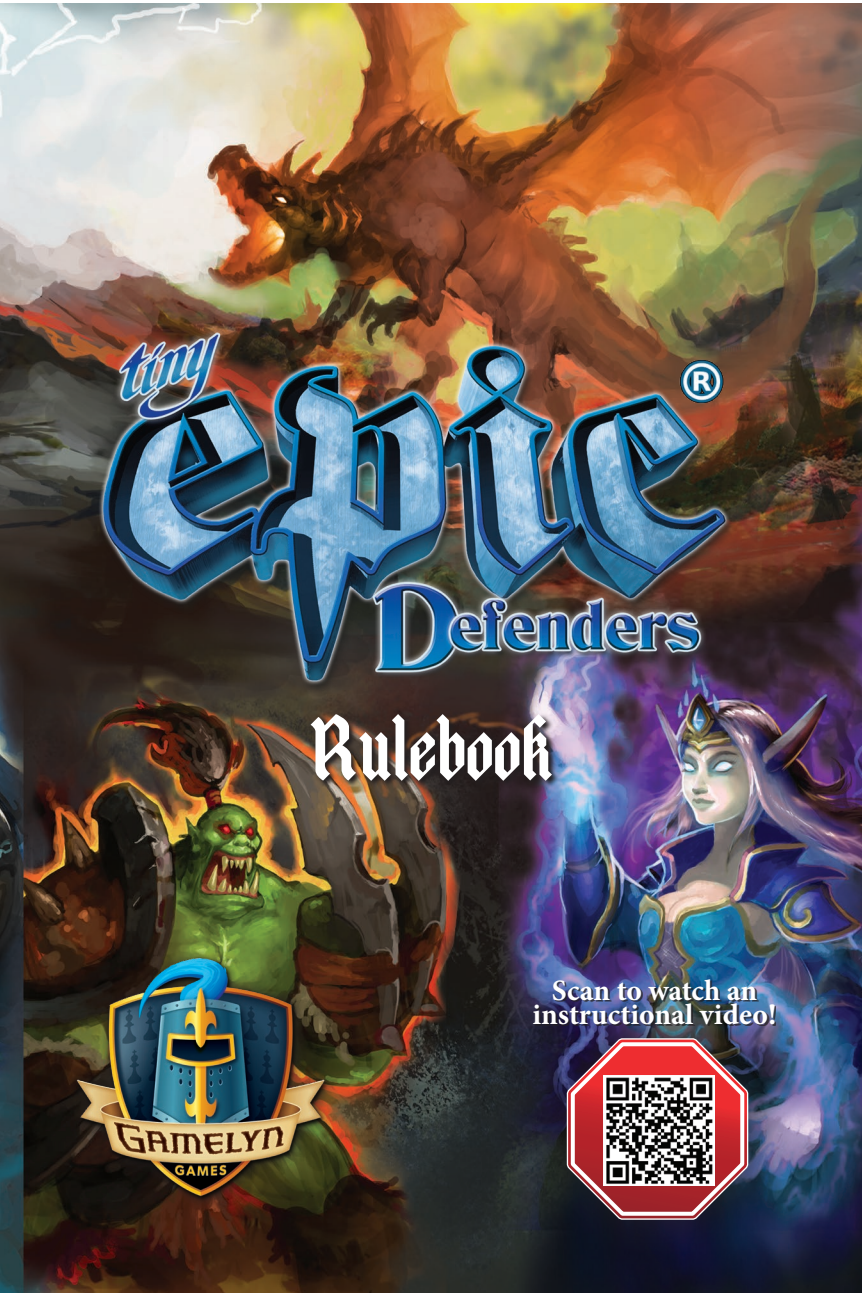
tiny
epic®
Defenders
Rulebook
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Components



7 Region Cards (*double-sided*)



10 Hero Cards



6 Defender Cards



9 Enemy Cards



6 Dire Enemy Cards



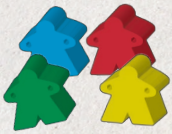
10 Artifact Cards



6 Epic Foe Cards



10 Artifact Items



4 Defender ITEMeeples®



4 Defender Hit Point Tokens



1 Epic Foe Hit Point Token



7 Threat Tokens

Prologue

After the Great War (*depicted in Tiny Epic Kingdoms*), many of the shattered factions of Aughmoore looked for something to cling to; one final hope before the last of their races would fall into decline, gone and forgotten in whispers of legend.

