

# Reference Booklet

## Components



**4 Hero Boards** (one side depicts the hero, while the other side depicts the heroine)

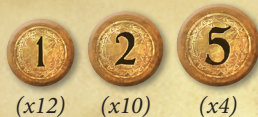
### 8 Hero Markers



### 28 Monster Markers



### 26 Gold Tokens



### 1 Poison Token



### 3 Medicinal Herb Tokens



### 8 Star Tokens



### 7 Additional Markers



### 4 Farmer Tokens



### 6 Parchment Tokens



with values of 7, 8, 10, 11, 14, 17

### 6 Rune Stones



### 4 Well Tokens



### 8 Boulder Tokens



### 11 Gem Tokens



### 3 Red "X" Tokens



### 24 Item Tokens



### 15 Fog Tokens



### 15 Monster Tiles



### 1 "N" Tile



### 7 Introductory Tokens



- 1 Double-Sided Game Board
- 41 Plastic Stands
  - (26 red, 4 black, 3 gray, 2 blue, 2 yellow, 2 green, 2 purple)
- 1 Merchant Inventory/Battle Sequence
- 71 Large Legend Cards (including 9 blank cards)
  - 1 Large Standard Setup Instructions Cards
- 20 Six-Sided Dice (4 blue, 5 green, 3 yellow, 1 purple, 3 red, 4 black)
- 9 Wooden Disks (2 blue, 2 green, 2 yellow, 2 purple, 1 red)
- 5 Wooden Cubes (1 blue, 1 green, 1 yellow, 1 purple, 1 red)
- 1 Quick-Start Rules Booklet
- This Reference Booklet



# Important Rules for Reference

(Not used with Legend 1)

## Actions

There are two types of actions that a hero may perform: standard actions and free actions. Each type of action is explained below.

### Standard Actions

A hero must perform one of the following actions:

- **Move:** A hero advances his time marker one space on the time track for each space on the game board he enters.
- **Fight:** A hero advances his time marker one space on the time track for each round of battle he initiates.
- **Wait:** A hero advances his time marker one space on the time track.
- **Move an Ally:** A hero advances his time marker one space on the time track to move an ally marker up to four spaces. He may spend more than one hour in this way. A hero cannot perform this action if an ally is not on the game board.

### Free Actions

Free actions are additional actions a hero may perform without advancing his time marker on the time track. A hero may perform any number of free actions during his turn or another hero's turn **before** or **after** the current hero's standard action. Additionally, a hero may perform a free action even if he occupies the same space as a monster. A hero may perform the following free actions:

- Empty a well in his space
- Use items
- Pick up gold and items from his space
- Drop gold and items in his space
- Buy strength points and items from the Merchant Inventory
- Trade gold or items with other heroes occupying his space

Some items may be used **during** a standard action as described on the Merchant Inventory. Additionally, a hero may drop gold and items in his space during a move action.

**Note:** A hero cannot perform free actions if his time marker is on the sunrise box.

*Example: A hero occupies a space with a merchant icon. He buys two strength points, one falcon, and one wineskin at the beginning of his turn. He replaces the shield in his large item inventory space with the falcon and drops the shield in his space. He decides to perform a move action and uses a medicinal herb with a value of "3" and the wineskin he just bought. Then, he moves five spaces. Because he used an herb and one side of his wineskin, he advances his time marker only one hour for this movement. Then he reveals and resolves the fog token in his space, taking a gor from the supply and placing it in his space. The hero cannot fight that gor this turn because he has already performed a standard action.*

## Allies (Prince Thorald and the Shield Dwarves)

If an ally occupies the same space as a monster, it adds four to the final battle value against that monster. To move an ally, see "Standard Actions."

## Battle

If a hero occupies a space with a monster at the beginning of his turn, he may fight that monster. The archer or any hero with a bow can fight a monster from an adjacent space. A hero cannot move and fight during the same turn; if a hero moves during his turn, he cannot fight that turn. Before the battle begins, mark the monster's strength points and willpower points on the monster display on the game board.

A round of battle consists of four steps, resolved in this order:

- I. The Hero Strikes
- II. The Monster Strikes
- III. Battle Value Comparison
- IV. End of Battle Round

## The Hero Strikes

Each time a hero fights a monster, the hero performs the following steps for each round of battle:

1. He advances his time marker one hour on the time track.
2. He rolls the number of hero dice shown in the dice pool of the row that his willpower marker currently occupies. If the hero wants to use the witch's brew to double the value of one die result, he must do so immediately after rolling his hero dice.
3. He adds his current strength points to his highest die result obtained from step 2. This is the hero's battle value.

