

LEGENDS OF ANDOR

DARK HEROES

Expansion for 5-6 players

Important: If you are playing *Legends of Andor* for the first time, you should begin with the base game's Quick-Start Guide and Legend 1. You should definitely not play Legend 1 with more than four heroes. Use the heroes from the base game. If you do not have the base game, but only own *The Last Hope*, then begin with its Quick-Start Guide and Legend 11. In that case too, only play with up to four heroes and without the Dark Heroes.

This manual is divided into four sections:

Pages 2-4: **The Base Game with 5-6 Heroes**



Pages 5-6: **The Last Hope with 5-6 Heroes**



Pages 6-7: **Special Features of the Dark Heroes**



Page 8: **Game Variants**



Game materials

- 35 Legend cards (+1 blank card)
- 9 Hero figures
- 1 Bone golem
- 1 Merrick
- 1 Marun
- 2 Black heralds
- 4 Hero crests
- 6 Sporn tokens
- 1 Armlet
- 1 Golem symbol
- 6 Apple-nuts
- 2 Special boards for the "Merrick's Map" variation
- 14 Dice (3 red, 3 beige, 2 brown, 5 blue, 1 large black)
- 8 Disks in the heroes' colors (2 red, 2 beige, 2 brown, 2 blue)
- 4 Cubes (1 red, 1 beige, 1 brown, 1 blue)
- 14 Plastic holders (2 red, 2 beige, 3 brown, 2 blue, 2 black, 3 gray)



4 Hero boards

Each board has a Dark Hero depicted on one side and a Dark Heroine on the other.



1 Sunrise token



4 black disks (= neutral time markers)

Setup

- Carefully remove the pieces from the six die-cut boards, and insert all of the playing figures into the matching plastic holders.
- If you want to use the Dark Heroes in the base game, you will **not** need the following pieces: Merrik and Marun figures, four hero crests, six sporn tokens, six apple-nuts, one armband, and two special boards.



- Of the Legend cards, you will only need the “bone golem” and “shape-shifter in the form of a bear” cards when using the base game.
- All other cards are only intended for the Legends in *The Last Hope*. Sort these additional Legend cards according to their respective Legends in *The Last Hope*.
- Some of these cards have a symbol indicating five or six players on their back sides. In a game with five or six heroes, these will replace cards of the same type. They feature special adjustments to accommodate the higher number of players. If you play the Dark Heroes game with fewer than five players, you will not use these cards. To make them easy to differentiate, they have darker (reddish-brown) back sides.
- The “sporn 1” and “sporn 2” cards are used with five to six heroes in all of the *Last Hope* Legends (see page 6).
- The “Marun the Brave” card can be used as a variation in Legends 12 to 16 in *The Last Hope* if you want to lower the level of difficulty of these Legends somewhat (see page 8).
- The special “Map of the Gray Mountains” and “Map of the Land of Krahd” boards can be used in Legends 12 to 17 of *The Last Hope* if you want to lower the level of difficulty of these Legends somewhat (see page 8).



Rules for the Base Game with 5–6 Heroes

- The heroes’ colored time markers are not used in the base game with more than four heroes. Instead, place the **four black disks** in the sunrise box as **neutral time markers**.
- Also have the **sunrise token** and the **large black die** ready.
- The **black herald** supports the final adversaries. For the “black herald,” there are two figures to choose from, depending on whether you are playing with five or six players. Have the appropriate figure ready next to the board before starting the game.
- If you are playing with the summoner or shape-shifter heroes, add the **“bone golem”** or **“shape-shifter in the form of a bear” Legend cards**.

The neutral time markers

In a game with five or six players, the heroes have no time markers of their own. Instead, for every action, they use any **one** of the neutral black time markers.

Moving: For each space that a hero enters, **one** neutral time marker is advanced one hour on the time track. You are not permitted to divide the action among more than one time marker. This also applies to actions that are possible in later Legends, such as “move prince” or “move shield dwarves.”

Fighting: For each battle round, the hero must advance **one** neutral time marker one hour. In the next battle round, it may be a different time marker.

