
Twelve Heroes
Rulebook

Overview



Twelve Heroes is a two-player card game. As a feudal lord, form a party of 12 heroes who work for territory acquisition. To achieve it, you need to muster and deploy heroes to defeat your opponent by military strength.

However, you must provide food for the heroes before they may take actions.

Assess ever-changing battle conditions cleverly, use your heroes' various abilities effectively, and arrange your forces optimally to obtain a glorious victory.

Components



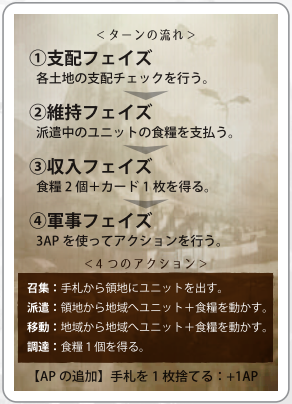
■20 Food tokens

These tokens are required to pay the cost for mustering units and helping them survive in deployment.
During the game, they're called the Food.
The total number of Food tokens that can be used for the game is unlimited. If they run short, substitute them with other anything else.



■14 Control markers (2 sets of 7 markers)

These markers indicate the progress of each player to control the land.
There are 7 markers for each player, 14 markers in total.
During the game, they're called Control markers.



■2 Summary cards

The game flow is summarized on these cards.
Use them to check the order of play during the game.

■6 Land cards (3 types)

These cards are the new territories which the players fight over.

Each Land card has victory points (VP) stated on it.

The six Land cards are comprised of three cards with 2 VP, two cards with 3 VP and one card with 4 VP.

The players' objective is to acquire these lands.

①**Name:** The Land's name.

②**Victory Points (VP)**: The VP gained by the land acquisition. The game ends when one of the players gains 7 or more VP, and that player wins the game.

③**Control area** : Indicates each player's progress to control the Land. Place one of your Control markers here each time you succeed during the Control Check step. If your Control area has already been fully occupied when you succeed during the Control Check step, you acquire the Land.



■36 Unit cards (2 sets of 18 types)

These cards are the heroes who work under the players.
The 36 Unit cards are comprised of 2 sets of 18 types of cards. Before the game begins, each player chooses 12 cards to use from among these 36 cards. During the game, these cards are called "Units" when they're in the play area. Otherwise, they're called "Unit cards" or merely "cards".

①**Name**: This Unit's name.

②**Military strength**: This Unit's influence to control the Land.

③ **Cost**: Number of Food tokens required to muster this Unit.

④**Text**: Describes this Unit's special ability.
It's effective only when the Unit is in the play area. The abilities stated "When mustered", "When deployed", "When moved", and "When discarded" become effective only when that action is taken. You may choose not to apply the abilities stated "...may...", but you must apply the abilities stated without it. If a certain ability cannot be fully applied due to not meeting conditions (e.g. there is no target), only apply the ability within the possible extent. Other abilities are applied invariably unless the timing to apply it is stated. If any rule stated in this rulebook contradicts with a Unit's ability, the Unit's ability takes precedence.



Play Area

■Draw pile

This is each player's draw pile (or "deck").
When you draw a card, draw it from the top of the draw pile.
If the draw pile's cards run out, shuffle the discard pile and stack the cards to form a new draw pile.
You cannot check the cards in the draw pile, but both players can count the number of cards in each draw pile.

■Hand

These are the cards in each player's hand.
You cannot check what's in your opponent's hand, but you can check the number of cards in it.
You can hold unlimited number of cards in your hand during your turn. However, if you have 6 or more cards at the end of your turn, choose and return cards until the number of cards in your hand is reduced to 5.

■Discard pile

This is the place to put the cards discarded from your play area or hand.
When discarding a Unit, remove it from the territory or region and place it face up in the discard pile.
Both players can check the cards in the discard pile.