*Example: The warrior has nine willpower points and rolls three dice, producing results of "4," "3," and "3." He takes the "4" result and adds his five strength points to it for a battle value of nine. If the hero has a helm, he adds both "3" results together and has a battle value of "11."*

## The Monster Strikes

After a hero strikes, the monster performs the following steps for each round of battle:

1. The hero to the left of the current hero rolls the number of dice shown in the dice pool of the row that the monster's willpower marker currently occupies on the monster display. Gorgs, skralls, and trolls roll red dice, while wardraks roll black dice.
2. Add the monster's strength points to the highest die result. This is the monster's battle value. If two or more dice produce identical results and their combined total is greater than the result of any remaining dice, add the identical results together before adding the monster's strength.

## Battle Value Comparison

The combatant with the higher battle value wins the battle round. The combatant with the lower battle value loses a number of willpower points equal to the difference between the two battle values. In a tie, neither combatant loses willpower points.

## End of Battle Round

If the monster and hero both have willpower points remaining, the battle immediately goes into its next round unless the hero cannot advance his time marker on the time track or he voluntarily ends the battle.

If the monster has no willpower points remaining, the hero defeats the monster. As a reward, he immediately receives an amount of gold, willpower points, or a combination of both equal to the number found in the gold or willpower icons below the monster strength track on the monster display. Place the defeated monster in space 80 and advance the legend marker one space on the legend track.

If the hero has no willpower points remaining, he is defeated. He loses one strength point (to a minimum of one) and receives three willpower points. Then, the next player begins his turn.

If the battle ends and the monster is not defeated, the monster recovers any willpower points he lost in the battle and begins future battles at his usual start value as shown on the monster display.

## Team Battle

If more than one hero occupies a space that contains a monster, they can fight the monster together (the archer and heroes with bows can participate in the battle from an adjacent space). At the start of the current hero's fight action, he invites the other heroes to participate in the battle. Then, advance each participating hero's time marker one hour on the time track.

Next, all participating heroes add their individual strength points together to calculate their team strength. Starting with the current hero and proceeding in turn order, each participating hero rolls the hero dice in his dice pool and adds the highest result to the team strength to determine the team battle value. Then, the monster strikes exactly as it does when fighting a single hero.

Now, the participating heroes compare their team battle value to the monster's battle value. The side with the higher number wins the battle round. If the heroes win the battle round, the monster loses willpower



## Important Rules for Reference

(Not used with Legend 1)

points as normal. If the monster wins the battle round, **each** participating hero loses willpower points equal to the difference between the monster battle value and the team battle value.

If neither side is defeated, each participating hero may continue into the next round of battle unless he cannot advance his time marker on the time track or he chooses not to participate.

If a hero is defeated, he loses one strength point and receives three willpower points. A defeated hero cannot continue to participate in the battle.

If the heroes defeat the monster, they may freely distribute the reward among the heroes who participated in the entire battle.

**Note:** The wizard may use his ability in a team battle, but must declare so immediately after a dice roll; he cannot wait until all heroes have rolled.

### Farmers

As a free action, a hero may pick up or drop farmer tokens in his current space. Heroes can pick up and drop hero tokens **during** a move action. A hero may carry several farmer tokens at a time. Farmer tokens remain on the game board when carried and move with the hero's marker. If a monster and a farmer token ever occupy the same space, the farmer token is immediately returned to the game box.

Each time a hero drops a farmer token in space 0 (the castle), the number of the castle's golden shields increases by one. To indicate this, flip the farmer token to its golden shield side and place it next to the castle's other golden shields. This flipped farmer token counts as one additional golden shield that a monster must occupy before the castle is overrun.

### Fog Tokens

If a hero enters a space with a fog token, he must end his movement. Then, he immediately reveals and resolves the token according to the icon on its back side:

**+1 Strength:** The hero receives one strength point.

**+X Willpower:** The hero receives an amount of willpower points equal to the number on the token.

**X Gold:** The hero receives an amount of gold from the supply equal to the number on the token.

**Wineskin:** The hero receives one wineskin.

**Event Card:** The hero draws and resolves one event card.

**Gor:** The hero places one gor marker in his space.

After a hero resolves a fog token, he returns it to the game box. If a hero has a telescope, he can reveal all fog tokens in spaces adjacent to his own before or after any hero's standard action. A fog token revealed by a telescope stays faceup in its space until a hero enters its space, causing him to end his movement and resolve the token.

Resolving a fog token does not advance the hero's time marker.

### Golden Shields

If a monster enters space 0 (the castle), place it on an empty golden shield beside the castle. Heroes cannot fight a monster that is on a golden shield. If a monster enters the castle and there is not an empty shield on which to place him, the castle is overrun and the party immediately loses the legend.

