

Hero Express™

Blighthaven

Object

Monsters are rampaging thru the countryside destroying everything in their wake, the Lord of Brighthaven has offered a king's ransom to any and all adventurers that can rid the lands of these vile creatures and bring their dark master to justice.

The object of HE: Blighthaven is to work alone or cooperatively as a group to slay monsters and ultimately defeat the Dark Overlord.

What you need to play

- 1 Blighthaven Map
- 24 Monster / Quest Tokens
- 16 Equipment & Magic Cards
- 24 Experience Point Tokens
- 6 Hero Cards
- 1 Dark Overlord Card
- 1 Dark Overlord Track Token
- 12 Hero Tracker dice (3 per Hero)
- 5 Combat dice (d6 Dice)
- 1 Fate die

The Map

Depicted on the map are 23 locations that make up Blighthaven, a kingdom in need of heroes.

All the locations are connected by roads, paths, or trails which the player's heroes must follow to travel around Blighthaven.

There are several special locations in Blighthaven,

The City of Blighthaven - The heroes' base of operations.

Temple of the Sun - Rest and recovery for the weary Hero.

The Bazaar - The marketplace where heroes can acquire new Items, both magical and the mundane.

More details about these locations will be discussed later in the rules.

The Overlord Track

Located at the top of the map is the Overlord track, which will start at zero, as the heroes defeat monsters this track will be increased until it reaches the "Overlord Appears" block at which time the Dark Overlord will begin an assault on the City of Blighthaven. (See the Final Fight)

The Heroes

First you must decide which of the six Heroes you will play during the game, included you will find the character card for each.

Listed on each hero card you will find the following;

Class

The Heroes chosen profession, weather it be a warrior, a knight, a cleric, a rogue or a mage, each class has unique abilities that each will rely on to survive the adventures ahead.

Item Limit

This is number of items that the hero can have at one time. If the hero wants a new item and is already at their item limit, they can sell off or discard the unwanted item and equip the new one.

Attributes

Each Hero starts with different amounts of Body and Mind points that reflects the overall Strength and abilities of your chosen hero and as you explore Blighthaven these amounts will change as new items are acquired, enemies defeated and hardships encountered.

Body

Body is the measure of a hero's strength, stamina and fortitude.

Mind

Mind is the measure of a hero's knowledge, will and mental prowess.

The Clerics Heal Ability, Recovery Dice and the Temple of the Sun are used to recover both body and mind points.

Set Up

Every player should choose a character (maximum of 4 players) and place a tracker dice next to Body and Mind with the pips facing up equal to the maximum of both (this can never go above the maximum).

They also take a die that will show how many Hero tokens they have. This usually starts at zero.

All characters start at the center of the board, The City of Blighthaven.

Shuffle all the Monster and Item cards, placing them face down within reach of all players.

Pick one random Monster token and place it with the monster side facing up on the location marked on the token (in a 1-2 player game, for a 3-4 player game place two Monster tokens on the map).

This becomes an available quest. Moving as quickly as possible the players must try to complete the quest by defeating the monster. (See Combat)

Every time a player rolls 3 monster dice (see below) a new Monster appears and will be placed on a location on the board as noted on the token.

Choose a player to go first, play then proceeds in a clockwise direction.

Sequence of Play

1. Roll the Hand of Fate die (starting on the 2nd round)
2. Roll Hero dice (a maximum of 3 times, cannot reroll Monster die faces)
3. If three Monsters are rolled a new monster has appeared, randomly choose a Monster token and place it on the location noted on the token.
4. Collect hero tokens/recover/move
5. If on a space with a Monster Combat immediately begins (see below)

The Hand of Fate

Call it karma, Yin & Yang, Good vs Evil. Whatever the name the Hand of Fate can tip the scales thus affecting the game.

At the beginning of a new round the starting hero (the player who had the very first turn) must roll the Hand of Fate die and refer to the table below.

Eye	Your efforts have gained the attention of the Overlord, advance the "Overlord" tracker one space.
Claw	Monsters on the Rampage!! Draw two Monsters and put them into play.
Sun	Temple of the Sun blesses the Heroes, all Heroes add a +1 Fight during combat this round.
Moon	Heroes can not use Hero Tokens this round.
Sword	The Blighthaven Militia has captured a Monster, remove one active monster from the board.
Skull	An illness has swept thru Blighthaven, the temple, bazaar and city have closed their doors this round.

The Hero Dice

Included are 5 six sided dice, each marked with several different symbols, these dice will be used to control combat within the game.

Below is a list of the symbols present on the dice.

1. Hero Token
2. Move
3. Recover (Power/Psyche)
4. Monster
5. Fight
6. Fight

You can re-roll a maximum of 3 times. If a Monster die is rolled, it cannot be re-rolled; otherwise you can re-roll any of the others.

If at any time during the 3 rolls there are 3 Monster dice, randomly choose a Monster token and place it on the board at the location noted on the token.

For every Hero Token rolled, increase the number on hero token tracker (maximum of 6)

For every Recovery, you may restore 1 Body or Mind (up to max on character sheet)

For every Move rolled you may move one space (you have to stop if you land on a Monster - proceed to Combat)

Fight is used for Combat (explained below), it does nothing otherwise.