It was the sages of the Order of Gamelyn who answered their prayers. They provided a new perspective on unity, and a *Treaty of Life* that would welcome peaceful members of any faction. A utopia for most, but a ray of hope for all. With very few options and a will to survive, this alliance became an inevitable truth in the eyes of many of the factions' leaders. Even factions who were once mortal enemies soon found purpose and a timid trust in each other.

Under the guidance of the Order, a Capital in the land of Aughmoore was chosen, and factions from all over the world came to call this city their new home. It was known as Edenmoore. At last, the world was at peace… but not for long. A great storm is amassing on the fringes of the Capital, and in that encroaching darkness, there be *demons*.

Overview

In *Tiny Epic Defenders*, players work together to defend Aughmoore from the hordes of attacking Enemies and ultimately defeat the Epic Foe. All players win or lose together, Moving between the Capital City and its Outer Regions, Defending them from attacks, and Securing their Threats. The game ends when either the Capital City falls (*players lose*) or the Epic Foe is defeated (*players win*).



Game Setup

1. Place the **7 Region Cards** to form the ***Game Map***:

   A. Place the **Capital City Region Card** in the center of the table.

   B. Place the **6 Outer Region Cards** (*Forest, Ruins, Mountains, Plains, Coast, and Desert*) in a circle around the Capital City (*see diagram on next page*):

The Outer Region Cards are ***placed randomly*** in ANY order.

i Place 2 Outer Regions to the *left* and *right* of the Capital City.

ii. Place 4 Outer Regions around the Capital City forming a circular shape, 2 above and 2 below.

iii. Randomly choose which Outer Region Card side to play with (***"A or B", denoted by an icon on the bottom left of each card. The Regions do not have to be all on the same "letter" side***).

   C. Place all **7 Threat Tokens** on the "***0 space***" of each Region Card's ***Threat Track*** (*the numbered spaces on the right side*).

2. Give each player a **Hero Card** (*selected or randomly drawn*) along with a **Defender ITEMeeple®** and a **Hit Point Token** in their choice of color. Place the remaining Hero Cards and tokens back in the box.

   D. Each player places their ITEMeeple® on the Capital City Card.

   E. Each player places their Hit Point Token on the highest number of the number track on their Hero Card, indicating full Hit Points.

3. Shuffle the **Artifact Cards** and place the deck face down within reach of all players. Place the **Artifact Items** near this deck.

4. Shuffle the **Epic Foe Cards** and place one face down near the Game Area. Put the unused Epic Foe Cards back in the box without revealing them. Place the **Epic Foe Hit Point Token** nearby for use later.

5. Create the **Turn Deck** and the **Horde Deck**, and remove any **Leftover Cards** *(see Creating the Card Decks, page 6*):

   F. Place the **Turn Deck** in its starting configuration within reach. Designate an area next to it for a Discard Pile.

   G. Shuffle the **Horde Deck** and place it on top of the Epic Foe Card.

   H. Place the **Leftover Cards** in the Box Lid; these cards will remain face down for the remainder of the game.


5
Turn Deck
F
Discard Pile
Horde Deck
G
yourselves the EPIC FOE
4
Epic Foe Card
Leftover Cards
H
Box Lid
Hit Point Token
1
Game Map:
Defender ITEMeeples®
D
Outer Regions
B
A
Capital City
C
Threat Token
Hit Point Token
E
Hero Card
Lealith
HUMAN PALADIN
Spend 5 to:
Move to an adjacent Region.
Secure 1 ♟ reducing it in your current Outer Region.
Use an Ability.
Fight the Epic Foe.
Defend against an Enemy if in the same Outer Region.
Sacrifice 1 ♥ to gain 1 additional 5.
Defender's Ability
RETRIBUTION
After you Defend, you may also choose to pay 1 ♥ to:
Give 1 ♥ to any other Defender OR
Reduce 1 ♟ in your current Outer Region.
2
Artifact Deck
Artifact
3
Artifact Items

