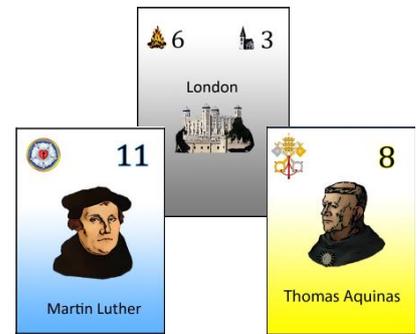


HERETICS and the Battle for Europe

A history-based card game



Heretics are a **Card game** based on the religious struggle in 15th - 17th century. The players choose from 4 different religious factions and try to seize control over the European cities.

The game is designed for 2-4 players. One match lasts about 15 minutes, it can be replayed endlessly.

What do you need to play the game

The complete card pack includes:

-4x11 cards with characters

-36 cards of European cities

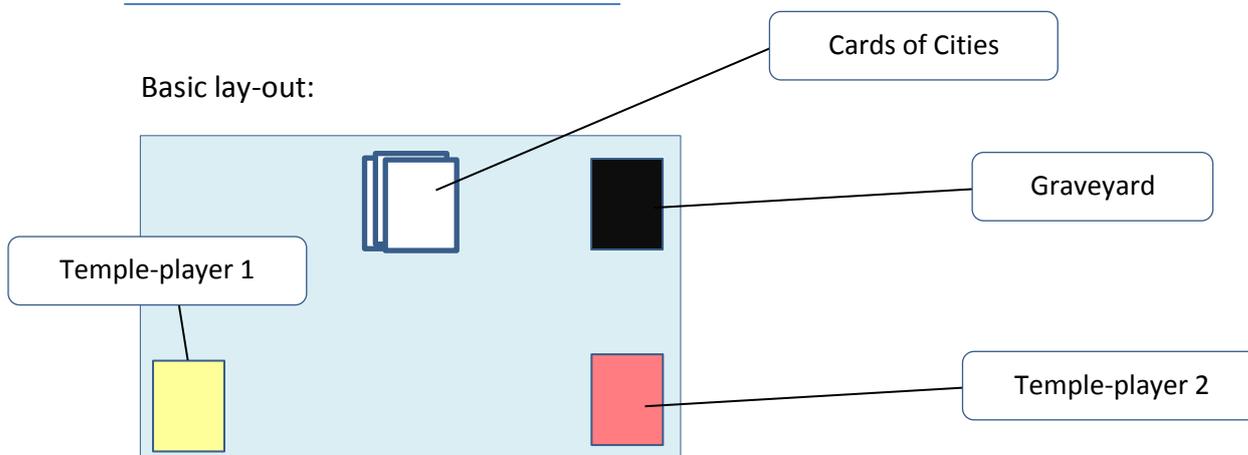
Catholics **Reformers** **Hussits** **Orthodox**



Download the cards at „martin-kolacek.cz/en-us/heretics“ , print on a hard paper and cut the cards out.

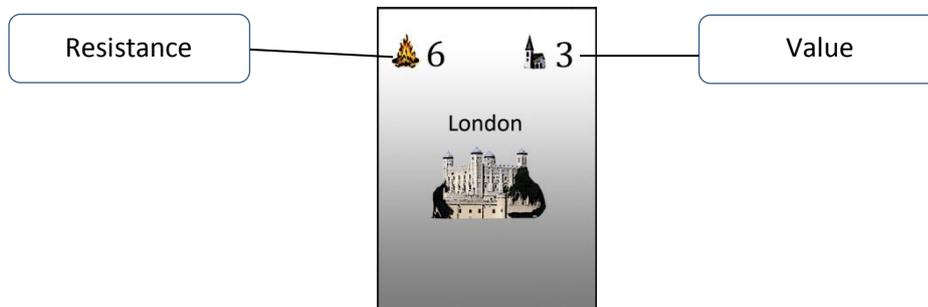
Basic rules (two players)

Basic lay-out:



1. At the beginning, each player chooses a pack of cards of one faction (numbers 1-11 of one color). The players don't show cards to each other.
2. Turn a topmost City card up so both players can see its picture.

