



Getting Started Guide

Getting Started - Starter Kit

If you're new to Legacy's Allure, you're in the right place. This guide will walk you through the first two rounds of a 50-gold blitz game. Once you're finished, you'll understand every core mechanic and enough basic strategy to feel comfortable when you play your first game on your own. If you're a strategy game veteran, this guide might feel too "hand-holdy", so you're welcome to ditch it at any time.

Legacy's Allure is a customizable, card-based wargame with no randomness designed for two opponents. Imagine chess but with customization, deeper mechanics, and a high-fantasy theme.



In your starter kit, you should have two kingdoms: one led by the hero **Tristan** and another led by the hero **Kaar'thul**.

Tristan is a tanky, melee soldier who doesn't shy away from fighting toe-to-toe on the front lines. Kaar'thul is a wiry wizard that excels at dispensing large amounts of magic damage from a safe distance. Each hero leads a kingdom that is found in the tuck boxes provided.

Starting Placement

Lay out the map so that each player is next to a long side. Next, each player should open their kingdoms and place the cards stated below on the location specified in parentheses. These locations refer to hexes on the map. If no hex is specified, simply place that card at the side of the map so that it is visible to all players.

1st Player

Razormane Manticore (C2)

Kaar'thul (D1)

Grunt (D2)

Troll Doctor (E1)

Cave Troll (E2)

Crag Wyvern (F1)

Grunt (F2)

Goblin Flanker (G2)

Lightning Bolt II

Chain Lightning II

Rod of Asmodet



Attacking
Player Card



Hero Abilities & Items



Defending
Player Card



Hero Abilities & Items

2nd Player

Pikeman (G6)

Knight (F5)

Elite Longbow Archer (F6)

Tristan (E6)

Priest (E7)

Swordsman (D5)

Adept Tempest Mage (D6)

Pikeman (C6)

Shield Bash

Divine Favor II

Arrest

Sunblade

Overview

If you look at any card, you will see a gold cost in the top right corner. If you add up the gold costs of each army, you'll see that they each equal 50 gold. This is how armies are balanced: all cards in an army cannot exceed a certain gold amount. A standard army involves 80 gold, but for your first game we will only use 50 gold to ease your entry.

Another way we've simplified your first game is by choosing your army for you. In a draft game, each player drafts their army from their kingdom, which contains 160 gold worth of cards. In fact, the two kingdoms provided with this starter kit are tournament-ready, 160 gold kingdoms. A game without draft is called a blitz game. Many players prefer only playing blitz games, and that's fine by us!

Each army contains three kinds of cards: **units**, **hero abilities**, and **hero items**. Your units are currently on the map. Your hero abilities and hero items, which only affect your hero, are at the side of the map. Let's talk about unit cards first.

Each unit is represented by a single card on the battlefield. In the top you see the card name and the gold cost, which we already discussed. On some cards you will see a max mana value below the gold cost. Place a blue six-sided die on each unit that has a max mana value, with the die value equal to this mana value. As you use this unit's mana-based abilities during the battle, you will decrease the value on the blue die.



Battlefield Map



Tristan has an ability called Divine Favor II. This says that Tristan starts the battle with Shield 2. Therefore, place a white die with value equal to 2 on Tristan. Also place a white die with value equal to 1 on the central hex, which is highlighted yellow. This provides an additional shield to whatever unit first ends their turn in this hex. Shield is like temporary extra health. Shield is factored in before other forms of damage reduction.

Normally, each player would roll a six-sided die to determine the attacking / defending player (the high roller is the attacking player), but in this tutorial, the Kaar'thul player will be the attacking player. Each player has a attacking / defending player card in their kingdom. Feel free to use this card to remember which player you are.



The objective of Legacy's Allure is asymmetric. The attacking player wins only if they have a unit occupying the central hex by the end of the seventh round. Otherwise, the defending player wins. There is no way for players to tie.

A game is played over seven rounds. Each round consists of players performing a single action per turn with a unit and then passing the turn, just like in chess. Unlike in chess, a unit in this game only has one action per round. Once a unit's action is used, it is turned 90 degrees clockwise to represent exhaustion.

Units can perform three types of actions: **moving**, **attacking**, or **using an ability**. You'll understand how these actions work after we play the first round. Please follow the steps exactly.