Creating the Card Decks

First, separate the cards into piles based on type (*Regular Enemy, Dire Enemy, and Defender*) before creating the **Card Decks**:



9 Enemy Cards

Turn Deck



Shuffle and add 3 Enemy Cards



6 Dire Enemy Cards

1-2 Players: *2 Cards*
3 Players: *3 Cards*
4 Players: *4 Cards*



Defender Cards



Add 1 Defender Card matching each player's color and shuffle



***All Defenders Cards**



Shuffle in with the other Defender Cards

Place the shuffled 3 Enemy Cards ON TOP of the Defender (and All Defenders) Cards. ***DO NOT SHUFFLE****; this configuration is only used in the first Round.*

In subsequent Rounds the Turn Deck will be shuffled completely.



** For an increased difficulty, add 1-2 additional Dire Enemy Cards to the Horde Deck. Your funeral...*

Horde Deck



Shuffle and add 3 Enemy Cards



** Add Dire Enemy Cards based on the number of players in the game*



** Add Cards matching the number of Heroes:*

1-2 Players: *2 Cards*

3 Players: *1 Card*

4 Players: *No Cards*



Shuffle and place on the top of the face down Epic Foe Card.

Leftover Cards



Add any remaining Enemy Cards



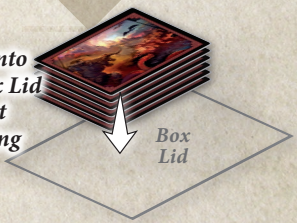
Add remaining Dire Enemy Cards



Add any unused Defender Cards



Add any unused All Defenders Cards



Place into the Box Lid without revealing

Gameplay Overview

The game is played in a series of Rounds. Each Round is as follows:

1. **Draw and Resolve Turn Cards** - During a Round, players draw cards, one at a time, from the Turn Deck until it is depleted, resolving the actions or outcomes of each card and then placing them into the Discard Pile (*see next page*).
2. **Reshuffle Turn Cards and Add a Horde Card** - When there are no more cards left in the Turn Deck, flip the cards in the Discard Pile and add 1 card from the Horde Deck without revealing it. Shuffle these cards together to make a new Turn Deck to start a new Round (*pg. 15*).
3. **Reveal Epic Foe** - If there was no Horde Card to add to the Turn Deck this Round, reveal the Epic Foe instead, and place its card next to its Region Card (*pg. 15*).

Game End — The game will end in one of two ways:

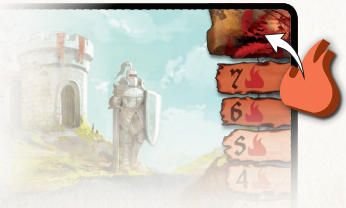
Victory!

The players win the game if they *Fight* and defeat the Epic Foe, **reducing its Hit Points to 0**!



Defeat!

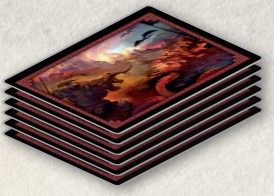
The players lose the game if the Capital City is ***Destroyed***, its Threat ( ) reaching the Destruction Level.



1. Draw and Resolve Turn Cards

During a Round, players **draw the top card from the Turn Deck** and resolve the actions or outcomes listed on that card. After the card is resolved, it is placed into the Discard Pile and then the next card is drawn. There are **3 types** of Turn Cards:

A. **Defender Cards** (*see below*)
B. **Enemy Cards** (*pg. 13*)
C. **Dire Enemy Cards** (*pg. 14*)



Draw 1 card from the Turn Deck, resolve it, then place it into the Discard Pile.

A. Defender Cards

When a Defender Card is drawn, it grants a Turn to the Defender whose color matches the card. That Defender gains **3 Action Points** (3), or **4** if there is at least one Destroyed Region, which can be spent to perform actions and abilities.

When an **All Defenders Card** is drawn, 3 (*or 4 if there is a Destroyed Region*) are divided collectively among the Defenders to take Turns, however they choose.



Sacrifice Health:

When a Defender's Card (*not the All Defenders Card*) is drawn, the active player may choose to **pay 1 Hit Point** (*move the Hit Point Token down on the track*) from their Hero Card to gain 1 additional (*must be spent immediately*). *Sacrificing* may happen only once per Turn.