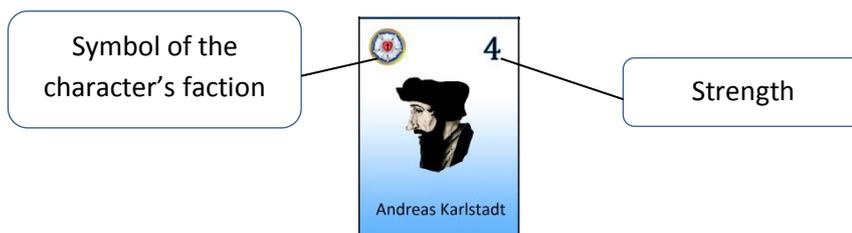
Each City has two main attributes- Resistance and Value.



The Resistance attribute states how strong a Character must be to influence it.

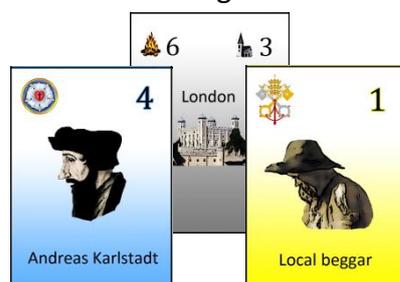
The Value attribute states how important the city is. The player who gathers the most Value points during the match will be the winner.

3. When a City card has been turned up each player chooses any card from his/her hand and lays it next to the city, face down, so the opponent can't see it. The player can choose absolutely any of the characters, the right strategy is based on the city's Resistance and an assumption of what the other player may have done. When both players have chosen the cards are revealed.

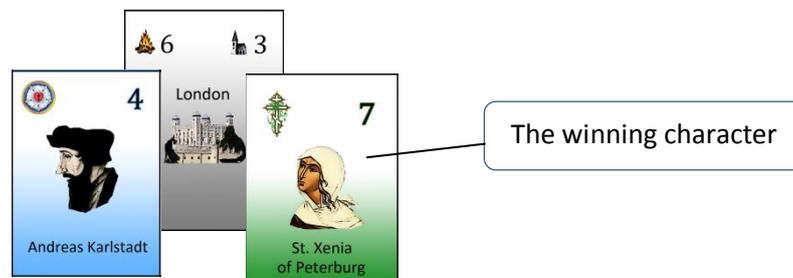


One of the following situations may occur:

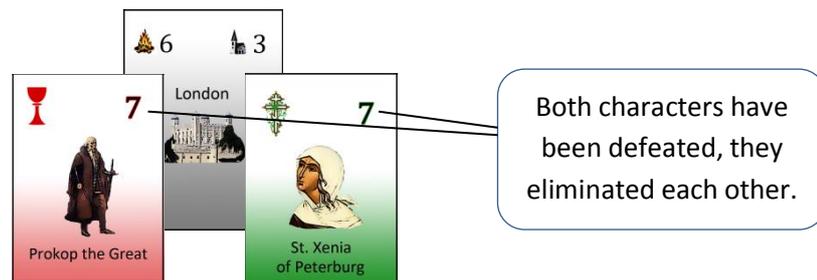
- a) The both characters' Strength is lower than the city's Resistance. In that case, both characters have been executed and they are put to the Graveyard where they'll remain until the end of the game.