Round 1 Begins

The attacking player will move the Cave Troll to the central hex and place the shield die on top of it. The Cave Troll is able to move here because it has **Movement 2**, as shown on the bottom center of the card, meaning that it can move up to 2 hexes at a time. By default, units cannot move through other units unless an ability allows them to do so. You can also see that the Cave Troll has Max Health equal to 8. A unit cannot be healed beyond this amount. The 1 shield is not technically health, but it does absorb one incoming physical or magical damage before Cave Troll starts taking damage. Turn the Cave Troll 90 degrees clockwise to indicate that it is exhausted.



Round 1 Continued

Now it is the defending player's turn. The Cave Troll is now in range of the Elite Longbow Archer. This unit has Attack Power equal to 2 and Attack Range equal to 3. This means that it can do 2 damage to any enemy unit within 3 range. Exhaust the Elite Longbow Archer, remove the shield from the Cave Troll, and put a red six-sided die equal to 1 on the Cave Troll. As you can see, the shield absorbed 1 of the damage. Since the archer performed a ranged attack, the Cave Troll does not retaliate.



Note: Combat damage is physical damage, by default.

Note: Ranged attacks are not obstructed by other units.

Now it is the attacking player's turn. Move the Grunt on D2 two hexes forward so that it is adjacent to the Swordsman. Exhaust the Grunt.



The defending player will now melee attack the Grunt with their Swordsman. The Swordsman does not have an Attack Range, which means it can only perform melee attacks. A melee attack requires the attacker to be adjacent to the defender and have at least 1 movement point remaining.

The Swordsman meets these conditions, so it is able to attack the Grunt. Since attackers deal their damage first during combat, the defender takes damage equal to the attacker's Attack Power. The Swordsman has Attack Power equal to 3, so place a red six-sided die equal to 3 on the Grunt. The Grunt began the battle with 4 health points and now has 1 health point remaining. Since the Grunt did not die from the attack, it gets to retaliate. Therefore, the Grunt Deals damage equal to its Attack Power back to the Swordsman. Place a red six-sided die equal to 3 on the Swordsman. Exhaust the Swordsman.



The attacking player will now move the Grunt on F2 to D3.

The defending player will now melee attack the damaged Grunt with their Knight. The Knight is not adjacent to the Grunt, but this attack is possible because the Knight has the Charging ability. This is a passive ability, meaning that it is always in effect. Flip the Knight card over to read the definition of Charging. Because the Grunt is within the Knight's movement range, the Knight is able to perform a charging attack. Since the Knight deals its damage first, the Grunt takes 3 more damage, reducing the Grunt's health below 1, which kills it.



Round 1 Continued

Remove the Grunt from the battlefield and move the Knight into the hex formerly occupied by the Grunt. Since the Grunt died from the attack, it did not have a chance to retaliate. But why is the Knight in the Grunt's hex? Because melee attacks in Legacy's Allure are like attacks in chess. When you kill an enemy unit, you take over its hex. This is also why a melee attack requires at least one movement point: the attacker is trying to take over the defender's hex. If it fails to do so, it gets pushed back to the hex it attacked from. Exhaust the Knight.



The attacking player will now move the Razormane Manticore forward two hexes and exhaust it. Notice that the Manticore has two passive abilities: Flying and Physical Damage Return 4. Flying means that this unit can move through other units. PDR 4 means that the Manticore reflects up to 4 of the physical damage it receives, unless that damage is from retaliation. You can read the full definition on the back of the card. Manticore is a strong defensive unit. By moving the Manticore to this hex, we have completed the "wall" that will protect Kaar'thul next round from the Knight.

The defending player will now move their Pikeman in G6 to F5 and exhaust it.

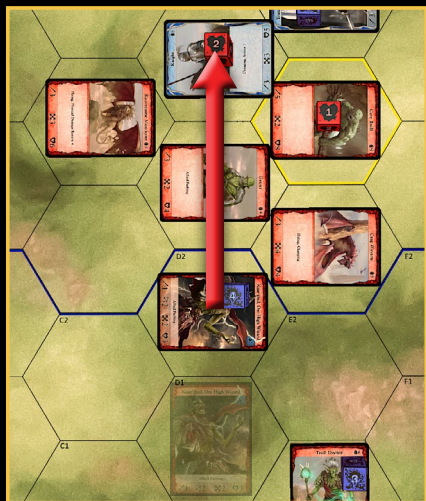
The attacking player will move the Goblin Flanker forward three hexes and exhaust it. This will put it in position to attack the Elite Longbow Archer next round, and potentially the Priest and the Adept Tempest Mage as well. Notice that we waited until the Tristan player exhausted their Pikeman before making this move.

