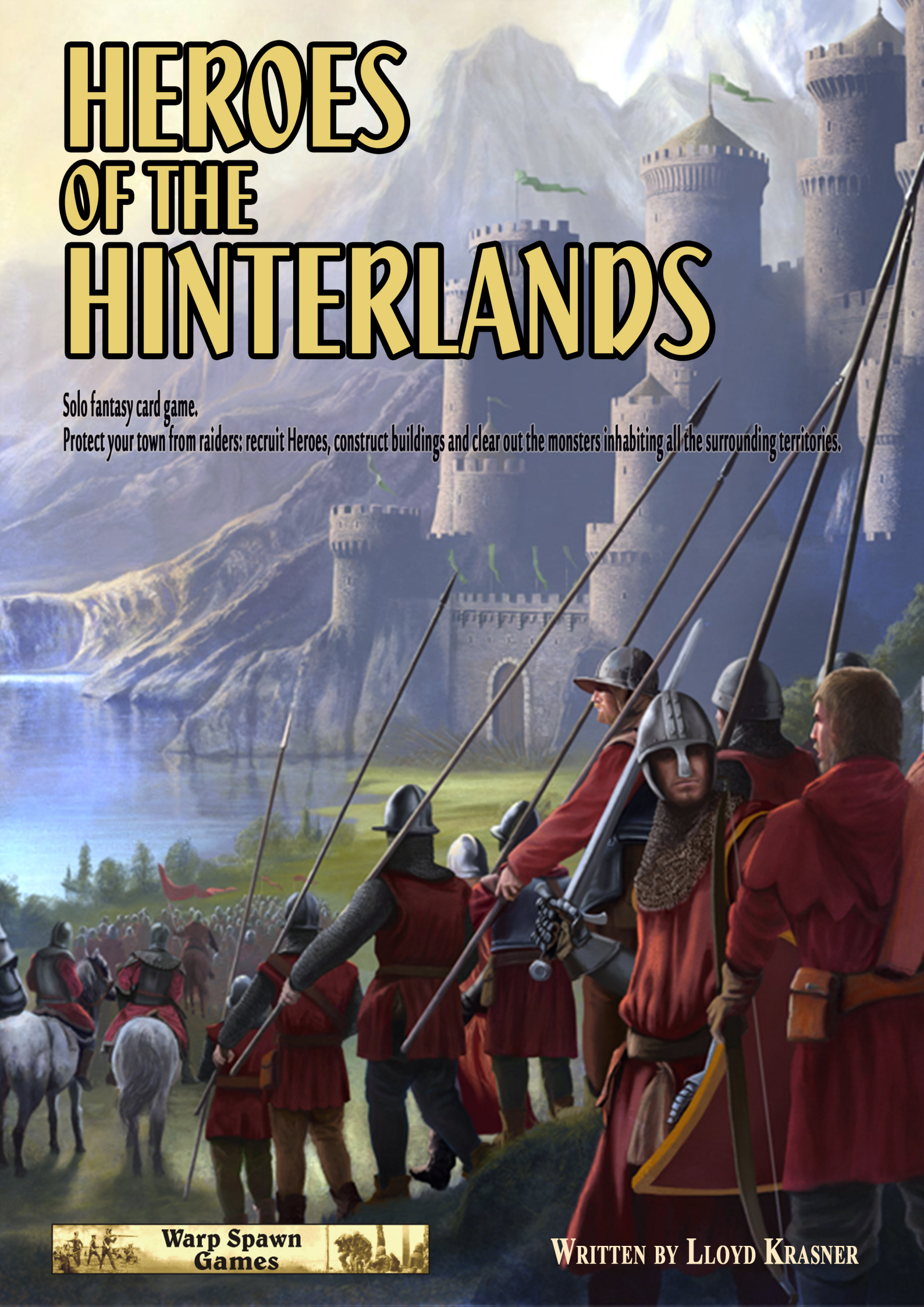
HEROES OF THE HINTERLANDS

Solo fantasy card game.
Protect your town from raiders: recruit Heroes, construct buildings and clear out the monsters inhabiting all the surrounding territories.



Warp Spawn Games

Written by Lloyd Krasner

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INTRODUCTION

Solo card game. Fantasy theme. Protect your town from raiders. Recruit Heroes and construct buildings. Clear out the monsters inhabiting all the surrounding territories.