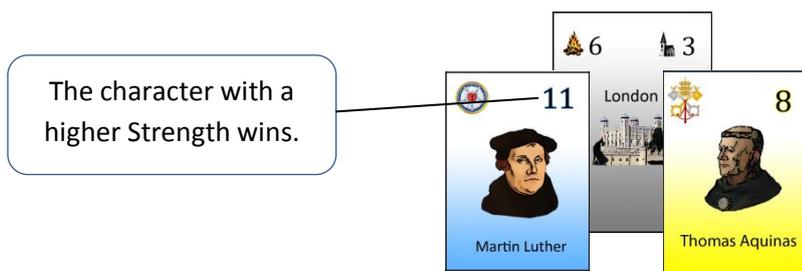
- b) One character's Strength is equal or higher than the City's resistance while the other one's is not. In that case, the player with the stronger character takes the City (it has been influenced by his/her faction), and the winning character is put to the player's Temple where it will stay until the end of the actual Reformation wave. The defeated character is executed and put to the Graveyard.



- c) Both characters are of equal or higher Strength than the City's resistance is. However, the both have the same Strength. In that case, the characters have been so busy fighting each other they have both lost. They both end on the Graveyard. The City hasn't been influenced.



- d) Both characters are of equal or higher Strength than the City's resistance is. Plus one of the characters is stronger than the other one. In that case, the stronger character wins the round and its player takes the City. The winning character is put to the Temple. The defeated one is put to the Graveyard.



4. After the first 11 rounds, all the characters are either in the Temple or on the Graveyard. The Second Wave of Reformation starts. Both players will take the characters that are dwelling in the Temple and play with them again.
5. If any of the players has no character to send into a duel he/she will lose it.
6. The match ends when the Second Wave of Reformation is over.
7. When the match is over both players will count how many Value points they have gathered. The player with more Value points wins.

Cities with Special Attributes

Some of the Cities come with Special attributes which influence the game:



If you send a character with Strength 1-3 to this City (by which you'd disclaim the City) the character will go to the Temple instead of the Graveyard.

All Hussits have a +1 bonus when trying to influence the City (e.g. character with Strength 7 will count as 8 here).

The cross tells which characters are banned in the City. If they are send there they'll be defeated. In this case, any 11 and a Hussit with Strength 10 would lose.

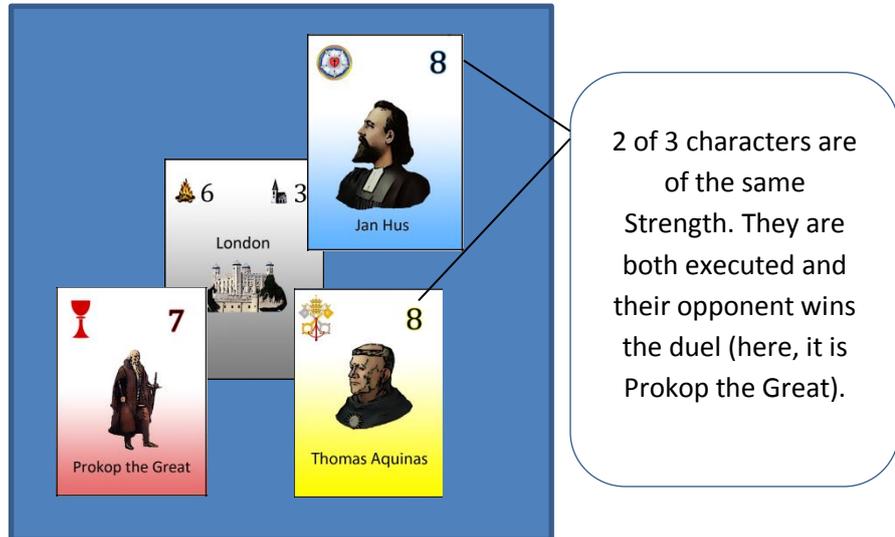
If a Hussit or a Reformer is defeated in this City they'll go to the Temple, not to the Graveyard.

When 2 players play the game, if any of them sends a character with Strength 7 the both characters will be defeated.

When 3-4 players play the game 2 characters with Strength 7 will do the same effect.

“Disputation” rule (3-4 players)

When more characters are of the same Strength, they will **neutralize each other** and will be put to the **Graveyard**.



If all players reach the same number in any of the Battle's round they will all be put to the Graveyard.