Fighting together: Each hero who participates in a battle must be able to advance **one** neutral time marker one hour per battle round. More than one hero may advance the same time marker.

Important: If a hero moves into the **overtime area** with a neutral time marker, he or she must surrender willpower points, just as usual.

Ending the day



In a game with five or six players, a hero who wants to end his day will no longer place his time marker in the sunrise box (after all, the heroes no longer have their own time markers). Instead, he lays his figure down as a sign that he has ended his day. The first hero to do this is the new starting player and gets the sunrise token with the rooster on it. When all of the figures are lying down, all of the black time markers are placed in the sunrise box. Only once the symbols in the box have been carried out as usual do the heroes set their figures upright again. Then, the hero with the sunrise token begins the new day.

The black die



In a battle, every **creature** rolls the black die in addition to its own. The rolled value is always added to the creature's battle value. The black die is **not used for final adversaries**. Instead, the black herald supports the final adversaries.

The black herald



A seldom-mentioned, ominous figure was haunting the Land of Andor. He was certainly a most mysterious foe, since he never threatened the heroes by himself. But as soon as he allied himself with the evil one, he raised the latter's battle strength even higher. The people of Andor feared him, and yet he seemed to have something respectable about him — like a thunderstorm that was to be feared and admired at the same time. The local name for this phantom was the "black herald."

- As soon as the position of a Legend's final adversary has been determined, take the black herald figure that you placed by the board at the beginning and set it on this space.
- If the final adversary moves during the course of the Legend, the black herald moves along with him.
- The black herald **increases the strength points of the final adversary** (four extra strength points with five players, eight extra points with six players).
In the base game, the following count as final adversaries:
 - The skral in the tower in Legend 2
 - The "dark mage" in Legend 3 — with the exception of the "ensorcelled gor." If this appears, the black herald does not enter the game.
 - The dragon in Legend 5

Additional rules: In a five- or six-person game, the **instructions for four players always apply:**

- For **shields on the castle:** The illustration for four players (= one shield) applies.
- For **setup: Legend 5 example:** With 5–6 players, the "N" token is placed on space L of the Legend track, just as it is with four players.
- For **strength of a final adversary: Legend 2 example:** With 5 or 6 players, the skral in the tower has 40 strength points, just as it does with four players.

Special rule adjustments for event cards

Some event cards state that they apply to heroes who are "standing" on certain spaces. This also refers to heroes whose figures were already placed lying down on those spaces, of course.

Some event cards only apply to heroes whose time markers are already lying in the sunrise box. Since the heroes in a game with more than four players no longer have their own time markers, this naturally refers to heroes whose figures are lying down.

Some event cards refer to a certain hero, such as the wizard or the warrior. They never refer to the Dark Heroes.

When the heroes can surrender gold or willpower points to fend off negative events, always assume the value for four players.

Special case, event card for Secret Sea (no. 6): If the event was not fended off, all neutral time markers are advanced to the fifth hour, since there are no personal time markers for the heroes. All hero figures that were already placed lying down, however, remain in that position. They cannot get back into the game.

Special features of Legends 1 to 5 of the base game

You will only need to read about the following special aspects of individual Legends if you play the corresponding Legend.

Legend 1:

This Legend is **not** suitable for a game with more than four players, since it explains the base rules for a game with four heroes. So only the heroes from the base game should be used, and not the Dark Heroes. All other base game Legends can be played with up to six players and with the Dark Heroes.

Legend 2:

On Legend card A2, the hero figures are placed on the spaces corresponding to their ranks. The new heroes participating in the game are likewise placed on spaces corresponding to their ranks. **Example:** *If Darh, the summoner, is present, she is placed on space 68.*

Legend 3:

- Fate card no. 5, “Farmer’s Wedding,” is removed from the game if there are five or six players.
- Legend card A3 reads: “Each hero now gets a fate card and ...”
In a five- or six-person game, however, there are only a total of four fate cards handed out. The two players with the highest rank each get a fate card, as do the two players with the lowest rank. Only these four heroes must fulfill their fate.
- On fate cards no. 7 and no. 10, it says that you must defeat creatures “by yourself.” In a five- or six-person game, however, the following applies: “You must take part in a defeat of these creatures.”
- On Legend card A3, it says that the hero figures are placed on the spaces corresponding to their ranks. The Dark Heroes participating in the game are likewise placed on spaces corresponding to their ranks. **Example:** *If Darh, the summoner, is present, she is placed on space 68.*

Legend 4:

There are no changes for this Legend.