■Territory

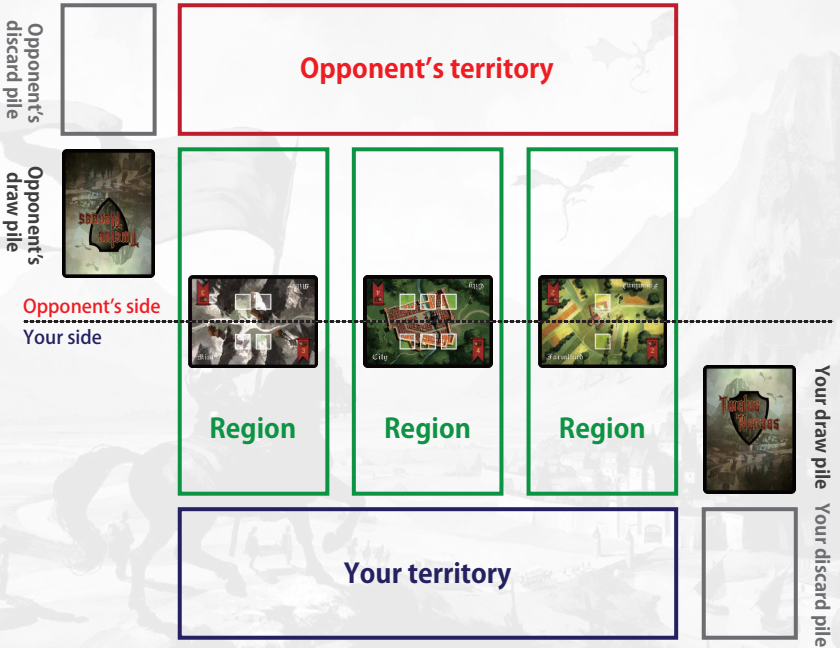
This is the place to put the Unit(s) you've mustered and Food you've obtained.
Both players can check what's in both territories.

■Region

There are 3 regions. At the start of the game, 2 Land cards are placed in each region. You can deploy your Unit(s) with Food to these regions.

■Stock

This is the place to put unused Food and Control markers.


Opponent's discard pile
Opponent's territory
Opponent's draw pile
Opponent's side
Your side
Region
Region
Region
Your draw pile
Your discard pile
Your territory
Opponent's Stock
Common stock
Your stock

Pre-Game Notes

Each player chooses 12 Unit cards to form his own deck.
You can include whatever Unit card you like in your deck, even multiple cards of the same type, so long as the number of cards in your deck totals 12 cards. (This product includes 2 of each type of Unit cards.)
In your initial game, we recommend using the "initial deck" as follows:

■Initial deck

- 1 Farmer
- 1 Strategist
- 1 Iron Giant
- 1 Archangel
- 1 Goat
- 1 Elf
- 1 Tank
- 1 Treefolk
- 1 Hawk
- 1 Provisioner
- 1 Knight
- 1 Dragon



Goal of the Game

The goal of the game is to gain **7 VP** by acquiring Land cards.

Set Up

1) Place the 20 Food tokens in the common Stock pile, in easy reach for both players.

2) There are 2 sets (colors) of Control markers. Each player receives 1 set (7 markers) and places it in front of him.

3) Shuffle the 6 Land cards, place them face down in the center of the table creating 3 card piles, each made of 2 cards, and then flip the card on top of each pile face up.

4) Each player shuffles his deck of 12 cards and places it face down in front of him as a draw pile.

5) Each player draws 3 cards from his draw pile as his hand.

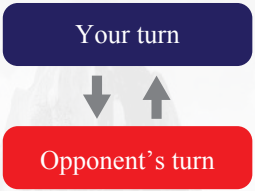
6) Determine the start player randomly.

7) Beginning from the start player, you may take turns, only once, to choose any number of cards from your hand, put them underneath your draw pile, and draw cards to replenish your hand to 3 cards.

8) The game begins from the start player's **Military phase**.

Order of Play

In this game, the start and non-start players take turns one by one.
The game ends when one of the players gains 7 VP and that player wins the game.



