



LEGACY'S ALLURE

Rules

Season 1

Welcome to Legacy's Allure,

a customizable, card-based war game designed for 1v1 play. In each game, you will choose what powerful warriors, beasts, and mages you wish to command on the battlefield in order to outplay your opponent.

The game is won by the attacking player if they occupy the center hex at the end of the 7th round. Otherwise, the defending player wins.

Components

1 Battlefield Map

2 Kingdoms (160 Gold each)

Several Dice & Tokens

Each kingdom is led by a single hero. A draft game consists of two phases: the draft and the battle. In the draft, an 80 gold army is created from your kingdom before the battle occurs. In a blitz game, players skip the draft phase and use a preselected army. If you're new, we recommend using the 50 gold blitz army in the Getting Started guide. Before we look at the two phases in more depth, let's look at the three types of cards: units, hero abilities, and hero items.

Card Types: Unit Cards



1) **Unit Name & Gold Cost (0)**: Heros have no gold cost.

2) **Color and Card Border** : Indicates the unit's faction.

3) **Mana** : A unit starts the battle with this maximum amount of mana.

4) **Ability Text** : See next page.

5) **Power** : How much combat damage this unit deals.

6) **Range** : The max distance at which this unit can attack.

7) **Movement** : The maximum distance the unit can move.

8) **Health** : The unit starts the battle with this amount of health. It cannot heal above this amount.

Ability Text

Any built-in passive and **active abilities** are stated here.

- A) **Passive Abilities** are always written as a keyword in bold or as a sentence in the ability text section of a card.
B) **Active Abilities** consume an action when used.

Active Ability Format:

[Ability Name] - [Ability Cost]/[Ability Range]:
[Ability Effect]



Flip the card over for
keyword definitions
& other helpful
information



Scan here to see the
Comprehensive Rules

Card Types: Ability & Item

These cards affect the hero only. Place them outside of the map but visible to all players.



Ability Card

1. Name/Level
2. Gold Cost
3. Owning Hero
4. Ability Text

Ability cards give your heroes unique abilities to use during the battle.

Item Card

1. Name/Level
2. Gold Cost
3. Item Slot Cost
4. Ability Text

Item cards modify your heroes stats and can be used by any faction. Each hero has 3 item slots.

Gameplay Overview

The game consists of two phases: **Draft & Battle**

Roll a die to determine who is the first player.

The high roller is the first player in both phases.

Place a white six-sided die equal to 1 on the central hex.

During the battle phase, the first unit to end their turn on this hex receives the +1 Shield.



1) Draft Phase

Players take turns selecting cards from their kingdom until they hit the army gold limit. Start with the first player, who chooses any number of cards to include in their army. Units are placed on one of the two rows closest to them, and abilities and items are placed at the side of the map, visible to all players. The second player now must choose cards that equal or exceed their opponent's current gold total. Players go back and forth like this until both have reached the gold limit. Heroes count for zero gold.

2) Battle Phase

Players take turns performing a single action with one of their units, starting with the first player.

There are three types of actions:

Move: Move a unit up to its movement value.

Attack: See Combat.

Active Ability: Use active ability:
Pay cost (if any) and resolve its effect.

Note: Ranged abilities are not obstructed by other units.

Skip: You can choose to exhaust a unit without taking an action. The turn is then passed to the next player.

Note: Skipping does not count as an action

Note: A player may take multiple turns in a row so long as their opponent has no more actions.

After a unit has used its action, rotate the card 90 degrees clockwise to exhaust it. Once all units are exhausted, the round ends. At the start of the next round, units are refreshed. The player who took the last action in the previous round acts second in this round.

Illegal Actions

If an action would ever result in two units occupying the same hex at the end of turn, the action is illegal.

Combat

Combat begins when a unit attacks an enemy unit. When a unit attacks, it deals damage equal to its power to the defender, minus any reductions.

If a unit ever has damage greater than or equal to its health, that unit is dead and is removed from the battlefield.

There are 2 kinds of attacks: **Melee** & **Ranged**.

There are 3 damage types: **Physical**, **Magical**, & **Pure**.

Physical is the default damage type in combat and is reduced by **Armor**, **Magical** is reduced by **Magic Resist**, and **Pure** cannot be reduced by any effect.

Melee Attacks

A melee attack requires that the attacker is adjacent to the defender and has at least 1 movement point remaining. This is because the attacker moves into the defender's hex during combat.

If a melee attacker does not kill the defender, the defender retaliates, dealing damage equal to its power to the attacker, minus any reductions.

At the end of combat, if the defender is dead and the attacker is alive, the attacker remains in the hex where combat occurred.

If both the attacker and defender are alive, the attacker is pushed back to the hex it attacked from.

Ranged Attacks

The attacker attacks an enemy unit within their attack range. Ranged attacks are not obstructed by other units. Defenders do not retaliate against ranged attacks.

Buffs & Debuffs

Many abilities result in status effects that can be referred to as buffs or debuffs.

A buff is any status effect placed on a unit by one of its allies, excluding exhaustion, damage, and mana.

A debuff is any status effect placed on a unit by one of its enemies, excluding exhaustion, damage, and mana.

Buffs and debuffs are tracked using a physical component, usually a colored die or token.

Modifiers

Some items and abilities modify the numerical value of properties and abilities. The format of the modifier determines whether the value is stacking or non-stacking. Numerical values stack when an ability grants "+X Property" but not when an ability grants "Property X". In the latter case, the higher value always takes precedent.

Examples:

If a unit with Armor 1 gains +1 Armor, it now has Armor 2.

If a unit with Armor 1 gains Armor 1, it still has Armor 1.

If a unit with Armor 1 gains Armor 2, it now has Armor 2.