Legend 5:

Just like the heroes, the bone golem may only enter the castle when the creatures there have been defeated or lured out.





Rules for *The Last Hope* with 5–6 Heroes

- Just as in a game with two to four heroes, in *The Last Hope* with five to six players the heroes' **colored time markers** are used. The neutral time markers (black disks) and the sunrise tokens are **not needed**. **The normal rules apply for ending a day, and so on.**

- Have the large **black die** ready.
- The **black herald** supports the final adversaries. For the “black herald,” there are two figures to choose from, depending on whether you are playing with five or six players. Have the appropriate figure ready next to the board before starting the game.
- If you are playing with the summoner or shape-shifter heroes, add the “**bone golem**” or “**shape-shifter in the form of a bear**” **Legend cards**.
- Some event cards refer to a certain hero, such as the wizard or the warrior. They never refer to the Dark Heroes.
- **Special aspect of Legend 11:** This Legend is **not** suitable for a game with more than four players. Nevertheless, in a game with two to four heroes, you can still use the Dark Heroes in place of the other heroes. In Legends 12 to 17, you can play with up to six heroes, including the Dark Heroes.

The black die



Every **creature**, every **skeleton**, and every **Krahder** rolls the black die in addition to the other dice in a battle. The rolled value is always added to its battle value. The black die is **not used for final adversaries**. Instead, the black herald supports the final adversaries.

The black herald



A seldom-mentioned, ominous figure was haunting the Land of Andor. He was certainly a most mysterious foe, since he never threatened the heroes by himself. But as soon as he allied himself with the evil one, he raised the latter's battle strength even higher. The people of Andor feared him, and yet he seemed to have something respectable about him — like a thunderstorm that was to be feared and admired at the same time. The local name for this phantom was the “black herald.”

- As soon as the position of a Legend's final adversary has been determined, take the black herald figure that you placed by the board at the beginning and set it on this space.
- If the final adversary moves during the course of the Legend, the black herald is moved with him.
- The black herald **increases the strength points of the final adversary** (four extra strength points with five players, eight extra points with six players).
In *The Last Hope*, the following count as final adversaries:
 - The Pale King in Legends 12 and 16
 - The Ancient Troll in Legend 14 (but not Nomion)
 - The bewitched hero in Legend 15
 - The Fortress of Borghorn in Legend 17

Additional rules

In a five- or six-person game, the **instructions for four players always apply** (unless different instructions are stated on the cards):

Example: In Legend 16, four players must deposit logs having a value of 10 on space 208. This also applies with five or six players.



On the “**Golden Shields**” card, the illustration for four players (one shield) also applies to five to six players.

In a game with five to six heroes, each hero must still be able to hand over provisions at sunrise (unless the hero is standing on a space with the camp or supply wagon). That's why extra apple-nut tokens are included in the game. You can also get more provisions through the defeat of "sporns."

The Sporns

In the *Last Hope* Legends, the six "sporn" tokens and the two matching cards are only in play with five to six heroes. After you have read the final "a" card of a Legend out loud, read aloud the "Sporn 1" and "Sporn 2" cards as well.



Note for Legend 15: With more than four heroes, the additional "bewitched" card(s) of this expansion pack are in play. These have a symbol for four players on their back sides, however, so that they do not look different from the cards from *The Last Hope*.



Special Features of the Dark Heroes

Note: When the instructions mention a hero, this also applies to the corresponding heroine, of course.

