

# Fantasy

TM

## HORDES & HEROES

by Ryan Miller

Rulebook



# Fantahzee™

## HORDES & HEROES

A game by Ryan Miller  
For 2-5 players, ages 14 and up

### Rulebook

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## Introduction

It happened at first light, before anyone knew they had come. The gates were battered down, the walls scaled, and the centuries-old buildings laid waste...

Devil's Burden has seen a long history of conflict. It was built as a border town in the boulder-strewn glen between the Hills of Oakle and the Peaks of Denoth. Legend has it that in ancient times a local wizard grew so powerful that he boasted of how his power rivalled that of the devils rumored to inhabit the jagged pinnacles of Denoth. The story tells that one such devil was so incensed by his boasting that he magically hurled giant rocks down towards the wizard's tower. The wizard fought back, hurling stones from the Oakle side of the glen to intercept the barrage. Eventually he was overcome. The area was left as a mass of rubble, which became known as the Devil's Burden. No trace of his tower remained.

No one knows if the story is true, what is for sure is that the town and surrounding stones have a mystical energy. A wide range of unusual and brash heroes make it their home – mages come to the area to study in the wizard school, dwarven artificers make strange and unusual creations harnessing the power of steam, and mighty warriors from far and wide train in the famous fighting academy.

Now the town of Devil's Burden is under attack! Armies of monsters, each led by a formidable and terrible commander pour down from Denoth, breaking through the defenses and over-running the town. No one knows why they chose to strike here now, or what their motives are. Your duty is to assemble a party of heroes and to stop them!



## Game Overview

Each player takes on the role of commander to a party of heroes trying to prevent the most important parts of the town from being destroyed, and defeat the hordes trying to raze Devil's Burden.

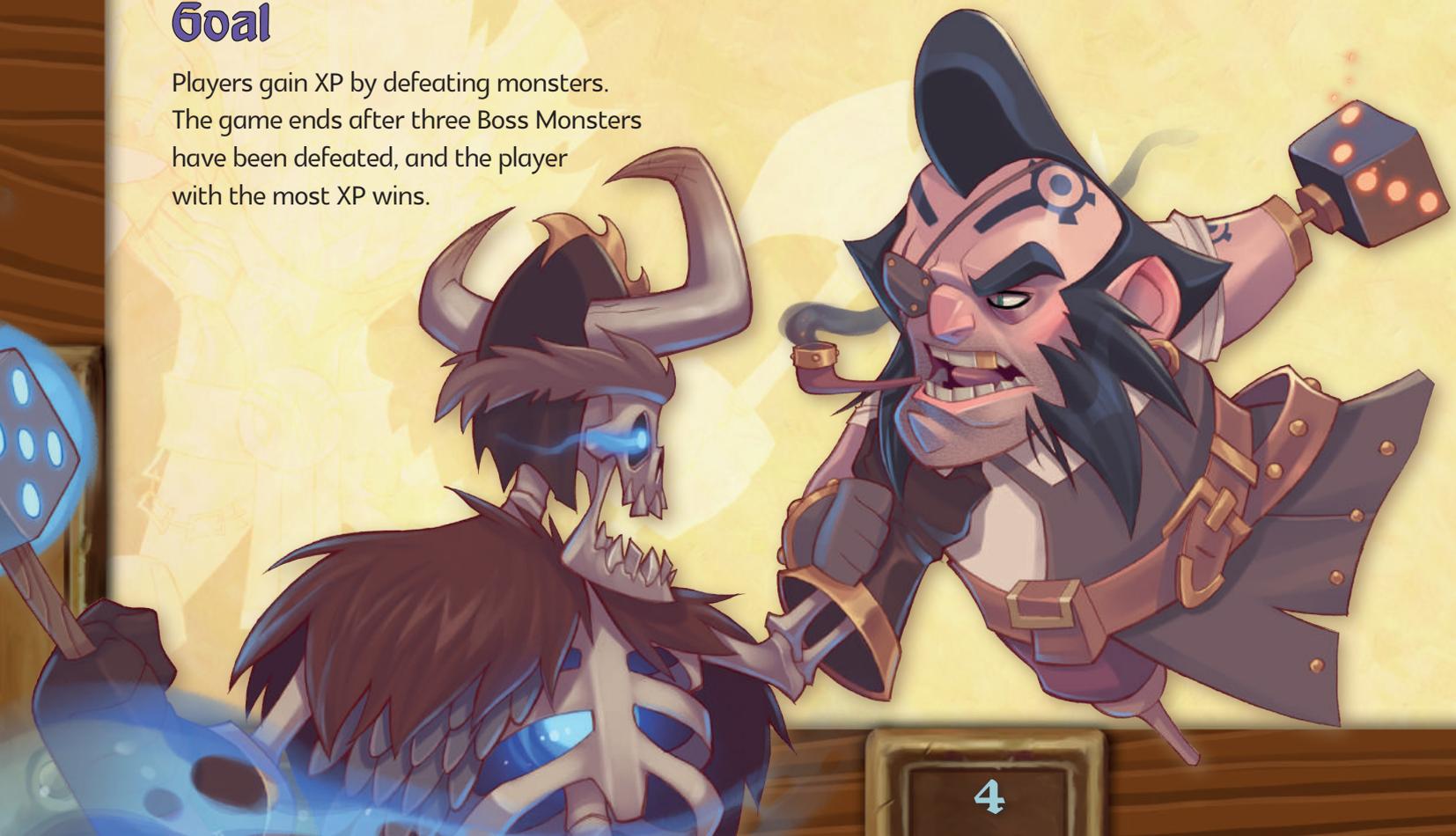
But you will have to lead wisely. It is likely that many of the heroes you choose will perish as the battle rages, and you will need to constantly inspire the city guard's warriors, the powerful mages, or the crafty artificers to step into the breach. Each hero brings their own talents as part of your party. Each monster a player defeats adds to their experience point (XP)  total, which represents their overall notoriety and fame.