DISCLAIMER

Loosely based on the PC game Hinterlands. Hinterlands is a copyrighted, licensed property. This is merely a fan site.

VICTORY

You win if you capture all the territories. Your ending Fame score is a measure of how well you've done. If your Fame ever drops to zero or less, you automatically lose.

DICE

6 and 10 sided dice are needed.

RECORD KEEPING

Use paper and pencil to keep track of the following running totals:
Fame
Food Support
Gold Support
Board Support
Magic Support
Holy Support
Death Support
Rogue Support
Nature Support
Town Defense

CARD DECKS

There are 4 decks:

Land Deck	The 24 territories outside the town
Town Deck	Buildings and Heroes and Shipments
Item Deck	Useful and Magical Items
Foe Deck	The Monsters occupying the territories

THE BOARD

The Board is a 5 x 5 Grid. Each square is big enough to hold 1 stack of cards. The bottom left square is your town. Every other square is a territory. Each territory has a Danger rating according to the chart:

9 - 9 - 9 - 9 - 9
6 - 6 - 6 - 6 - 9
3 - 3 - 3 - 6 - 9
0 - 0 - 3 - 6 - 9
T - 0 - 3 - 6 - 9

SETUP

Shuffle the decks. Randomly place one Land card in each of the 24 Territory spaces.
Pick one Hero card from the Town deck to be the Town Leader. Your Town Leader has no upkeep requirements.
Start with the Outpost card as the first Building in your town.
Draw a hand of 6 cards from the Town deck.
You start with 10 Fame.

TURN SEQUENCE

Each turn has 8 Phases:

1. Scout Phase
2. Visitors Phase
3. Build Phase
4. Recruit Phase
5. Raiders Phase
6. Conquest Phase
7. Equip Phase
8. Logistics Phase

1. SCOUT PHASE

If a territory is adjacent (sharing a side) to your town, or to a territory you control, and it does not already contain a Foe card, draw a Foe card and place it into that territory.

2. VISITORS PHASE

Draw 2 cards from the Town deck and put them in your hand. For each Visitors +1 bonus, you have to draw an extra card.
If any deck runs out, shuffle the discard and draw from it.

3. BUILD PHASE

You may put 1 Building into play from your hand. Or you may put 1 Shipping card into play from your hand.
To pay the cost of Shipping, you must discard 6 cards from your hand. If you build or ship this turn skip recruit phase.

4. RECRUIT PHASE

You may put 1 Hero from your hand into play. To do this, you must be able to support the hero.
Each hero requires support for each type of attribute the Hero has:
1 Food
1 Board
1 Gold
So for example, if your town is only producing 2 Gold, it can only support 2 Heroes.
Ex. - If your Town provides Holy support but not Armor, you cannot recruit a Cleric.

5. RAIDERS PHASE

Roll 1D6: on a roll of 6, raiders attack. Draw 1 random card from the Foe Deck.
Add 1D6 to their Base Strength to get their total strength.
Add 1D10 to their total Strength to get their fighting strength.
To get the Town fighting strength add 1D10 to the number of Heroes plus Town defense bonuses from buildings, plus Item bonuses. Check the Weakness of the Foe. The Heroes gain 1 point for each level they have in that attribute.
If the Towns fighting total is higher, the Raiders are driven off and you get 1D6 Fame points. If the Raiders total is higher roll 1D6:

Roll	Result:
1-2	One random Building is destroyed
3-4	One random Hero is killed
5-6	Looting: Lose 2 Fame Points and the Raiders leave

If the Raiders won, fight another round: continue fighting until they lose a round, or loot and leave.
If the town was raided this turn, skip the Conquest phase.
Discard the Foe card, and all destroyed buildings and killed Heroes.
Items from killed heroes, destroyed buildings go back to your hand.

6. CONQUEST PHASE

You may attack a target Territory adjacent to your town or to a Territory you control. Decide first which of your Heroes are attacking, and with what items. A Maximum of 6 Heroes may attack. Each Hero may use no more than 1 item.
Add the Danger Rating of the territory to the Base strength of the Foe card there to get that Foes total strength. Add 2D10 to their total Strength to get their fighting strength.
To get the Heroes fighting strength add 2D10 to the number of Heroes plus item bonuses.
Check the Weakness of the Foe. The Heroes gain 1 point for each level they have in that attribute.
If the Heroes fighting total is higher, you gain control of the territory and you get 3 Fame points. If the Foes total is higher, One random Hero is killed and the Heroes retreat and do not attack again this turn.