Order of Play

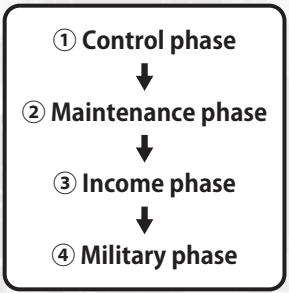
Turn Procedure

Beginning from the start player, take turns.
Each turn is comprised of the following **4 phases** in order:

① **Control phase**
② **Maintenance phase**
③ **Income phase**
④ **Military phase**

* Note that only the start player's initial turn starts from the Military phase.

After completing all 4 phases, the turn of play moves to one's opponent.



Turn Procedure

①Control phase

During the Control phase, you check if you have enough strength to advance the control of the Lands.
Starting from the region on your left, perform Control Check in all Lands as follows.
However, Control Check cannot be performed in a region where the 2 Land cards have already been acquired.

■Control Check

In each region, compare your deployed Units' total military strength with that of your opponent. If your Units' military strength is higher, you've succeeded in the Control Check. Advance the Land control as follows.
If your Units' military strength is the same or lower, you've failed in the Control Check and do nothing.
If there isn't any Unit in deployment, it's considered as 0 military strength.



■Advancing the Land control

＊If your side of the Control area on the Land card IS NOT fully occupied:

On your side of the Control area in the Land card, place 1 Control marker from your stock.

*** If your side of the Control area on the Land card IS fully occupied with your Control markers:**

You acquire that Land card as follows:

1) Remove all Control markers from that Land card and return them to each player's stock.
2) Take that Land card and place it in front of you. Doing so, you gain the VP stated on that Land card.
3) Discard all of your Units in that region. (If any of them has an ability to be applied "when discarded", apply it.)
4) Move all of your opponent's Units in that region back to your opponent's territory.
5) Move all the Food tokens placed in that region back to the common stock.
6) If there is a face-down Land card under the Land card you've acquired, flip it face up as that region's new Land card. Otherwise, the Land cards in that region have run out.

※Make sure to discard your Units, but to move your opponent's Units back to his territory.

If advancing the Land control results in you gaining the total of 7 VP or more by your Land cards, the game ends and you win the game. Note that your opponent cannot perform Control Check during your turn.

●Control Check example

On a 3-VP Land card in a region, your 2 Control markers and your opponent's 1 Control marker are placed. Your <Knight> and <Iron Giant>, and your opponent's <Treefolk>, are in deployment there. You have 0 Food token and your opponent has 2 Food tokens in that region (as shown on the upper right).

You perform the Control Check in this region. The total military strength of your Units is "7" compared to "4" of your opponent's Unit, so your Control Check is successful, resulting in your advancing the Land control.
You've already placed your Control markers in all the squares in the Control area on your side of the Land card, so you acquire that Land card.

Move the Control markers from that Land back to each of your stocks and place that Land card in front of you. Put your <Knight> and <Iron Giant> in your discard pile. According to the ability of your <Iron Giant> applied "when discarded", draw one card. Your opponent's <Treefolk> is moved back to his territory. Your opponent's 2 Food tokens on the Land are returned to the stock (as shown on the bottom right).

There is another Land card available under the Land card you've acquired, so flip it face up. Then, continue the game.



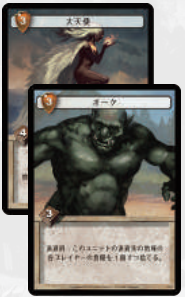
②Maintenance phase

In the Maintenance phase, spend Food tokens for your deployed Units. Starting from the region on your left, perform maintenance for your Unit(s) in each region as follows.



■Maintenance

1) Move as many Food tokens as the number of your Units deployed in each region back to the stock.
2) If the number of Food tokens in the region is not enough, choose and discard your Unit(s) in the region matching the number of Food token shortage. (If the discarded Unit has an ability to be applied "when discarded", apply that ability.)



- For maintenance, you can only spend the food available in the same region. You cannot spend the Food from other areas or your territory.
- If there is Food to be spent, you cannot choose to discard your Unit(s) without spending the Food.