At the end of the day how much of the town will you have saved, and who will be crowned the savior of Devil's Burden?

## Goal

Players gain XP by defeating monsters.

The game ends after three Boss Monsters have been defeated, and the player with the most XP wins.



# Components

Your game of Fantahzee Hordes & Heroes should include the following.  
If it does not, contact [customerservice@alderac.com](mailto:customerservice@alderac.com) for assistance.

95 Hero deck cards consisting of:



75 Heroes



20 Actions

10 Town cards



60 Horde deck cards consisting of:



30 Level 1  
monsters



25 Level 2  
monsters



5 Boss  
Monsters

9 Treasure cards



20 Six-sided dice



4 tokens



1 Last Player token



3 Doom tokens

1 Rulebook



# Card Anatomy

There are five types of cards: action cards, hero cards, horde cards, town cards, and treasure cards.

## Action cards

**Action cards** represent the tactics that your party can use during their struggle against the invaders.



Action card symbol

Title "Negotiations"

Ability Move a horde stack to any position in the horde line.



## Hero cards

**Hero cards** represent the bold souls who will form your party. Your party is the team that you assemble in order to defend the town and fight the monster in the horde stacks. There are three types of heroes:

- ◆ **Artificers**  - The dwarves of Oakle, come to this area to produce mighty steam creations and fabulous armor. They say that steam heated by the rocks of the area has an almost magical property.
- ◆ **Mages**  - Mages are able to harness the magical energy of the glen; early on in their training they are limited to illusions and minor spells. But the most powerful can unleash havoc that may rival the original wizard of legend!
- ◆ **Warriors**  - Warriors come from far and wide to the fighting academy and there is barely a town guard or noble family in the land that does not have a captain or lieutenant trained in Devil's Burden. Although they do not have the mystical power that the dwarves and mages can harness, they are trained to work as a unified team, with each sword-arm adding strength to that of the next.

Strength

8

Class symbol

Title

Archmage

Activate: Put any monster with strength 6 or less into your victory pile (ignoring Counterattack).

Ability

Activation cost (dice)



## Horde cards

**Horde cards** are the monsters of evil that are attacking Devil's Burden. Each individual horde card is a monster. Monsters attack in five armies, or horde stacks, each led by a Boss Monster. They come in two levels:

### ◆ Level 1 monsters

- The level 1 monsters are the minor minions that lead each of the five armies. They are the initial wave that the heroes will have to combat, the expendable minions, driven on by the horrors behind them... but do not underestimate them!

Strength

3

Level 1 symbol

Title

Orc Mage

Ability

Treasure

1

Experience points (XP)

### ◆ Level 2 monsters

- The level 2 monsters are the real terror of the armies attacking the town, they are generally harder to defeat, and are more dangerous in combat.

Strength

9

Level 2 symbol

Title

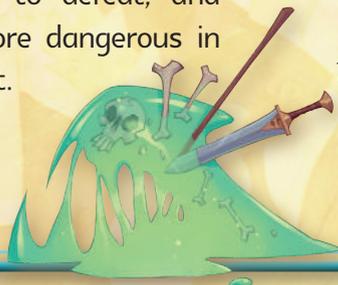
Ice Giant

Ability

**Ambush 2**  
When you defeat this monster, put any monster with strength 6 or less, from another stack, into your victory pile.