Discard the Foe card only if the Foe is defeated.
Killed Heroes and attached items are discarded.
Clearings are captured without a fight, but do not provide an Item reward in Equip phase.

7. EQUIP PHASE
If you conquered a Territory this turn draw 1 card from the Item deck. Attach it to an appropriate Hero or building in play.
If the Item is currently unusable, add it to your hand.

8. LOGISTICS PHASE
Discard 1 Random card from your hand. Max hand is 6 cards. Discard excess cards.
If you did not capture a territory this or last turn, lose 1 Fame point.

END OF GAME SCORING
To your running total add the number of Heroes and Buildings you have plus bonuses from certain items and buildings.

POTIONS
The Herbalist and Alchemist each gives your party +1 to your total fighting strength in raid and conquest phases.
Potions from the item deck can be used once for a +1 bonus and are then discarded.

DRAGON EGG
If you have the dragon egg, draw 5 cards in Logistics phase.
If one of them is the Dragon, it joins you as a Hero (with strength = 9). Discard the egg.
After each time the Dragon fights a round of battle roll 1D6. on a roll of 4-6 it flies away, discard it.

FORTUNE TELLER
If you have the Fortune Teller, you may once during your turn look at the next 1D6 cards in any target deck.

LEADER HERO
If your leader hero is killed lose 2 Fame Points. Next pick a surviving hero to be the new Leader.
If there are no surviving heroes, the next hero you recruit becomes the Leader.

THE TOWN DECK

Card Name:	Type:	Notes:
Alchemist	B	Gold +1; Potions +1; Requires Mandrake
Armorer	B	Gold +1; Armor Support; Requires Iron
Ballista Tower	B	Town Defense +3; Requires Bow
Barracks	B	Board +1; Town Defense +2
Bowyer	B	Gold +1; Bow Support
Brewer	B	Food +2; Gold +2; Requires Clean Water
Brothel	B	Gold +1; Rogue Support
Cattle Herder	B	Food +4
Church	B	Fame +2; Holy Support; Requires Stone
Estate	B	Board +2; Fame +2; Visitors +1; Requires Stone
Fletcher	B	Gold +1; Bow Support
Fortune Teller	B	Requires Crystal Ball; See Notes
Gambling Den	B	Gold +1; Rogue Support
Herbalist	B	Potions +1; Requires Herbs
Hog Herder	B	Food +3
Hostel	B	Board +2; Visitors +1
Hunting Lodge	B	Food +2; Nature Support, Requires Hunting Grounds
Inn	B	Board +1; Gold +1; Visitors +1
Keep	B	Town Defense +3; Board +1; Requires Stone
Library	B	Fame +1; Magic Support
Manor	B	Board +1; Fame +1; Max hand size +1
Market Place	B	Gold +2; Music Support
Merchant	B	Gold +2
Monastery	B	Board +1; Fame +1; Holy Support
Oat Farmer	B	Food +2; All Herders Food +1
Outpost	B	Town Defense +3; Fight Support
Sheep Herder	B	Food +2
Smithy	B	Gold +2; Requires Iron
Stone Wall	B	Town Defense +4; Requires Stone
Tavern	B	Food +1; Gold +1; Music Support
Trapper	B	Food +1; Nature Support; Requires Woods
Undertaker	B	Death Support; Gain 2 Fame every time a Hero is killed
Vegetable Farm	B	Food +2
Weapon Smith	B	Gold +1; Fight Support; Requires Iron
Wheat Farm	B	Food +3
Wizards Tower	B	Fame +2; Magic Support; Requires Stone
Workshop	B	Gold +1; Armor Support
Archer	H	Bow x3
Assassin	H	Fight x1, Rogue x2
Barbarian	H	Nature x1, Fight x2
Bard	H	Music x1, Rogue x1, Fame +2
Battle Mage	H	Magic x2; Fight x1
Cleric	H	Holy x2, Armor x1
Druid	H	Nature x1, Holy x1, Magic x1; Requires Druids Grove
Dwarf	H	Armor x2, Fight x1; Requires Dwarf Village
Elf	H	Nature x1, Magic x1, Bow x1; Requires Elf Village
Fallen Hero	H	Death x1, Armor x1, Fight x1
Hedge Wizard	H	Magic x2; Nature x1
Hunter	H	Nature x2, Bow x1
Knight	H	Fight x2, Armor x1
Magician	H	Magic x2; Rogue x1
Mercenary	H	Fight x1, Armor x1, Rogue x1
Minstrel	H	Music x2, Visitors +1
Monk	H	Fight x1, Holy x2
Necromancer	H	Death x2, Magic x1
Paladin	H	Fight x1, Armor x1, Holy x1
Priest	H	Holy x3
Ranger	H	Nature x1, Fight x1, Bow x1
Spell Singer	H	Music x1 Magic x2
Thief	H	Rogue x3
Warrior	H	Fight x3
Wizard	H	Magic x3
Woodsman	H	Nature x3
Iron Shipment	S	Source of Iron
Stone Shipment	S	Source of Stone