The defending player will move Tristan forward 1 hex and exhaust him.

The attacking player will perform an action with the Crag Wyvern next, but let's consider what our options are.



This simply means that you can combine this ability with a movement (whether the movement occurs before or after the ability is up to you), which has tactical advantages in some situations. We will not combine Bless with a movement because the Swordsman is well within Bless' cast range of 4, so exhaust the Priest in its current hex, remove 1 mana, and then remove 2 damage from the Swordsman.



The attacking player will move Kaar'thul forward 1 hex and combine this movement with **Lightning Bolt II**, dealing 2 magic damage to the Knight. Exhaust Kaar'thul. We are not performing this movement because the Knight is out of Lightning Bolt's cast range. After all, Kaar'thul has Rod of Asmodet, which means that all of his abilities have an additional cast range. Rather, we combined Lightning Bolt with a movement so that Kaar'thul would be in a better

position next round to use his Chain Lightning ability. Place 2 damage on the Knight and reduce Kaar'thul's mana by 1. Because this damage is magical, the Knight's armor does not reduce the damage.

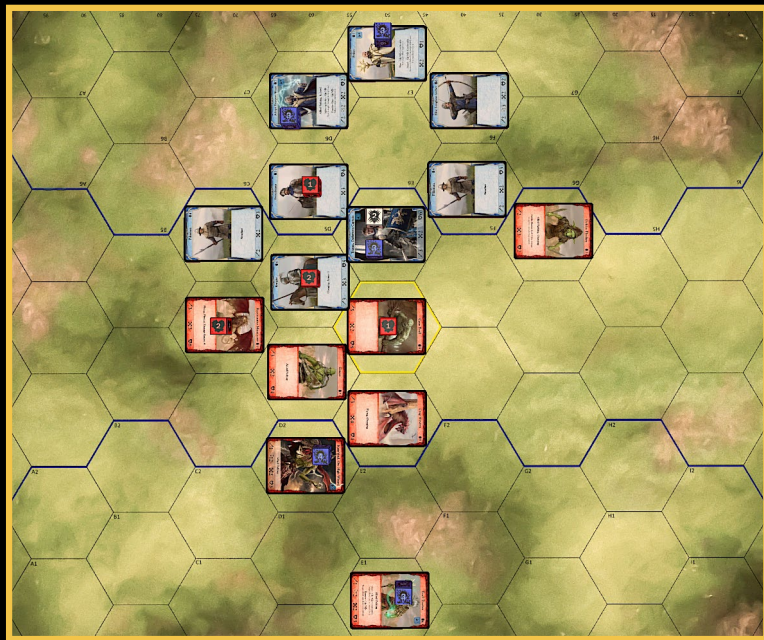


The defending player will use the **Adept Tempest Mage's Lightning Strike** ability to deal 2 magical damage to the Manticore. Since the damage is magical, Physical Damage Return has no effect. Exhaust the Mage and reduce its mana by 1.

The attacking player has one unit with a remaining action — Troll Doctor. You might be thinking that we should use it to heal the Razormane Manticore, but we're not going to, for two reasons. First, the Manticore can't be killed in a single action by the defending player at the start of the next round. Second, if the attacking player skips the Troll Doctor's action, the attacking player can ensure that they go first next round.

When an action is skipped, the action point is still consumed (therefore the unit becomes exhausted) but no action occurs. This is tactically relevant because the last player to perform an action in a round takes the second turn in the next round. Any number of actions can be skipped in a row by either player, but priority in the next round still goes to the player that didn't take the last action. Therefore, exhaust the Troll Doctor without performing an action.

Since the defending player performed the last action (using the Adept Tempest Mage) and since the attacking player has no remaining actions, the defending player is guaranteed to go second next round and might as well use their remaining actions as advantageously as possible. At this point, it is acceptable for the defending player to take multiple turns in a row. Move the non-exhausted Pikeman forward 1 hex and exhaust it.