5

Experience points (XP)



## Treasure cards

**Treasure cards** – some of the horde are carrying magical treasures with them, when defeated you can harness these treasures to aid in your defense of the town.



Level 1

Ability

Title



Title

Ability

Level 2

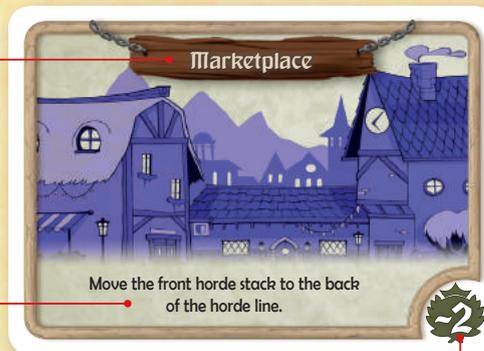


## Town cards

**Town cards** – represent the different areas of the town that the vanguard of the army is trying to seek. If the vanguard goes unchecked during your turn, and a building is razed, your reputation will be tarnished.

Title

Ability



Experience points (XP)



## Setup

- 1 Set Up Treasures:** Shuffle the treasure cards and place them facedown. These form the treasure deck.



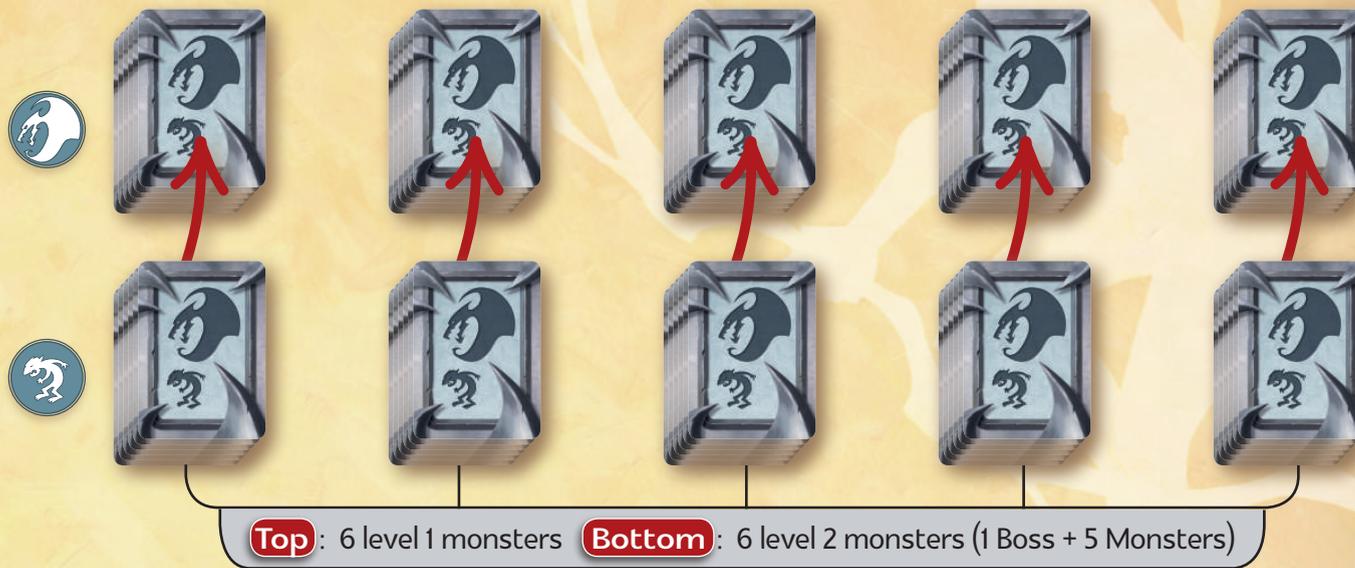
- 2 Set Up Boss Monsters:** Find the five Boss Monsters and randomly lay them facedown to form five stacks.



- 3 Set Up Level 2 Monsters:** Shuffle the level 2 monsters and deal out a card to each stack facedown, until all of the level 2 monsters have been dealt. Then shuffle each of these five stacks separately.



- 4 Set Up Level 1 Monsters:** Shuffle the level 1 monsters and deal out a card to each stack facedown until all of the level 1 monsters have been dealt. Do NOT shuffle the stacks. You should now have five stacks of cards, each with six random level 1 monsters as the top six cards, and six random level 2 monsters as the bottom of the stack made up of a Boss Monster and five other level 2 monsters. These form the horde stacks. Now flip over the top card of each horde stack face up. The rightmost stack is called the vanguard.



- 5 Set Up Town:** Shuffle the town cards and place them facedown to the **right** of the horde stacks. These form the town deck.