B = Building
S = Shipment
H = Hero

LAND DECK

Card Name:	Notes:
Clearing	2 in Deck; No Foes at this Location
Druids Grove	Required for Druid
Dwarf Village	Required for Dwarf Hero
Elf Village	Required for Elf Hero
Fairy Circle Ring	Nature Support
Fertilizer Deposit	All Farms Food +1
Graveyard	Death Support
Herb Garden	Source of Herbs
Holy Ground	Holy Support
Hunting Grounds	Food +1
Iron Mine	Source of Iron
Lair	2 in Deck; Foes here get +5 Strength
Mandrake Grove	Source of Mandrake
Mystic Stones	Magic Support
Natural Spring	Clean Water Support
Ruins	Death Support
Spire	Fame +5
Stone Quarry	Source of Stone
Swamp	Heroes cannot enter this Territory
Woods	3 in Deck

ITEM DECK

Card Name:	Notes:
Arrows of Slaying	Bow Hero +3; One use only***
Axe of Hewing	Nature or Fight Hero +1
Blessed Shield	Armor Hero +2
Bone Crown	Death Hero +2
Bull Horn	Attach to Merchant: Gold +1
Cloak of Shadows	Rogue or Nature Hero +1
Cornucopia	Food +1; Attach to any Building
Crystal Ball	Required for Fortune Teller*
Dagger of Venom	Rogue Hero +2
Dragons Egg	Attach to Herder: See Notes
Elm Bow	Bow Hero +2
Enchanted Hammer	Armor Hero +1 or Attach to Smith: Fame +2
Golden Egg Goose	Gold +1; Attach to any Building
Great Helm	Armor Hero +2
Holy Symbol	Holy Hero +2
Holy Water	Holy Hero +3; One use only***
Mace of Stunning	Armor or Fight Hero +1
Magic Scroll	Magic Hero +3; One use only***
Magic Seeds	Attach to Farmer: Food +1
Mandolin	Music Hero +1 and Fame +1
Mithril Hauberk	Armor Hero +2
Pan Flute	Music Hero +2
Potion	5 in Deck; Hero +1; One use only**
Rune Sword	Fight Hero +2
Seven League Boots	Nature Hero +2
Spell Book	Magic Hero +2
Staff of Healing	Holy Hero +2
Staff of Power	Magic Hero +2
Steel Trap	Attach to Trapper: Food +1
Strong Spear	Nature Hero +2
Treasure	5 in Deck; Fame +1; Attach to any Building
Vorpal Blade	Fight Hero +2

FOE DECK

Card Name:	Strength:	Weakness:
Bandits	4	Death
Barbarians	5	Death
Bugbears	5	Rogue
Cerberus	6	Music
Cyclops	7	Bow
Dire Wolves	4	Nature
Dragon	9	Fight
Dwarves	5	Armor
Elves	6	Bow
Fairies	3	Music
Giant	8	Rogue
Giant Rats	2	Music
Gnolls	4	Fight
Goblins	2	Armor
Harpies	5	Bow
Insect Swarm	3	Magic
Kobolds	1	Rogue
Orcs	3	Fight
Skeletons	2	Holy
Snakes	3	Nature
Sorceress	3	Magic
Spiders	1	Nature
Trolls	7	Magic
Wraith	6	Holy
Zombies	4	Holy

* = keep it in your hand until you play the Fortune Teller, then attach it to the fortune teller.
** = Keep these in your hand. Discard to use in Fights.
*** = You may attach these to an appropriate hero or keep them in your hand and discard to use in a Fight.

PLAYER LOG

Fame		Magic	
Holy		Food	
Death		Gold	
Rogue		Board	
Nature		Town Defense	

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Holy		Food	
Death		Gold	
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