Kickstarter can be printed from <http://unstablegameswiki.com>. I have printed these cards because I missed out and found having the printed cards is advantageous because it is easier to separate out the decks at the end of the game.

Game End (again)

The game ends and Players win when All the Monsters have been Slain

"With unwavering determination and a renewed sense of purpose, the heroes have risen to the challenge presented by the new and more powerful wave of monsters. Heroes witnessed the sacrifice and valor of their comrades, but refuse to falter. United in purpose and fueled by their unwavering resolve, they push forward, fighting with an unyielding determination to protect the realm. Through sheer tenacity and skill, the heroes emerge victorious against the more powerful monsters. The realm is cleansed of their menace, and a sense of relief washes over the land. The realm begins its restoration, healing the scars left by the battles fought. [The heroes with the most glory], basking in their accomplishments, take solace in the knowledge that their unwavering courage and unity have prevailed once again. They stand as beacons of hope and inspiration for generations to come, their legacy forever etched in the annals of heroism."

The game ends and Players Lose if

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