- 6 Set Up hero deck:** Shuffle the hero and action cards and place them facedown to the **left** of the horde stacks. These form the hero deck.



**7** Draw Cards: Each player draws a hand of 5 cards from the hero deck.



**8** Determine Starting Player: Determine the starting player randomly, such as the player who rolls the highest result on a die. Give the player to the right of that player the Last Player token.



Players are now ready to begin the game!



# How to Play

The starting player takes the first turn of the game. When a player finishes their turn, the next player clockwise around the table takes a turn. Players continue taking turns until the end of the game.

## Taking a Turn

During your turn, you must take the following phases in order:



### 1. Action Phase



You may recruit up to 2 heroes to your party and play up to 2 action cards from your hand. You may do this in any order you choose. For example, you may play an action card from your hand, then recruit a hero, then play another action card, then recruit another hero.

### Recruiting Heroes

Choose a hero from your hand and place it face up in your play area, next to any other heroes you have. These heroes form your **party**.

You can only have up to **five** heroes in your party. If you want to recruit a hero and you already have five heroes, you must discard one hero of your choice from your party, face up next to the hero deck (this forms the discard pile).

### Playing Actions

Choose an action from your hand and apply its effect. After the action's effects have been fully resolved, the card is discarded face up into the discard pile.



## 2. Dice Phase



During the Dice Phase, you will roll dice and activate the heroes in your party in order to defeat monsters. You resolve your Dice Phase using the following steps in order:

### A: Roll

Take **five dice** and roll them. You now get **two rerolls**. You may reroll any or all of your dice during each reroll. You may also activate any heroes in your party at any time during your Roll Step. Any hero that you activate is considered an **active hero** during this turn. You may choose to **keep** some dice and not reroll them, and then subsequently change your mind on a second reroll, and reroll those kept dice. However, you may only do this with dice that have not been used to activate a hero - those dice are **locked** (see “Activating Heroes” on page 18). Once you have finished your rerolls and activating heroes, proceed to the Attack Step.

### B: Attack

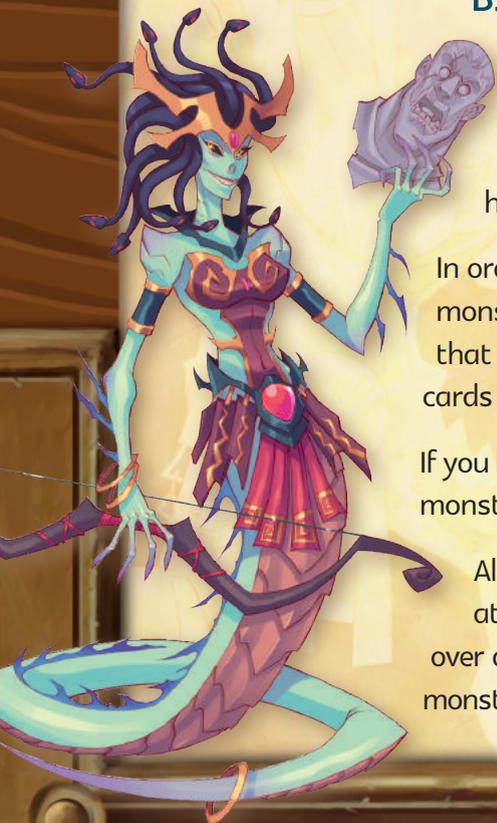
First add up the total **strength** of all the heroes you activated during your Roll Step. Heroes in your party that you did not activate do not add their strength.

After your total strength is determined, you may attack monsters on top of the horde stacks.

In order to **defeat** a monster, your total strength must be **equal to or greater** than the monster’s strength. Place the defeated monster next to your play area face up. Subtract that monster’s strength from your total strength. Do not flip any facedown monster cards at this point.

If you have any strength remaining after defeating a monster, you may continue to attack monsters on the top of the other horde stacks.

Alternatively, if you have already defeated a monster on top of a horde stack, you may still attack the top monster of that stack by flipping the card face up. Once you choose to flip over a monster card, you must attack it; you cannot change your mind and attack another monster instead. If you defeat that monster, you can continue to flip and attack the monster



below it in the same stack. You are not obliged to flip subsequent monsters if you do not wish to. Once you have flipped one or more monsters in a single stack you cannot go back to attacking the top cards of other stacks later. If you chose to pass on flipping an additional monster or if a newly flipped over monster has a strength value that is **greater** than your remaining total strength, and you cannot defeat it, your Attack Step immediately ends.

After you have finished attacking, proceed to the Counterattack Step.