Movement

You may move to one linked space for every Move die rolled.

If you land on a Monster you must begin combat (movement ends).

If you land on the Temple of the Sun you can skip your next turn to fully recover either Body or Mind (you must end your movement in the square, and then skip the next turn to receive special location ability, and THEN can move on your next turn).

If you land on Bazaar you can skip your next turn to spend your Experience Points to buy new Items. (You must end your movement in the square, and then skip the next turn to receive special locations benefits, and THEN can move on your next turn).

Hero Tokens

You may always re-roll a single die for the cost of one Hero Token *except* for any Villain die. You can do this as many times as you wish as long as you have Hero tokens to pay for it.

Hero tokens are also used by players to invoke their chosen hero's special abilities, the hero token cost will be noted on the players Hero card.

Monsters

Monsters have a target number printed in a reticule above their heads. This is the number of successes a Hero must get in order to defeat an encounter.

Also listed on the Token is the location on the Blythhaven map where this Monster will appear when it is drawn.

The Experience point value of the Monster is printed in the lower right corner of the encounter card.

The monsters attack type, Body or Mind will be listed in the lower left corner of the encounter card.

There are three types of monsters that will be encountered in HE; Minions, Soldiers and Champions.

Minions; Minions are your average run of the mill, just in the way kind of monster. Kobolds, goblins, slimes, and vermin fit into this category.

Soldiers; Soldiers are a bit tougher than a Minion, well just a bit, your basic cannon fodder. Orcs, gnolls and trolls populate this category.

Champions; Champions are the elite of the Dark Overlords creatures, monstrous and evil. Ogres, Wraiths, Vampire Lords and Death knights are but a few that hold this title.

Combat

If you land on a square with a Monster you must fight it.

A Monster card will list its attack type and Toughness rating.

Roll the 5 dice *once*, you want to try and roll a number of Fight dice equal to or higher than the Toughness rating of the Monster.

ONLY Fight dice count during combat (i.e. you cannot collect Hero Tokens or recover Body/Mind during Combat)

You may use Hero tokens to re-roll anything except Monster dice that were rolled (in Combat if 3 Monster dice are rolled, no new Monster appears).

If you do not roll enough Fight dice you take damage equal to the Toughness rating of the Monster, minus the player's successes. (Subtract from Body for a Body Attack type Monster or from Mind for a Mind attack type Monster)

You may then repeat the battle process again or Retreat (unless the Monster token says you cannot retreat).

To retreat you must take one damage to the attribute that matches the attack type of the monster and can then move to one adjacent space.

If you're Hero ever has zero Body or Mind points, they have been KO'd and are sent back to Temple of the Sun to recover.

KO'd Heroes will lose 1 Item (Players Choice), and half of their Hero Tokens this is to cover the cost of their revival. All their attributes are set to their beginning levels.

If you defeat the monster, move the "Overlord" token down one space. Make note of the Experience Point value of the monster and add those to the players Experience Point pool, and then discard the defeated monster token removing it from play.

If at any time the "Overlord" token rests in the last space on the Overlord track, the heroes have forced the Overlords hand and they will appear to deal with the heroes personally.

If a Monster appears on your space during another character's turn you cannot move and must fight it on your next turn (though you FIRST have the choice to retreat one space and take the one damage, ending your turn).

Experience Points

Experience points are used to buy new items, located in Blighthaven is the Bazaar.

When a player lands on this space and want to see their wares, all they need to do is draw the top 4 item tokens, placing them face up near the item deck.

These 4 tokens become the available Items that the players can purchase with their Experience points, As these tokens are removed, new tokens are drawn to replace them when a player lands on this location and wants to see there wares.

Item Tokens

Items can be purchased with Experience Points; each item token will depict an image of the Item, a brief description and the Experience point cost.

You can hold as many Items as your hero's Item limit will allow.

The Final Battle

The Dark Overlord is the most powerful encounter the players will face and the final battle will be different then the normal monster battles.

The Dark Overlord has 10 Body and 10 Mind Points

Draw four item tokens at random, these will serve as the Overlord items.

The object of the players is to whittle down his Body and Mind to zero. Each character gets to roll the 5 dice in turn, subtracting any Fight dice from Overlords Body or Mind as they see fit.

Again, ONLY Fight dice count during combat (i.e. you cannot collect Hero Tokens or recover Body/Mind during Combat)

If the Overlord hasn't been reduced to zero in both Body and Mind at the end of the round of all the players' rolls, it is the Overlords turn.

The Overlord will do damage equal to the amount of Body or Mind he has left, whichever is greater. Characters can decide amongst themselves who will take the damage points (points can be split up, so multiple people can take some of damage).

If anyone's Body or Mind is reduced to zero they are out of the game.

Hero tokens can be used to re-roll, but Monster dice can't be re-rolled as in regular combat.

If you defeat the Overlord you win and have saved The Kingdom of Blighthaven!

Notes

Any time a card says to do something different from what these rules say to do, follow what is on the card.

Credits

Game Re-Theme Design:

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