

# FANTASY DRAFT

Fantasy Draft is a tactical game for 2 players, where cleverness and strategy decide the victor. Hire powerful heroes, build your army, and secretly deploy your forces on the battlefield. Use unique abilities, outsmart your opponent, and capture their flag — or destroy everything they have left!

- A strategic game for 2 players
- Recommended age: 12+
- Play time: 30–45 minutes
- Objective: Capture the enemy's flag or eliminate all their units!

## **Game Components**

- 1 hexagonal game board
- 18 hero cards
- 2 reference cards for basic units
- 52 unit tokens
- 10 power tokens
- 2 ten-sided dice (D10)
- Slot-in cards for heroes and units
- 1 rulebook

## Game Setup

### 1. Hero Draft

Each player receives 20 mana tokens. From a selection of 18 hero cards, players take turns choosing and recruiting heroes by paying the mana cost shown on the cards. The draft ends when both players have spent all their mana or decide to stop.

### 2. Unit Preparation

Each player prepares the slot-in cards of their selected heroes and inserts them into the unit tokens.

Based on the reference card, players then add basic units to their heroes so that they have a total of 26 tokens.

### 3. Deployment

Players secretly place their tokens within the designated starting zones (grass) on the hexagonal map.

## Game Flow

### Player Turn

Each player has **3 actions** on their turn. Each unit can be activated up to the number of times indicated on its card.

#### 1 action means:

- move 1 hex (unoccupied)
- attack
- special action (as described on the hero's card)

The player can freely combine different units and actions during their turn. After completing the third and final action, the player's turn ends and the opponent's turn begins.

## Attack sequence

### Melee Attack



When a player decides to perform a melee attack, proceed as follows:

#### - Declaration of Attack

The player marks their unit that is attacking and reveals it to the opponent.

#### - Attack Target

The player marks the opponent's unit within a range of **1 hex** that is being attacked.

#### - Strength Comparison

Both units compare their strength values:

The unit with higher strength remains on the battlefield.

The unit with lower strength is removed from the game.

If strengths are equal, both units are removed.

#### - Winner's Movement

If the attacking unit wins, it moves onto the hex of the defeated unit.

### Ranged Attack



When a player decides to perform an archer attack, proceed as follows:

#### - Declaration of Attack

The player marks their unit that is attacking and reveals it to the opponent.

#### - Attack Target

The player marks the opponent's unit in an **exact range of 2 hexes** that is being attacked.

#### - Strength Comparison

Both units compare their strength values:


If the archer's strength is equal to or higher than the defender's, the defender is removed from the game. If the archer's strength is lower than the defender's, both units remain in the game.

#### - Archer's Position

The archer remains in its position after the attack ends.

## Dice Roll Rules

### Dice Roll Rules

Some hero cards contain the symbol of a ten-sided die , followed by a range of numbers and a description of the effect.


### How it works:

Whenever a player activates an ability with this symbol, they roll a ten-sided die (D10).

If the roll falls within the specified range, the effect is triggered.

If the roll does not meet the condition, nothing happens (unless otherwise stated).

### Example:

The Rat has the **poison** ability:  **7-9**

if the player rolls **7-9**, the condition is met and the Rat's special ability activates

if the player rolls **0-6**, the condition is not met and the ability does not activate

## Power Tokens

Some heroes (e.g. Druid, Necromancer, Meat Eater) have the ability to increase their strength under certain conditions, up to a maximum value of 5.

The strength increase is marked by placing a power token on the hero's card.

## Hero Card Icon Explanations

Each hero card contains important information represented by icons and symbols. Here is an overview of them and their meanings:



### cost

Cost to recruit the hero during the draft. Range: 1–5



### actions

Number of actions – how many times the unit can be activated during a turn. Range: 1–3



### strength

Unit strength value during combat. Range: 1–5



### melee attack

See the melee attack rules



### ranged attack

See the ranged attack rules



### flying unit

Can move onto/through water hexes



### dice roll d10

Within the range indicated next to the dice icon. See the dice roll rules.

### unit type

Each hero has a unit type listed, which can influence the effects of certain abilities or cards.  
Examples of types: Human, Magical Creature, Undead, Animal, etc.

### special ability

Each hero usually has 1–3 special abilities. To activate some abilities, certain conditions must be met, which are indicated by the icons shown next to the ability's name.



Hex Icon with a number (e.g., [X]): Represents a maximum range.  
The effect can target anything up to X hexes away.

## Example of a Player's Turn

Marcel is at the start of his turn and has **3 actions** available.

### 1st action

For his first action, he decides to strengthen his adjacent Horseman unit by +1 using his Paladin. He declares the action by flipping the Paladin card to show the opponent and simultaneously points to the unit he is boosting.

### 2nd action

Next, he decides to move his Horseman one hex closer to the opponent's unit.

### 3rd action

For his final action, he decides to attack the adjacent unit with his now strengthened Horseman. The attack is possible because the Horseman unit has an action capacity of 2, allowing it to perform up to 2 actions per round.

During the attack, he reveals the opponent's unit — the Barbarian. The boosted Horseman, with strength 4, defeats the Barbarian, who has strength 3, and takes its hex. The Barbarian is removed from the game.

1.action



2.action



3.action



## Basic Units

 <p><b>Forkman</b> human</p> <p>1 1 5</p>	 <p><b>Wolf</b> animal</p> <p>2 3 3</p>
 <p><b>Bowman</b> human</p> <p>1 1 3</p>	 <p><b>Horseman</b> human</p> <p>3 2 3</p>
 <p><b>Trap</b> non living</p> <p>5 0 3</p>	 <p><b>Swordman</b> human</p> <p>4 1 2</p>
 <p><b>Flag</b> end of the game</p> <p>0 0 1</p>	 <p><b>Knight</b> human</p> <p>5 1 1</p>

### End of the Game

The game ends immediately when:

- one of the players captures the opponent's flag,
- one of the players loses all their units or is unable to perform even a single action during their turn.

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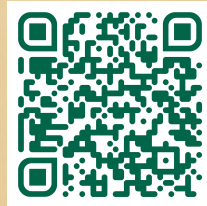
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