### C: Counterattack

Add up the **Counterattack** values from all of the monsters that you defeated this turn. If your active heroes have any shields, subtract them from the Counterattack total. Your active heroes must then take an amount of damage equal to the remaining Counterattack total (see *“Taking Damage”* on page 19).

After you have finished taking damage, proceed to the Treasure Step.

### D: Treasure

For each monster you defeated that has a treasure symbol, draw the top card of the treasure deck and attach the treasure to one of your active heroes.

Each treasure card has a level 1 and a level 2 ability. Place the treasure under the hero so that the level indicated by the defeated monster is showing. For example, if you defeated a monster with a level 1 treasure, place the treasure card under your hero so that the level 1 ability is showing.

Each hero can only have one treasure attached to it. If you want to attach a treasure to a hero who already has one, you must discard the previously attached treasure first.

**Important:** You cannot attach treasures to heroes that you did not activate this turn. If you draw a treasure card and do not wish to place it on an active hero, simply discard the treasure instead. If you do not have active heroes at the start of the Treasure Step, you cannot draw any treasure cards.

After you have finished gaining treasure (if any), place all of the defeated monsters into your victory pile facedown and proceed to the Horde Phase.



### 3. Horde Phase



If there is a face up monster in the vanguard (the rightmost horde stack next to the town deck) at the start of your Horde Phase, it “destroys” a town card. Reveal the top card of the town deck to all players and resolve any effects, then place the town card into your victory pile facedown. Destroyed town cards subtract from your total XP at the end of the game.

If any horde stacks have a facedown card on the top, flip the top card face up so that it reveals the monster on top of the stack.

Now add up the **Ambush** values from **all** of the face up monsters on each horde stack. If your active heroes have any Shields, subtract them from the Ambush total. Your **active heroes** must then take an amount of damage equal to the remaining Ambush total (see “Taking Damage” on page 19).

After you have finished taking damage (if any), proceed to the End Phase.



### 4. End Phase



Draw **four** cards from the hero deck and add them to your hand. If you have more than **five** cards in your hand after drawing, you must discard down to five (unless you have an effect that increases your maximum hand size). If the hero deck runs out of cards, shuffle the cards in the discard pile to make a new hero deck.

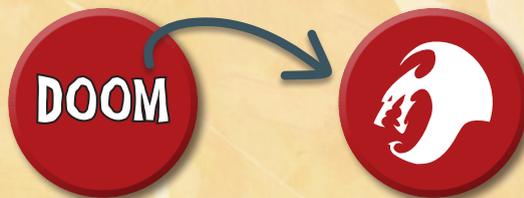
Remove all dice from the heroes in your party.

Your turn now ends and the next player clockwise around the table takes their turn.



## End of the Game

Each horde stack has one Boss Monster lurking in it. Whenever a Boss Monster is defeated, flip over a **doom token** to its **active side**.



After the third doom token is flipped to its active side, the game ends when the player with the last player token ends their next turn. If the last player flips the third doom token, the game ends after their turn is finished.

Once the game ends, each player adds up the XP from all of the cards in their victory pile. If a player has any destroyed town cards in their victory pile, they must subtract the value of those cards from their total XP.

The player with the highest total XP is the winner. If two or more players are tied, the player with the most defeated monsters in their victory pile wins. If there is still a tie, the player with the most heroes in their party wins. If there is still a tie, then players share the win.



Andre has a total at the end of the game of 50 XP from monsters he defeated in the horde stacks. However, he also has -2 XP as he was unable to defeat the monster in the vanguard horde stack on one of his turns and much to everyone's consternation, the Tavern fell! So his total is 48 XP.

## Other Rules

This section covers additional explanations beyond the basic rules required to play.

### Activating Heroes

During your Roll Step, you may activate heroes in your party by using dice to pay for their **activation cost**.

When you pay a hero's activation cost, place the dice on the hero card. These dice are now considered to be locked. Locked dice cannot be rerolled and they cannot be used to activate other heroes.



**X** : This can be any number.

**X X** : If there is more than one **X** , this represents a **pair, three-, four-, or five-of-a-kind**.

The numbers must be the same (2 fours, 3 sixes, 4 fives, etc.).

### Steam

Steam appears on heroes and action cards in two ways. Some heroes, and the action card "Under Pressure", say, "Get .

Where a card uses the word "get", it means that card *generates* steam when that card is activated.

Other cards have the steam symbol followed by the word "or" and the normal dice activation cost.



In this case steam generated by the other cards can be used to activate these cards *instead of activating them with dice*.

You must pay the total steam in each hero's activation cost separately, in order to activate them with steam (i.e. steam cannot be carried over from hero to hero). You cannot pay for a card with part steam and part dice. It must be one or the other. Steam never carries over from turn to turn; at the end of your turn, lose all unused steam you generated that turn.