●Maintenance example

Your <Archangel>, <Orc>, and <Farmer> are in deployment in a region.
In this region, you have 2 Food tokens available.

For maintenance in this region, 3 Food tokens must be spent for your 3 Units.
First, you return the 2 Food tokens to the stock.
Due to the shortage of 1 Food token, you discard your <Farmer>.



③Income phase

In the Income phase, you gain **income**.

■Income

1) Take 2 Food tokens from the stock and place them in your territory.
2) Draw 1 card from your draw pile and add it to your hand.

If the draw pile is depleted, shuffle the discard pile, stack the cards to form a new draw pile, and then draw 1 card from that newly created draw pile.
If you don't have any card left in your draw pile or discard pile, you cannot draw any card.

④Military phase

In the Military phase, you have 3 Action Points (AP) to spend for any of the following 4 actions:

- Muster
- Deploy
- Move
- Supply

Performing each action costs 1 AP. With 3 AP, you can perform 3 actions in total.
We recommend announcing how many actions you've taken each time you perform it. ("This is my second action.")
You may perform the actions in whatever order you like. You may also choose to spend your AP to perform the same action multiple times.
You must use up all 3 AP. You cannot end your Military phase with AP still remaining.



4 actions



Player have 3 Action Points (AP)



Spend 1 AP to perform 1 action.

■Muster

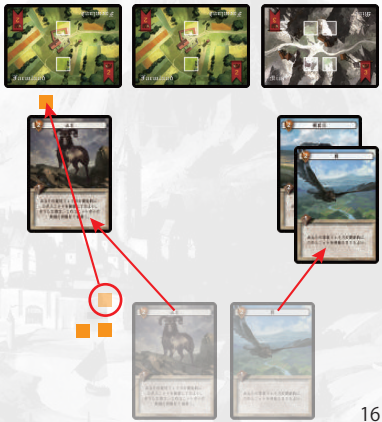
By mustering, you can place a Unit card from your hand to your territory.

1) From your hand, choose a Unit card whose cost does not exceed the Food tokens in your territory and place it face up in your territory.
2) Move the Food tokens matching that Unit's cost from your territory back into the stock.
3) If the mustered Unit has an ability to be applied "when mustered", apply that ability.

■Deploy

You can deploy Unit(s) with Food from your territory to any region.

1) Choose up to 3 units in your territory.
2) Choose how many Food tokens each Unit takes with it from your territory.
3) Deploy each Unit with its Food to a different region.
4) If any deployed Unit has an ability to be applied "when deployed", apply that ability.

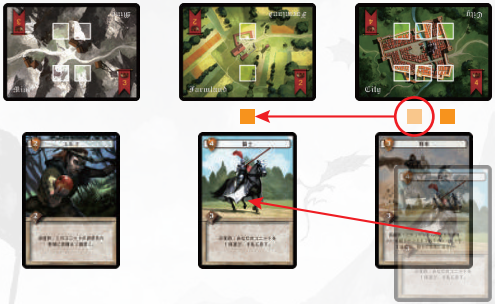


- Note that you cannot deploy multiple Units at once to the same region. You can deploy up to 3 Units at once, but they must be deployed to different regions.
- You can choose how many Food tokens each Unit takes with it. You can also deploy Units without any Food.
- When deploying multiple Units at once, you can freely allocate the Food tokens they take. You don't need to allocate the same number of Food tokens to all of them.
- When deploying a Unit to a region where you already have another Unit(s), place your Units overlapping each other to count their military strength easily. You can place them in whatever order you like.
- The Food in each region can be used by any of your Units in deployment there, so place the Food tokens all together.
- A Unit placed in a region is considered "in deployment".

■Move

You can move one of your Units in deployment to an adjacent region.

1) Choose one of your Units in deployment.
2) Choose how many Food tokens that Unit will take from its current region to the new one.
3) Move that Unit with its Food to an adjacent region.
4) If the moved Unit has an ability to be applied "when moved", apply that ability.