Each farmer token the heroes bring to the castle adds one empty golden shield that a monster must occupy before the castle is overrun.

### Helm

If a hero wearing a helm rolls dice that produce identical results, he may add those results together. The helm has no effect if worn by the wizard, the archer, or a hero fighting with a bow.

A hero cannot use the helm and the witch's brew during the same battle round.

### Hero Ranks

Some cards refer to a hero's rank. A hero's rank is the number located in the upper-right area of his hero board, beneath the hero's name.

### Medicinal Herbs

A hero can collect medicinal herbs and place them on the small inventory spaces of his hero board. The number on the herb token indicates how strong the herb is. As a free action, a hero can use the herb in one of the following ways:

- When a hero performs a move action, he may move a number of spaces up to the number on the herb token without moving his time marker.
- Immediately after a hero rolls his hero dice during a battle, he may gain a number of strength points equal to the number on the herb token for a single round of battle.
- The hero gains a number of willpower points equal to the number on the herb token.

The value of an herb cannot be split. For example, a hero cannot use a medicinal herb with a value of "3" to gain one willpower point and two temporary strength points. However, a hero is not required to use the entire value of an herb. After using an herb token, return it to the game box.

**Note:** If a hero's time marker is on the sunrise box, he cannot use an herb.

### Monster Movement

Each sunrise, the monsters move toward the castle one by one, beginning with the gor on the lowest-numbered space and proceeding in ascending order. A monster moves to the adjacent space in the direction of the arrow on his current space. Only one monster can occupy a space at a time. If a monster is placed in or moves to a space that already contains a monster, immediately move the incoming monster along the arrow to the next adjacent space.

After moving all gors, move the other monsters in the order in which they appear on the sunrise box following the movement rules described above.

If a monster would move to a space that is blocked by a boulder, it stays in its current space.

### Rune Stones

A hero can collect rune stones and place them on the small inventory spaces of his hero board. Heroes can use the telescope to reveal rune stones on the game board. While a hero carries three different-colored rune stones, he may roll one black die in battle instead of his hero dice. The black die has higher values than the hero dice. The wizard may use his ability on the black die.

### Standard Setup Instructions Card

At the beginning of each legend, except Legend 1, prepare the legend by following the steps on the Standard Setup Instructions card. If a legend requires additional preparation, its legend cards describe the necessary steps.

### The Witch

If a hero resolves the fog token that shows the witch and the witch's brew, he immediately receives one free witch's brew from the Merchant Inventory. Then, the hero places the witch marker in that space. From then on, a hero who occupies the space with the witch may buy a witch's brew. The price of the witch's brew is determined by the number of heroes (see the Merchant Inventory).

**Note:** The archer always pays one fewer gold for the witch's brew.

A hero with a witch's brew can use it twice (once for the front of the token and once for the back of the token). Each use allows a hero to double the value of one of his die results during one round of battle.

A hero may use the witch's brew only once per round of battle.



# Legend Summary

Play the legends in this order to experience the history of Andor.

1

## Legend 1

### The Heroes Arrive

#### The Introductory Game

The heroes must deliver an important message while defending the castle. This legend provides heroes with easy entry into the game and its rules. The heroes use the "Quick-Start Rules" booklet when playing this legend.

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## Legend 2

### Long Live the King

#### The First Great Adventure

This legend introduces the Merchant Inventory. In this legend, the heroes encounter the witch, learn to use her witch's brew, and discover the magical rune stones.

3

## Legend 3

### Darkness Descends

#### The Ever-Changing Adventure

In this legend, the heroes encounter random monsters and attempt to fulfill their fates to reveal their final adversary.

5

## Legend 5

### The Dragon's Wrath

#### The Grand Finale

The heroes must free Rietburg Castle and defeat the dragon before it reaches the castle. The gameplay varies because the dragon's path changes and the party has different tools at their disposal.

4

## Legend 4

### A Mine Full of Gems

#### The Subterranean Adventure

This legend uses the reverse side of the game board. The monsters guard the treasures and raise alarms if the heroes are not careful.

6

## Legend 6

### The Dragon's Legacy

#### Design Your Own Legend!

The heroes have nine blank legend cards to create their own story in Andor.



#### The Designer and Artist:

Michael Menzel was born in 1975 and lives with his family in the Lower Rhine. His passion for drawing followed him from early childhood. In 2004, he began illustrating games for Kosmos Publishing. Since then, he has illustrated numerous children's and family games. *Legends of Andor* is his debut as a designer.

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The author and the publisher thank all playtesters and proofreaders.

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