Each hero may only be activated once per turn. If you already activated a hero for example, you cannot pay its activation cost again to use its ability.

You may only activate heroes in your own party; you cannot activate heroes in other players' parties.

## Using Treasures



When you activate a hero with a treasure attached to it, you may activate the treasure's ability in addition to the hero's ability. Treasure abilities do **not** activate during the turn that you attach them to heroes.

## Taking Damage

Whenever you are about to take damage, remember to first reduce the total damage by the total Shield value from any active heroes or abilities (see "Shields" on page 20).

When you take damage, you must choose and discard one of your **active heroes** (a hero you activated this turn). Then reduce the total damage you are taking by that hero's strength. Repeat this process until the total damage is reduced to zero or until you have no active heroes remaining. If you must take damage and have no active heroes remaining, the remaining damage is ignored (your non-activated heroes cannot take damage).

If a discarded hero has an attached treasure card, place the treasure card back in the box.

## Counterattack

During the Counterattack Step of the Attack Phase you total the Counterattack value of monsters you have **defeated**. If you fail to defeat a monster (by flipping it face up on a stack), it does not apply its Counterattack value. This is the amount of damage your party will take, minus any Shield value, during the Attack Phase.

## Ambush

During the Horde Phase you total the Ambush value of monsters that are face up, including those that were flipped face up this turn. Ambush does not cause any damage during the Attack Phase, only during the Horde Phase. This is the amount of damage your party will take, minus any Shield value, during the Horde Phase. Note: heroes that were lost to Counterattack damage still include their Shield value against Ambush.

## Shields

Whenever you are about to take damage, either from Counterattack or Ambush, first subtract the total **Shield values** from any **activated heroes** (or their treasures) from the total damage. Shield values can be used more than once in a turn, i.e. if your party takes Counterattack damage, and then Ambush damage later, your shield value counts against both.

*Example: Active heroes with a total shield value of 3 defeat a **Shrewd Rakshasa** with Counterattack 4 and a **Bone Warrior** with Counterattack 1. The party of heroes only take 2 damage from the Counterattack (5 damage - 3 shields = 2 damage remaining). In the Horde Phase the only monster with Ambush is a **Wicked Spinner** with Ambush 1. This is more than covered by the Shield value of 3, so the party takes no further damage.*



Total Shield 3



Total Counterattack 5

Damage 2  
(5 - 3)



Ambush 1  
Shield 3 (>1)

John has defeated three monsters, from three different horde stacks. During the Horde phase he reveals three new monsters from each stack. Unfortunately for John during his Horde Phase he reveals two **Dark Assassins** and a **Wicked Spinner**, for a total Ambush of 3!

John activated an **Alchemist** two **Sergeants** and a **Steam Brute**. So he has no Shield to offset the damage. He must take all 3 damage. He could choose to lose a **Sergeant**. But this would only account for 2 points of damage with its 2 strength, so he would still need to account for one more, which would mean losing his other **Sergeant** or the **Steam Brute**. Note, he could lose his **Alchemist** but with strength of 0 this would not help him at all. In the end John decides to take the damage on his **Steam Brute** which has 4 strength. This absorbs the full 3 points, so John discards it to cover all his losses and moves on to the End Phase.



During Gill's turn, she has it a lot worse. She goes into the fray with two **Alchemists**. She activates them both on her first roll, in the hope of getting her **Archmage** fired up, but fails on her rolls. During her Horde Phase, she has two active heroes with a total of 0 strength. The Ambush total of 3 has not changed, because she could not defeat any monsters, so she must take damage. The first **Alchemist** falls, accounting for 0 damage. And then of course so does the second. Gill still has 3 outstanding damage, but no more active heroes. The **Archmage** cannot take damage because he is not active, so Gill loses her **Alchemists** and moves to the End Phase.



## Example Turn

Maureen has a party made up of **Steamsmith**, **Paladin**, and **Steamasaur**.

In her **Action Phase**, she can play two more heroes so she adds **Alchemist** and **Sergeant**. She also decides to play “**By the power of...**” to gain an extra die this turn and “**Where’d you go?**” to give her party **Shield 2**.

Action Phase



On to her **Dice Phase**. She picks up her six dice and rolls – 6, 5, 4, 3, 2, 1! Not a great roll. She decides to activate the **Alchemist**, giving her two more dice and an extra roll. So she places the die with a 6 on the **Alchemist** to show it is locked. She also decides to keep the 5, so that she has a better chance of getting the **Steamsmith** activated to pay for her **Steamasaur** with steam.