Round 2 Begins

Now that all units are exhausted, the round has ended. A new round begins with both players refreshing their units by turning them counter-clockwise 90 degrees.

The attacking player gets to take the first action and has several good options available to them:

Use Kaar'thul's Chain Lightning ability on the three enemy units within 3 range. (Remember, Chain Lightning's cast range is 3, not 2, due to Rod of Asmodet.)

Attack the Knight with the Cave Troll, which will kill the Knight.

Attack the Elite Longbow Archer with the Goblin Flanker.

Attack one of the three backline support units with the Crag Wyvern.

Which do you think is the best action?

All of these options have pros and cons, but just to keep this tutorial moving along, the attacking player will charge the Priest with the Crag Wyvern. The Priest dies and is removed from the battlefield. Exhaust the Crag Wyvern, which is now in the Priest's last hex.

The defending player will attack the Goblin Flanker with the Pikeman. The Flanker dies and is removed from the battlefield. Exhaust the Pikeman, which is now in the Flanker's last hex.



Kaar'thul Chain Lightning.

2♠/2♣: Deal 3, 2 and 1 magic damage to 3 target chained units.

The attacking player will use Kaar'thul's Chain Lightning ability. This ability is very powerful and therefore cannot be combined with a movement. The targets must be unique and must all be within 3 range and they must all be chained together, meaning that the first target must be adjacent to the second target, and the second target must be adjacent to the third target. All of this is explained on the back of Chain Lightning. Let's deal 3 damage to the Knight (which kills it), 2 damage to Tristan (which removes his Shield), and 1 damage to the Swordsman.

Exhaust Kaar'thul and remove 2 mana from him.

The defending player has two imminent threats now: the Cave Troll attacking Tristan and the Manticore attacking the Pikeman. Tristan is certainly more valuable than a Pikeman, so let's deal with the Cave Troll first. The defending player will use Tristan's Arrest ability to disarm the Cave Troll. A disarmed unit cannot attack or retaliate. Any time a status effect is

applied to an enemy unit, it is considered a debuff. Likewise, any time a status effect is applied to an allied unit, it is considered a buff. Place a black die on the Cave Troll to act as a reminder that the Cave Troll is debuffed. (You may use another token if you so desire.)



Normally, we would exhaust Tristan at this point. If you look at **Tristan's Arrest ability**, however, it says, “+1 Action if not combined.” We did not combine Arrest with a movement, therefore Tristan gets +1 Action and is not exhausted. This extra action, however, cannot be used on this turn.

At this point, it is the Cave Troll that is now threatened, because Tristan can safely attack it later this round without fear of retaliation. To counter this, the attacking player could use their Troll Doctor's Restore ability to remove the

debuff. Here's a simpler option, however: move the Cave Troll out of harm's way! This will let the Troll Doctor reserve its limited mana for healing. Therefore, the attacking player will move Cave back 1 hex to E3. Exhaust the Cave Troll.

The defending player will **Shield Bash** the **Razormane Manticore** with **Tristan**. Shield Bash can be combined with a movement, and targets an adjacent unit. Therefore, even if Tristan killed a unit with Shield Bash, he would remain adjacent to that unit's last hex. Move Tristan adjacent to the Manticore (D4), exhaust Tristan and the Manticore, and reduce Tristan's mana by 1. The Manticore takes 1 physical damage from the Shield Bash and Tristan takes 1



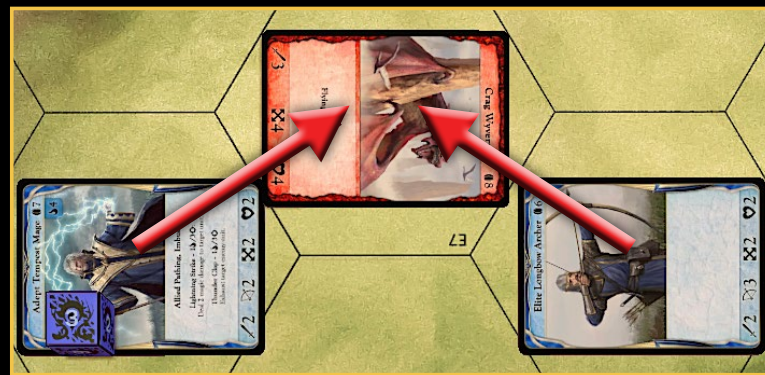
damage from Physical Damage Return. Having Tristan in position to attack the Manticore next round is important because Tristan's **Sunblade** counters the Manticore's **Physical Damage Return**. (Read *Sunblade* to understand why.)