Darhen/Darh:

- Refer to the "Bone Golem" Legend card.
- The bone golem does not activate tokens, and cannot move farmers or the supply wagon with him.
- The bone golem can use jump spaces.
- The bone golem can be used against any adversary, even skeletons and final adversaries. To get him into the game, the summoner must participate in a victory over a creature. He cannot get the bone golem into the game by defeating a skeleton.
- Special rules for the summoner in Legend 17:
 - Defeated guard trolls that the summoner brings back are placed on any space adjacent to "their" location. With the next movement token used to move guard trolls, this guard troll will move to its location again.
 - With the defeat and retrieval of Krahder, too, the summoner can get the bone golem into the game. The position of a Krahder is then determined with a red die ("10s" digit) and hero die ("1s" digit), with 300 added to the result, just as with creatures.



Drukil/Drukia:

- Refer to the “Shape-Shifter in the Form of a Bear” Legend card.
- The armlet does not play any role until *The Last Hope*.
- When the bear chooses gold as a reward or activates a fog token that has gold or an article depicted on it, the gold or article is placed on the space on which the bear is currently standing. The shape-shifter cannot carry it when in the form of a bear.



Armlet



- If the bear has fewer than ten willpower points, another hero can pass through his space without that hero losing a strength point. Farmers can also pass without harm through the bear's space when moved along by another hero.
- The bear can never be moved along by Thorn and Ambra.
- The brother shield only swaps the actual strength points of the hero, not the bear's values.
- On the Krahd game board, space 340 counts as the only forest space where the hero can transform himself.

Forn/Forr:

- If creatures are moved to the space of the half-skral at sunrise or because of an event card, they are advanced in the direction of the arrow. This also happens if they are positioned on his space because of a Legend card or a movement token.
- If the half-skral wants to surrender willpower points in order to move, he can never do this if it would bring him down to zero willpower points.
- If the half-skral has used his special ability to pluck two star herbs that are lying on top of each other, he is allowed to immediately re-plant them “separately.” Then, at the next sunrise, star herbs will be placed on both star herb tokens. So the half-skral is able to rapidly accelerate the star herbs' growth. Remember, though, that the number of star herbs nevertheless remains limited.



Leander/Leane:

- The seer must re-roll his dice immediately after using the last one. A special case arises if he defeated an opponent with the last die. Then, he is allowed to wait for the reward. If he chooses willpower points as the reward, it may result in being allowed to sort out more dice from his throw.
- He does not have to sort out dice. He may also keep all the dice he rolls and use them on his dice track.
- The seer cannot use the helm article or the “old weapon” glove.
- In Legend 17, he is lacking his ability to predict event cards, since there are no event cards in this Legend.
- After the seer's hope card has been activated, he may turn over not just one but two tokens when he has a “2.” On the other hand, only one of them may be a movement token, and it has to be the top one.
Example: The seer can turn over one cave token and the top movement token. These tokens are not yet activated just by being turned over, however.
In the example, any hero must first enter the cave with the uncovered cave token. To activate the uncovered movement token, any time marker must be left on the time track's 4th hour.





Game Variants

You can use the following variations to make the Legends in *The Last Hope* a little easier.

Marun the Brave

With the help of the young female dwarf, you can delay a creature that enters a space with the camp or supply wagon. Also, she adds two strength points to the heroes' total in a battle. You can find more details on the "Marun the Brave" card. Marun can only be used in Legends 12 to 16.



Merrick's map

The brave cartographer had accompanied the heroes for so long. Now he is following them into their final great adventure.

When you explore the Gray Mountains or the Land of Krahd with Merrik, it adds more apple-nuts and more time to the game. Merrik always starts on the space on which the hero with the highest rank is standing. Any hero can move Merrik along with his own figure.



In Legends 12 to 16, you will use the special "Map of the Gray Mountains" board.



In Legend 17, you will use the special "Map of the Land of Krahd" board.



Place each special board next to the game board at the beginning of the relevant Legend, and follow the directions written on it.



The author and illustrator: Michael Menzel was born in 1975 and lives with his family in the Lower Rhine region of Germany. He has had a passion for drawing since early childhood. He made his entrance into the world of game illustration in 2004 with a game for the Kosmos publishing house. Since then, he has designed children's and family games for various publishers. His first work as an author was *Legends of Andor*, which garnered prizes both in Germany and abroad including the Connoisseur's Game of the Year in 2013. After concluding the great Andor trilogy with *The Last Hope*, he is sending players back to the Land of Krahd with the Dark Heroes.

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