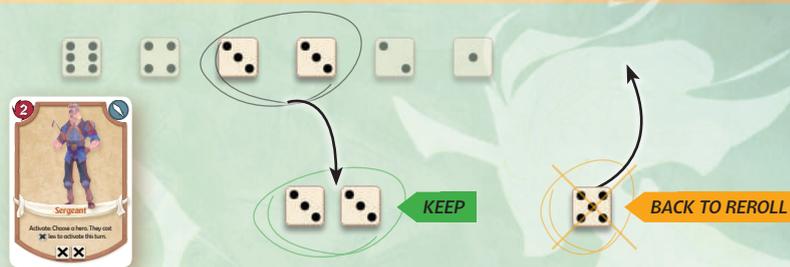
Dice Phase  
1st roll



She now has 6 more dice and three more rerolls (thanks to the Alchemist).

This time she rolls 6, 4, 3, 3, 2, 1. The luck is against her this turn! She toys with keeping the 5 (from her previous roll), as well as the two 3s, but in the end decides that her best chance is to use the 3s to activate the **Sergeant** and try for another 3 and another pair. Note that although she is showing a pair of 6s, one of those is locked on the **Alchemist** and cannot be used with any other dice. Maureen has a plan, and decides that keeping the 5 is no longer the best idea. Although she could activate the **Sergeant** now, she does not have to, so she decides to wait and see what her next roll is. It might turn out to be better to use the two 3s she has kept for the **Steamasaur**, who knows?

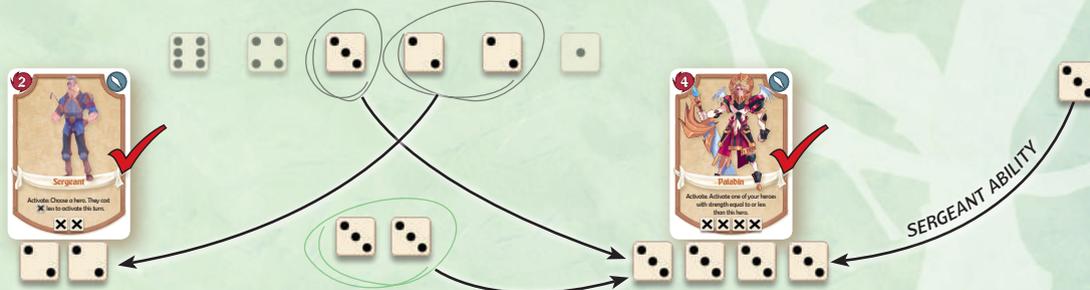
2nd roll



She rolls her five remaining dice 6, 4, 3, 2, 2, 1. That's more like it! She surveys the possibilities and realizes she is set for the turn.

She locks the pair of 2s, activating the **Sergeant**. When he is activated, he can reduce the activation cost of another hero by **X**. This won't work on the **Steamsmith** or the **Steamasaur**, as these require a specific number and the **Sergeant** only removes **X**, not a specific number. However, it will work on the **Paladin**. The **Paladin** now only requires **X X X**. With the two 3s she saved from last roll, Maureen has the three 3s which she uses to activate the **Paladin** locking them.

3rd roll



The **Paladin** has the ability to use his inspirational leadership to activate any other hero with equal or lower strength. So, he fires up the **Steamsmith**, who has only 3 strength, but also has the ability to create **4**. Which in turn can fire up the **Steamasaur**. Everyone is active!



The total strength of the party is 15 and she is ready to move to the Attack Step.

Maureen surveys the horde stacks. The vanguard has a **Bone Warrior**. She knows that monsters with Counterattack tend to be worth more XP, and defeating it will prevent her possibly losing XP by having a town card destroyed. She looks at the other horde stacks and also notices there is currently no Ambush showing. Realizing that many of the stacks are getting close to the point that the level 2 monsters will starting showing, she decides that she is going to focus on the vanguard, and hopefully minimize the chance of Ambush monsters getting flipped from attacking multiple stacks.

She attacks and defeats the Strength 3 **Bone Warrior**, and decides to press on in the vanguard. The next card is a **Rock Monster**. She can also defeat this at Strength 4 and still have 8 strength left. So she presses again. This time she hits a **Blighter**, she has unleashed the level 2 monsters! Nonetheless she can defeat it. She can now press on with her 5 remaining strength, but if she were to reveal a monster she could not defeat, she runs the risk of losing points from having a town card destroyed. So she decides to stop there. She cannot use her 5 remaining strength on any of the other horde stacks, as she cannot do this after delving into a single stack.

Attack



Now she moves on to her Counterattack step. She has a total of 2 Counterattack in front of her. But she also has Shield 2 from “**Where’d you go?**”. This means she has zero damage to take, and so there are no casualties. At this point she is ready to move to the **Horde Phase**.