- You can move the Unit only to an adjacent region. Thus, you cannot move the Unit from the left-most region to the right-most region, or vice versa.
- You can choose how many Food tokens the Unit takes with it. You can also move the Unit without any Food.
- When moving, the Unit can take only Food from its current region. Note that you cannot move it with the food from your territory or another region.

■Supply

By procure, you can obtain 1 Food token from the stock.

1) Take 1 Food token from the common stock and place it in your territory.

■Additional AP

After using up the standard 3 AP, you can obtain additional 1 AP by discarding 1 card from your hand.
You can add AP as many times as you like in a single turn.
Note that, in this case, even if the card you discard has an ability to be applied "when discarded", that ability is not applied.
※When you play this game for the first time, we recommend playing it without this "Additional AP" rule.

●Military phase example

You have <Hawk> and 4 Food tokens in your territory.
Your <Knight> is in deployment in the central region.
You have <Golem> and <Goat> in your hand.

As your first action, you muster, place the <Golem> in your hand to your territory, and pay 4 Food tokens as its cost.
Now, you don't have any Food in your territory.

As the second action, you choose to "supply" 1 Food token.
Now, you have 1 Food token in your territory.



As the third action, you choose to deploy <Hawk> to the region on the right side with 1 Food token and deploy <Golem> to the central region without any Food.
Now, you don't have any Food in your territory (as shown in the upper right).



You want to keep the Food for your <Knight> and place the <Golem> and the <Hawk> in the same region, so you discard the <Goat> in your hand to obtain 1 AP (as shown on the bottom).



Then, as your fourth and last action, you move the <Golem> without any Food to the adjacent region on the right where the <Hawk> is (as shown on the bottom right).



You've used up your AP, so your Military phase is over.

■Ending a turn

After using up your AP in the Military phase, announce that your turn has ended.

If you have 6 or more cards in your hand at this moment, discard any card(s) you like until the number of cards is reduced to 5.

In this case, even if the card you discard has an ability to be applied "when discarded", that ability is not applied. Then, the turn of play moves to your opponent. Then, the turn of play moves to your opponent.

End of the Game

When one of the players gains 7 VP or more, the game ends and that player wins.



Notes

- You cannot keep Food in the region where none of your Units is located. If you run out of Units in a region, your Food remaining in that region is immediately returned to the common stock.

- If a region has both of its Land cards taken and removed, you can deploy or move your Units there, but you cannot perform the Control Check there.

- When deploying multiple Units with abilities to be applied "when deployed" at once, the active player can choose the order in which to apply these abilities.

- If the Unit mustered by the ability of the <Airship> has an ability to be applied "when mustered", that ability is applied. Since such Unit is not deployed, the ability to be applied "when deployed" is not applied.

- When mustering the <Goblin> by the ability of the <Airship>, the <Goblin> is directly placed in a region instead of being deployed from the territory, so its ability to perform deployment "when mustered" cannot be applied.

- The ability of <Knight> can be applied to the Unit in your territory or to your Unit in deployment in a region.

- When applying the ability of the <Orc> or the <Dragon>, nothing happens if there isn't any Food to discard. In this case, you don't need to discard a Unit instead as in the case of maintenance.

Glossary

■Obtain Food

Indicates an action to take Food from the common stock and place it in one's territory.

■Place Food in a region

Indicates an action to take Food from the common stock and place it in a region.

■Discard Food

Indicates an action to take Food from one's territory or a region and return it to the common stock.

■At the start of a phase

If the text on the card instructs you to perform an action at the start of a certain phase, apply that ability before starting that phase.

For example, the <Cannon> has an ability to "discard this Unit at the start of your Maintenance phase", so it's discarded before the Maintenance phase without consuming Food for its maintenance.

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Publisher：Product Arts LLC / Game Design: Takashi Sakaue, Masato Uesugi / Art, Graphic Design：Tomasz Jedruszek
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