Defender Actions

Defenders may **spend Action Points** (👣) on their Turn to take the following Actions in any order and any number of times, as long as they have enough 👣 to spend.



Move to a Region:

For 1👣, a Defender may move to an adjacent Region.

When moving around the Game Map:

- The Capital City is only adjacent to 2 Outer Regions, the ones on its *left* and *right*.
- The 4 Outer Regions above and below are not considered adjacent to the Capital City.
- Each Outer Region is adjacent to exactly 2 other Outer Regions, on either side of it.
- Outer Regions all have another Outer Region directly opposite to it. *In the example below, the Mountains Region is opposite of the Desert Region. Regions opposite each other are not considered adjacent.*

***Red Defender** can only move to the **Mountains** or the **Plains**.*

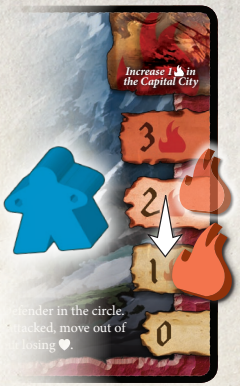
***Blue Defender** can only move to the **Coast** or the **Plains**.*

***Green Defender** can only move to the **Mountains**, the **Ruins**, or the **Capital City**.*



Secure a Region's Threat:

For 1 , a Defender may **reduce the Threat** ( ) by 1 in the Outer Region they occupy. Move the Threat Token down one level.



- *The Capital City cannot be Secured (unless with a specific Ability).*
- *An Outer Region with Level 0 cannot be Secured any further.*
- *Destroyed Regions cannot be Secured (see Destroyed Regions, pg. 13)*

Use an Ability:

For the amount of indicated on a relevant card, a Defender may use their own Defender's Ability, a Region's Ability they occupy, or an Artifact's Ability they possess.

- **Defender Abilities:** Each Defender has an ability listed on their Hero Card, which may require to be *Used*. Some do not require and are instead conditional. *For instance, an Ability that says "When Defending" applies only when that Defender is Defending.*
- **Region Abilities:** Regions have Abilities that can be used ONLY when Defenders occupy them. There are 2 types of Region Abilities:


Active


Passive

  - ***Active***: requires a Defender to spend to *Use*.
  - ***Passive***: the effect is triggered if certain conditions are met.
- **Artifact Abilities:** Like Defender Abilities, some require to be spent while others are conditional. Artifacts can only be *Used* by the Defender who is carrying them.

⚔ *Fight the Epic Foe:*



For 1 , a Defender may *Fight* the Epic Foe (*see Revealing the Epic Foe, pg. 15*) if they are in its same Region. Move the Epic Foe's **Hit Point Token down 1 space** on its track. Note the effect listed on the Epic Foe Card. *For example, the Dragon's effect is "When ANY Defender Card is drawn, immediately move the Dragon clockwise 2 Regions."*

Epic Events: If the Hit Point Token enters a space marked with an Epic Event Icon, the event listed on the Epic Foe Card occurs immediately, or it triggers a condition that changes how the game is played. *For example, on spaces 6 and 2 of the Dragon's track, the event "All Defenders lose 2 ♥" is triggered.*

Defenders Becoming Exhausted



When a Defender's Hit Point Token reaches the "0 space" on their Hero Card's track, they are ***Exhausted***. **That Defender may not use to *Secure*, *Fight*, or *Defend***, but may still use to *Move* and *Use* Abilities (*as long as they do not Secure, Fight, or Defend*).

If a Defender is in the Capital City at the start of their Turn (*during a Defender or an All Defenders Card*) they are restored to full Hit Points. *A Defender must spend at least 1 for it to be considered their Turn.*

B. Enemy Cards

Attacks the Mountains first and then the Plains



If an Enemy Card is drawn, it will **increase the Threat Level** ( ) of each of the 2 Outer Regions it attacks in order of "*First*" and "*Second*." Move the Threat Token up 1 space on the track of the first Region attacked and then the second. After an Enemy Card is drawn and resolved, place it into the Discard Pile.