Counterattack



Shield 2



≥ Counterattack 2

Maureen now flips the top card of the vanguard to reveal... a Vampire Lord! Her well laid plan of trying not to flip over a lot of Ambush values seems to have gone awry. There is now 3 Ambush on the table and she only has Shield 2, so she must take 1 damage. She eyes up her party and decides that unfortunately the newly recruited *Sergeant* must be the one to perish in the defense of Devil's Burden (mainly because she has another one left in hand to replace him next turn).

Horde Phase  
ambush

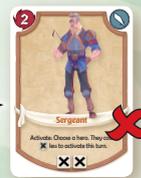


Shield 2



Ambush 3

1 Damage



In her **End Phase** she draws 4 more cards, and does not need to discard as she only has 5 cards. She clears up her dice and starts planning for the next turn.

## Tips on getting the best out of your party...

- ◆ At the start, try to put out one or two expendable heroes on the first and second turn that allow you to attack early without compromising your overall goals. You can always change them out later.
- ◆ Your overall goal should be to try and find one or two more powerful heroes and give them a support cast that makes them shine.
- ◆ If your heroes have specific numbers, try to avoid the same number on all your heroes.
- ◆ Don't activate heroes and lock your dice too early. Depending on the hero's ability it might be better to keep the dice and only activate them at the end; it gives you more reroll options as your turn develops.
- ◆ Don't underestimate the power of Shields!
- ◆ Think about what you are leaving behind for other players, as well as what the impact of your battles will have on the possible Ambush values in the Horde Phase.
- ◆ Be ready to take casualties late in the game and still be able to adapt, as there are many XP to be gained in the last few turns.



## FAQ

What happens if we run out of town cards?

*Nothing. You just stop taking them if the monster in the vanguard is undefeated.*

---

What happens if a horde stack runs out of cards?

*Simply move all the stacks behind it forward one space. If it was the vanguard, the stack behind now becomes the vanguard.*

---



If I take damage from, say, Counterattack, but my Shield reduces it to zero, do I “take” zero damage and therefore have to lose an active Alchemist?

*No, once damage is reduced to zero from either Shield or from discarding other heroes, there is no longer any damage to take.*

---

If I take 1 damage and only have 0 strength heroes active, would I lose all of them?

*Yes, you would!*

---



If I use the Ice Giant or the Archmage abilities to put a monster into my victory pile, and I then choose to attack the facedown monster from that monster’s stack, would that lock me into only attacking that stack in the same way as if I had defeated the monster?

*Yes, once you flip over a facedown monster in a horde stack in order to attack it, you are locked into that stack.*

---



If I defeat the Ice Giant, can I flip a facedown card to see if it is strength 6 or less?

*No.*

---



If I use the Ice Giant or the Archmage to put a monster into my victory pile that has Counterattack, do I take damage from the counterattack?

*No, you do not. That monster goes straight into your victory pile and is not set aside for the Counterattack step.*

---



Can Sergeant or Hero reduce the cost of any die, including those with a specific number, or only those with an X?

*They may only reduce those with an X activation cost, not those with a specific number.*

---

May I attack a monster on one horde stack, then attack a second on another horde stack, and then decide to flip the next card down in the second stack?

*Yes, you may. You can attack any number of face up monsters on horde stacks, but once you have chosen to flip and attack a facedown monster after defeating the one above it, you cannot subsequently attack a monster on another stack.*

---

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# Turn Quick Reference

1

## Action Phase

Recruit up to two heroes and play up to two actions, in any order.

2

## Dice Phase

### A. Roll

Roll 5 Dice, with two rerolls. Dice may be kept and/or rerolled in any way as long as they have not been locked.

Heroes can be activated by locking appropriate dice.

### B. Attack

Compare the total strength of the active heroes in the party with a monster in a horde stack. If the strength is equal or higher the monster is defeated and set aside.

This can be repeated until all of the party's strength has been used.

### C. Counterattack

Add up the value of Counterattack from all monsters set aside, subtract the party's total Shield and take damage.

## D. Treasure

If any monsters have treasure draw a treasure card for each such monster and attach the appropriate side to an active hero in the party (limit of one per hero).

Place all set aside monsters in your victory pile.

3

## Horde Phase

If there is a face up monster in the vanguard horde stack, reveal the top town card, carry out any instructions on it and place it into your victory pile.

Flip up the top card of any horde stack that does not have a face up monster.

Add up the value of Ambush from all monsters on top of the horde stacks, subtract the party's total Shield and take damage.

4

## End Phase

Draw 4 cards and discard down to your maximum hand size (normally 5).

Pass the dice and end your turn.