The attacking player will use the Troll Doctor's heal ability to remove 2 damage from the Manticore. This will keep the Manticore's health high enough so it doesn't die in one hit to Tristan next round. Exhaust the Troll Doctor and reduce its mana by 1.

But wait! The defending player is willing to sacrifice material in order to keep the Manticore's health above the kill threshold. The defending player will attack the Manticore with the Pikeman. The Manticore takes 2 damage and the Pikeman dies to retaliation damage.

The attacking player will move the Grunt to E5.

The defending player could ensure that they go first next by skipping all of their remaining actions, but this would be too wasteful. Instead, the defending player will use the **Elite Longbow Archer** and **Adept Tempest Mage** to **attack and kill the Crag Wyvern**. Note that the defending player does not need to use the Mage's Lightning Strike ability to deal sufficient damage. Instead, use the Mage's regular attack, which still deals 2 damage and does not use a mana.



Lastly, the defending player will move the Swordsman to B3. Since Tristan and the Swordsman are no longer adjacent, this will prevent Kaar'thul from damaging both units in one turn with another Chain Lightning.

Now that all units are exhausted, the round has ended. The disarm debuff on Cave Troll only lasts one round, therefore it is removed. Refresh all units.

At this point, you have been exposed to all core mechanics in Legacy's Allure. Feel free to continue playing out the battle from here or feel free to start the battle over!

If you are enjoying the 50-gold blitz format, we have more configurations for you in this book, or you are welcome to create your own. Once you're comfortable with 50-gold blitz, you may decide to try out 80-gold blitz. This book contains configurations for 80-gold armies as well. After that, you may decide you want to try out the draft mode of play, which involves drafting your 80-gold army before the battle begins. You can find the rules for drafting in the Rules sheet contained in this starter kit.

If you want to learn about all heroes and factions, as well as use a free tool for building your own kingdoms, visit LegacysAllure.com.

If you have any rules questions, feel free to ask them on our official subreddit, Facebook group, or Discord server.



Extra Blitz Armies

Kaar'thul 50 Gold Army Setup

Goblin Bombardier (B2)	Trenchdigger Goblin (F2)
Firefist Minotaur (C2)	Crag Vulture (G2)
Skorg Archer (D1)	Goblin Bombardier (H2)
Grunts (D2)	Battle Fury
Kaar'thul (E1)	Lightning Bolt II
Hellbear (E2)	Buckler
Skorg Hellion (F1)	

Tristan 50 Gold Army Setup

Tristan (G6)	Knight (D5)
Tactician (F6)	Crossbowman (C6)
Knight (F5)	Braveheart
Priest (E7)	Shield Bash
Spellbreaker (E6)	Enchanter's Boots
Skyreign Pegasus (D6)	

Kaar'thul 80 Gold Army Setup

Goblin Flanker (B2)	Skorg Hellion (G1)
Vesuvian Archer (C1)	Grunts (G2)
Grunts (C2)	Goblin Flanker (H2)
Crag Wyvern (D1)	Battle Fury
Firefist Minotaur (D2)	Lightning Bolt II
Troll Doctor (E1)	Chain Lightning II
Cave Troll (E2)	Round Shield
Kaar'thul (F1)	Rod of Asmodet
Razormane Manticore (F2)	

Tristan 80 Gold Army Setup

Pikeman (H5)	Skyreign Pegasus (C7)
Tactician (G7)	Swordsman (C6)
Swordsman (G6)	Pikeman (B5)
Elite Longbow Archer (F6)	Shield Bash
Ultraknight (F5)	Arrest
Priest (E7)	Divine Favor III
Tristan (E6)	Vitality Charm I
Tempest Mage (D6)	Sunblade
Knight (D5)	



This is a link to the Play section of the Legacy's Allure website.
Effectively the digital version of the book.
This section of the site also details how to use the digital version
to experience the game online.



LEGACY'S ALLURE