**Swords**

## **Goal**: Collect the most experience by killing monsters with your team of adventurers. The game ends when all the monsters have been killed or have run away.

## **Components:**

* 30 Swords:
	1. 5 Barbarian (red)
	2. 5 Necromancer (purple)
	3. 5 Paladin (yellow)
	4. 5 Scout (green)
	5. 5 Rogue (black)
	6. 5 Wizard (blue)
* 20 health dice (Used to keep track of monster health.)
* 4 large location cards (Forest, Swamp, Mountains, and Desert)
* 16 travel cards (4 per player)
* Treasure coins (Bounty for killing monsters. Used to buy new swords and train peasants.)
* Experience (XP) beads (Collect the most of these to win)
* Magic beads (Used for enchanting the Wizard’s sword)
* 20 Peasant meeples (5 per player)
* 30 Hero meeples:
	1. 5 Barbarian (red)
	2. 5 Necromancer (purple)
	3. 5 Paladin (yellow)
	4. 5 Scout (green)
	5. 5 Rogue (black)
	6. 5 Wizard (blue)
* 20 Skeleton meeples

## **Set Up**:

1. Each player takes 5 Peasants.
2. Take a sword color of your choice and put a peasant on it to show that it is being held. Put a Hero meeple in your army that matches the color of the sword you chose.
3. Put down the 4 location cards in the middle of the play area.
4. Each player takes 4 travel cards.
5. Shuffle 20 random monsters into a draw pile. (The rest of the monsters won’t be used this game.)

## **Turn Order:**

1. Monster Placement.
	1. Put 1 monster from the monster pile on each empty land.
	2. Roll health dice to determine the each new monster’s health. (Small monsters get 1 die, medium monsters get 2 dice, and large monsters get 3 dice.)
	3. Put 1 XP on small, 2 XP on medium and 3 XP on large monsters.
2. Reward Money (Bounty)
	1. Put +1 gold coin on each land with at least 1 monsters.
3. XP Increase
	1. Put +1 XP on each land with at least one monster. Don’t add XP if the total is already equal to the size of the largest monster.
4. Choose Travel Destination
	1. All players simultaneously put a travel card on the table face down. (Exception: See Scouts.)
	2. Reveal simultaneously.
	3. Move your army to the chosen land.
5. Combat
	1. Before combat effects trigger.
	2. Fight! All armies at the same location fight at the same time.
	3. Calculate each army’s total damage and subtract it from the monster’s HP. (A monster with a “shield” icon takes half damage rounded down.) A monster is dead if its HP is reduced to 0.
	4. After combat effects trigger.
6. Collect Loot
	1. Take gold if all monsters die. (Exception: See Rogue.) Split evenly. If you can’t then return the remaining gold to back to the bank.
	2. Collect XP (even if monsters are alive). You need at least one hero alive. Split equally. If you can’t then leave the remainder if there are still monsters present. Otherwise, discard it.
	3. Max 1 XP per living hero in the combat zone. (Heroes that retreated don’t get XP.)
	4. If a solo player kills a monster then take the monster card as a trophy. It is used as a tie breaker at the end of the game.
7. Shop
	1. Purchase 1 Sword: 3 gold each.
	2. Insta-train a Peasant (move it onto an empty Sword and take the corresponding Hero meeple into your army): 1 gold.
8. Train
	1. Place a Peasant on an empty Sword. That Peasant cannot fight on the next turn.
	2. After training for 1 turn put the corresponding Hero meeple into your army. Leave the Peasant on the sword to show that he is the one holding it.
9. End of Turn.
	1. Any monster with 10 gold “retires”. Remove it from the game and return the bounty to the bank.
	2. Continue until the last monster is killed or runs away.

## **Special Powers**

**All units:**

* Head = death (Exception: See Paladin)

**Peasant**:

* Back = 1
* Feet = 1. Insta-train that Peasant for free at the end of the turn, if able.
* Note: Peasants cannot collect XP.

**Warrior**:

* Back = 2
* Feet = 4 and you must re-roll that Warrior if the monster is still alive. (Berserk!)

**Scout**:

* Back = 1
* Feet = 2.
* Scouting:
	1. Play travel card after everyone else with less Scouts reveals.
	2. Tied Scouts play at the same time.

**Paladin**:

* Back = 1. Remove 1 dead unit from your army out of combat and into town, alive. (Resurrect!)
* Feet = 2. Stand any non-Paladin from your army onto its feet. It stays in combat. (Blessing!)

**Rogue**:

* Back = 1. Take 1 coin at end of combat, before other players. Divide evenly, if possible. A player with more Rogues gets the extra, but no more than 1 gold per Rogue. (Theft!)
* Feet = 2. Take 1 coin before combat. (Follow tie breaker rules above if gold can’t be divided evenly between all the Rogues.) (Stealth!)

**Necro**:

* Back = 1. At the end of combat convert 1 dead unit from your army into a Skeleton after combat is finished. (Skeletons are treated like Peasants, except they cannot hold swords. They can be converted into Skeletons when they die.)
* Feet = 2. Immediately roll a Skeleton into your army and add its power to the battle.
* An army can only have 5 Skeletons max.

**Wizard**:

* Back = 1. Either:
	1. Place +1 magic bead on a Wizard sword (limit 5 beads) OR
	2. Remove 1 magic bead from a Wizard sword for +2 damage. (Multiple Wizards must use different swords.)
* Feet = 2. Either:
	1. Place +2 magic beads on a Wizard sword (limit 5 beads) OR
	2. +1 damage for each magic bead on a Wizard sword, but don’t remove them. (Multiple Wizards must use different swords.)