Destroyed Regions:

Destruction



If the Threat Token ever reaches the top ***Destruction Space*** of the Threat Track, that Region is Destroyed. **Immediately place the Enemy Card attacking that Region face down over the top of that Region**, covering its ability text. The Destroyed Region's ability can no longer be *Used*, but Defenders may still move into or through it. Also immediately **increase 1 in the Capital City Region.** If the "First" Region gets Destroyed by the card's attack, the "Second" Region does not increase its Threat because the Enemy Card has already been placed face down onto a Region Card, negating any further effects. If a Region is Destroyed by the special effect of an Epic Foe or a Dire Enemy, use a face down ***Leftover Card*** from the box lid.

Attacking the Capital City:

When a Destroyed Outer Region is attacked and NOT Defended, or if Threat was increased in a Destroyed Region due to an effect, the Capital City's increases instead. Defenders cannot *Secure* Destroyed Regions, and Destroyed Regions cannot be restored to their original state.

Defending an Outer Region:

If a Defender is in an Outer Region when it is attacked, they may *Defend* it by **losing 1** . The attack is then canceled and the Threat does not increase in that Region, or in the Capital City if it is a Destroyed Region. When an Enemy Card attacks two Regions, to Defender both, a Defender would need to be in each Region.

C: Dire Enemy Cards



If a Dire Enemy Card is drawn, it is resolved the same as a "Regular" Enemy Card with the following exceptions:

- Dire Enemies only attack 1 Outer Region. *For example, the Harpy only attacks the Mountains Region.*
- If a Defender in the Dire Enemy's Region chooses to *Defend* against it, they MUST lose 2 to *Defend* instead of 1.
- If the Dire Enemy is NOT *Defended* against, it raises 1 in the Region attacked and then also triggers an effect listed on the card. *For example, the Harpy's effect is "All Outer Regions at Level 0 must increase to 1."*

Gaining Artifacts:

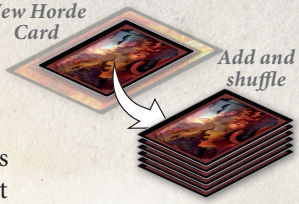


Artifacts are gained by Defenders when they *Defend* against Dire Enemies. After *Defending*, the Defender immediately draws an Artifact Card from the Artifact Deck, placing it next to their Hero Card and then inserting the matching Artifact Item into one of their Defender ITEMeeple's® hand slots, or into the two slots on its back.

- A Defender can hold a maximum of **2 "Hand Artifacts"** (*1 pin each*) and **1 "Back Artifact"** (*2 pins*).
- If a Defender gains an Artifact but is already at the maximum amount, the Defender MAY drop one of their Artifacts (*both the card and the item)* and equip the new Artifact drawn. However, if an Artifact is dropped, it is removed from play and its Artifact Card is shuffled back into the Artifact Deck.

2. Reshuffle Turn Cards and Add a Horde Card

Once the Turn Deck is depleted and all of its cards are resolved, the Round is over. **Flip the Discard Pile** so that it is face down and then do the following:



- ***If there ARE cards in the Horde Deck:*** Add 1 card from the Horde Deck to the Discard Pile (*now face down*) without revealing the new card. Shuffle these cards together to make a new Turn Deck to start the next Round.



- ***If there are NO MORE cards in the Horde Deck to add to the Turn Deck:*** The Epic Foe is then revealed (*see below*). After this, continue playing Rounds until the game ends in ***Victory*** or ***Defeat*** (*see Game End, pg. 8*)

Revealing the Epic Foe



Flip the Epic Foe Card face up to reveal it. Place it onto the Region Card that matches its symbol, covering the left side. Then place the Epic Foe's **Hit Point Token** on the highest space on its track, and note any effect that may be triggered when it is revealed. The Epic Foe does not leave the game until it is defeated.

Solo Variant Rules

For solo play, use 2 Defenders. Setup a 2-player game and choose 2 Hero Cards to track the separate Defenders' Hit Points.

Credits

Designer: Scott Almes
Illustrator: Ian Rosenthaler
Editor & Lore: Dylan D. Phillips
Game Developer: Michael Coe
Graphic Designer: Benjamin Shulman

Honorary Producers

Stephen Eckman, Robert Corbett, Colin McRavey, Michael Gills, Gareth Davies, and Cuddles.



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